"GLENGARRIFF FOREST": AN INTERACTIVE CREATIVE WORK

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by

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ABSTRACT

"Glengarriff Forest" is an original video game made with the text-based video game making software, Twine. The player-named protagonist, or the player character, must navigate the forest she is lost in to avoid being killed by the murderous cult that kidnapped her. During her escape, she meets a mysterious figure who claims he wants to help her. Regardless of accepting or refusing his help, the player character finds herself at the camp of the cult with a choice; to free herself and run or help the other kidnapped girls make their escape as well. Once out of the forest, the player character tells the local priest of the existence of the cult, only to discover that the entire town knows about this cult and does nothing about it. The player character wishes to, they can decide to help townspeople out from under the thumb of the cult to lessen the cult's power. When the player character is about to confront the cult during the endgame stage, help from the rescued girls and liberated townspeople can be recruited in the final conflict. Hidden collectables scattered around the forest, cult campsites, and in the town will affect the outcome of the game. Should the player find enough of the hidden items, they unlock the 'good' ending of the game. If not, they complete the 'bad' ending.

Introduction

The focus of this thesis is to create a basic video game demo using the software Twine. Twine is a video game making software for text-based video games and other text-based interactive stories. Twine functions using boxes called 'passages' which are linked to each other to create the story. Oftentimes the links in the passages represent a choice the player can make between various actions. These links and passages can be arranged to create branching storylines and multiple endings in the story. Twine programing will also be used to create an inventory, character statistics such as health, and other essential tools for creating video games. Conditional programing will also be used to alter the story based on player choices throughout the final game.
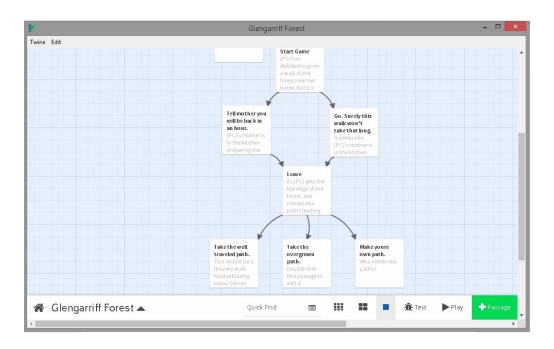

Figure 1: A screenshot of "Glengarriff Forest" in Twine. Screenshot recorded 3/29/2019.

***Glengarriff Forest*: Executive Summary**

Title: *Glengarriff Forest*

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Genre: RPG

Version: 1.2

The Big Idea: You have been kidnapped by a mysterious cult, and escape is the only option for survival, but escape is not easy. Those who wish to help will arrive during your flight, but can you trust anyone in these woods?

Category: *Glengarriff Forest* is similar to *Slender: The Arrival*, *Perception*, and *Outlast*, with a semi-open world map and item collection system.

Platforms: Initial release on PC, potential later release on Xbox One and PlayStation 4

License: *Glengarriff Forest* is an original game, with multiple endings to allow further development of the world and lore. Spin off games/DLC can include playing as the other kidnap victims or games set in the same canon of the cult's beliefs.

Play Mechanic: Players must balance walking speed with enemy tracking mechanics. Player must also use the environment to their advantage.

Technology: Twine

Target Audience: Older teenagers and adults interested in open world RPG and horror/survival games. A strong female protagonist draws female players.

Key Features:

- Escape a murderous cult

- Player decisions affect story and lore with alternate endings and optional quests.

- Character personality responds and changes with chosen dialogue options; customizable appearance

Glengarriff Forest **Plot Line**

*italics mark optional player choices, [] repeated action, PC is the player character

PC goes on a walk in the woods.

PC gets kidnapped by cult.

PC makes her initial escape.

PC finds ghost boy who wants to help her.

PC chooses to either accept or deny help.

PC is re-captured by the cult.

PC sneaks and explores camp.

PC finds evidence of the cult's plans.

PC frees the other girls.

PC finds a map of other camps.

[PC finds other camp, PC frees girls, PC finds additional lore]

PC escapes the forest.

PC tells the priest in town.

PC learns that the whole town knows about the cult activities and does nothing (townspeople threatened by cult/complicit in continued existence of cult).

PC helps towns people.

PC finds more lore across town.

PC recruits rescued girls to help.

PC recruits the ghosts of victims to help.

PC goes back to forest to deal with cult (Start of end game).

PC is killed by cult.

> BAD ENDING
>
> PC didn't find all lore → cult continues, died in vain
>
> TRUE ENDING
>
> PC found all lore → cult is stopped

Glengarriff Forest Code

> Character creation screen

A young girl is in her room. She lives in a home near the edge of town by the forest.

She's contemplating taking a walk in that forest before dinner.

```
{(live: 5s)[

(set: $name to (prompt: "Enter her first name:", "Aileen"))

(set: $name2 to (prompt: "Enter her last name:", "McIver"))(stop:)

]}
```

{(live: 7s)[

[[Start Game]]

]}

Start Game

$name has decided to go on a walk in the forest near her home, but it's almost time for dinner.

[[Tell mother you will be back in an hour.]]

[[Go. Surely this walk won't take that long.]]

Tell mother you will be back in an hour.

$name's mother is in the kitchen preparing dinner. It smells like some type of stew.

"I wanted to tell you I'm going on a walk before dinner. I'll be back before dinner is ready."

(color: red + blue)["Okay, sweetie. Be careful,"] she says without looking up from what she's doing.

[[Leave]]

Go. Surely this won't take that long.

It smells like $name's mother is cooking in the kitchen. $name is sure that she can slip away without her even knowing she left.

[[Leave]]

Leave

As $name gets to the edge of the forest, she notices two paths leading into the forest. One seems well very well traveled. The other looks like it used to be used often but is now overgrown.

[[Take the well traveled path.]]

 [[Take the overgrown path.]]

[[Make youre own path.<- Make your own path.]]

Take the well traveled path.

$name has taken this path so many times before, but this should be a leisurely walk to get some fresh air. No trailblazing today. Dinner will be ready before too long, and $name doesn't want to miss it getting lost in the forest.

[[Continue down this path. ->Well-traveled path.]]

 [[Choose another path.]]

[[Go back home.]]

Take the overgrown path.

$name doesn't know this path nearly as well as the clear one, but is sure no one in town knows it like she does. There's some adventuring down this path, but not enough to get too lost this close to home.

[[Continue down this path. ->Overgrown path.]]

[[Choose another path.]]

 [[Go back home.]]

Make youre own path.

Who needs real paths? Besides, $name knows the forest paths like the back of her hand.

There's nothing new to explore along those paths, and she's feeling adventurous today.

[[Continue down this path. ->New path.]]

[[Choose another path.]]

[[Go back home.]]

Choose another path.

Maybe this isn't the trail $name wants to use today.

[[Well-traveled path.]]

[[Overgrown path.]]

[[New path.]]

 [[Go back home.]]

Go back home.

$name notices that it's already a lot darker now than when she decided to go on this walk.

And it looked like mother was almost done with dinner, or at least it smelled like it.

{(live: 5s)[

$name suddenly feels a sensation like she can feel someone watching her.

]}

{(live: 7s)[

[[Turn around.]]

]}

{(live: 7s)[

[[Run.]]

]}

Well-traveled path.

Walking along the well worn path gives $name a chance to daydream a bit and let her mind wander away from her for a few moments.

{(live: 5s)[

$name suddenly feels a sensation like she can feel someone watching her.

]}

{(live: 7s)[

[[Turn around.]]

]}

{(live: 7s)[

      [[Run.]]

]}

         Overgrown path.

$name is too concentrated on picking her way through the undergrowth to hear that someone was walking up behind her until it's too late.

A man strikes $name in the head and her vision goes black.

[[Continue.]]

         New path.

$name is too busy taking in the new sights of the forest on her private trail that she doesn't hear someone walk up behind her until it's too late.

A man strikes $name in the head and her vision goes black.

[[Continue.]]

Turn around.

$name decides to turn around slowly.

{(live:3s)[(if: (history:) contains "Tell mother you will be back in an hour.")[Maybe $name's mother finished dinner and came to tell her.]

(else-if: (history:) contains "Go. Surely this walk won't take that long.")[Maybe $name's parents realized she was gone and came to look for her.](stop:)]}

{(live: 5s) [$name doesn't recognize the man standing behind her and doesn't have time to say a word before he strikes her in the head and her vision goes black.]}

(live:7s) [[[Continue.->Continue.]]]

Run.

$name goes into a dead sprint. Surely it must be better to run from nothing than not run when there is something. {(live: 3s)[Right?(stop:)]}

{(live: 4s)[$name looks over her shoulder to see an unfamiliar man chasing her.(stop:)]}

{(live: 6s)[(if: (history:) contains "New path." or (history:) contains "Overgrown path.")[$name tries to keep running, but the undergrowth slows her down and she looses her footing, allowing the man to catch up with her. He strikes her over the head and her vision goes dark.]

(else-if: (history:) contains "Go back home." or (history:) contains "Well-traveled path.")[$name races ahead as fast as she can, but runs directly into another man she doesn't recognize. He grabs her and strikes her over the head, making her vision go dark.](stop:)]}

{(live: 8s)[[[Continue.->Continue.]]]}

Continue.

$name slowly begins to come to, and realizes she has no idea where she is. She can see that it is entirely dark now, and she seems to be in a small clearing of sorts. There seems to be tents set up like a camp.

(live: 3s) [$name hears something moving behind her.]

{(live: 6s)[

    [[Pretend to be asleep.]]

]}

{(live: 6s)[

    [[Run.->Run 2]]

]}

Run 2

$name tries to get up and run, but her hands are bound behind her and she struggles to get up.

(live:3s) [(color: red + orange)["What was that noise?"] $name hears a man in the camp say.]

(live:5s) [(color: red)["It sounds like one of the sacrifices trying to run. Go check it out."] says another man.]

(live:7s) [[[Turn and run.->Turn and run.]]]

(live:7s) [[[Lie down and pretend to be asleep.->Lie down and pretend to be asleep.]]]

(live:7s) [[[Find somewhere to hide.->Find somewhere to hide.]]]

Pretend to be asleep.

$name closes her eyes and tries to breath slowly, hoping her captors don't notice she isn't asleep. The noise moves past her and the footfalls fade away.

(color: red)["Do we have enough?"] a man's voice asks.

(color: red + yellow)["With as many here and the ones at the other camps, it should be more than enough,"] a different voice replies.

(color: red)["Go and check in with the other camps. Better to be sure than to be missing one,"] the first voice says.

[[Continue.->Continue 3]]

Turn and run.

$name has to get out of here. She needs to run.

(live: 3s) [And she does. Straight into a man wearing an odd robe.]

(live: 5s) [(color: red + orange)["Going somewhere?"] he asks before chuckling and throwing her over his shoulder.]

(live: 7s) [[[Continue.->Continue 2]]]

Lie down and pretend to be asleep.

$name lies back down closes her eyes and tries to breath slowly, hoping her captors don't notice she isn't asleep. She hears footstep move towards her before falling silent. After a moment, the noise moves past her and the footfalls fade away.

(color: red)["Do we have enough?"] a man's voice asks.

(color: red + yellow)["With as many here and the ones at the other camps, it should be more than enough,"] a different voice replies.

(color: red)["Go and check in with the other camps. Better to be sure than to be missing one,"] the first voice says.

[[Continue.->Continue 3]]

Find somewhere to hide.

Hiding is a good option right? $name turns and looks but she can't find anywhere large enough to conceal a cat, let alone herself.

(live: 3s) [A man wearing an odd robe grabs her, and spins her around.]

(live: 5s) [(color: red + orange)["Going somewhere?"] he asks before chuckling and throwing her over his shoulder.]

(live: 7s) [[[Continue.->Continue 2]]]

Continue 2

$name tries to fight back, but the man holding her is stronger than she is and she can't escape.

(live:3s) [(color: red + orange)["This one was trying to get away,"] the man holding

$name said.]

(live: 5s) [(color: red)["We have enough without this one, yes?"] the man who seemed to

be in charge asked the man next to him.]

(live:7s)[(color: red + yellow)["Yes, sir."]]

(live:9s) [(color: red)["Then get rid of that one if it is going to be a trouble maker,"] the

first man said.]

(live:11s) [The man holding $name chuckled as he carried her off into the woods.]

(live:15s) [Game over.]

{(live:20s) [(if: (history:) contains "[Look for others in this camp.")[[[Try again?->[Look

for others in this camp.]]]

(else-if: (history:) contains "Continue.")[[[Try again?->Continue.]]]

(else-if: (history:) contains "[Look for a map.")[[[Try again?->[Look for a

map.]]](stop:)]}

Continue 3

//"Have enough?" "Other camps?"//

//I'm not the only one out here.// $name thinks.

//Maybe I can get away, but that might not stop what they're doing.//

[[Help others.]]

[[Save yourself.]]

Help others.

//They'll kill me if I stay, but I'm not the only one they'll kill. There's others they've kidnapped here too. And maybe more in other camps?//

(live:3s)[//I'll probably need a map to find the other camps. If they have a map.//]

(live:6s)[[[Look for a map.->[Look for a map.]]]

(live:6s)[[[Look for others in this camp.->[Look for others in this camp.]]]

Save yourself.

//They're going to kill me if I don't leave now. I don't know how much time I have to escape.//

(live:3s)[//But where in the forest am I? I don't know if I can find my way home without a map.//]

(live:6s)[[[Look for a map.->[Look for a map.]]]

(live:6s)[[[Leave anyways.->[Leave anyways.]]]

[Look for a map.

(if: (history:) contains "Save yourself.")[//If I can find a map, maybe I can figure out where I am and go home.//]

(else-if: (history:) contains "Help others.")[//If I can find a map, I can find the other camps, and give everyone I can find directions out of here. It doesn't matter if I can free them if I can't get them out of here.//]

[[Go to the first tent.]]

[[Go to the second tent.]]

[[Go to the third tent.]]

[[Go to the fourth tent.]]

[[Go to the fifth tent.]]

[[Go to the sixth tent.]]

[[Go to the seventh tent.]]

[[Go to the eighth tent.]]

[Look for others in this camp.

//I'm here. I should look for the others in this camp. I might find the camp map while I'm looking anyways.//

[[Go to the first tent.]]

[[Go to the second tent.]]

[[Go to the third tent.]]

[[Go to the fourth tent.]]

[[Go to the fifth tent.]]

[[Go to the sixth tent.]]

[[Go to the seventh tent.]]

[[Go to the eighth tent.]]

      [Leave anyways.

//I don't have time to look for a map. I'll just have to trust I know my way through this forest.//

$name turns to the nearest edge of the clearing to run.

(live: 4s)[A few yards past the tree line, she runs directly into a boy. He can't be much older than her. And even though he's not wearing a matching robe, there's something weird about him.]

(live: 7s)[(color: green)["I'm not going to hurt you. They kidnapped you didn't they?"]]

(live: 9s)[//Can I trust him?//]

(live:11s) [[[Tell him to leave you alone.->[Tell him to leave you alone.]]]

(live:11s) [[[Say nothing.->[Say nothing.]]]

(live:11s) [[[Ask for help.->[Ask for help.]]]

       [Tell him to leave you alone.

"I don't know that you're not trying to trick me. You could be lying about not being one of them."

(live:3s)[(color: green)["I wouldn't let you leave now if I was. But I'm not, so if you want to go, go."]]

(live:6s)[[[Leave.->[Leave.]]]

(live:6s)[[[Apologize.->[Apologize.]]]

(live:6s)[[[Ask what he's doing out here.->[Ask what he's doing out here.]]]

      [Say nothing.

(color: green)["I get you're scared. Let me help you. I've been trying to stop these people for years."]

(live:3s)[[[Refuse help.->[Refuse help.]]]

(live:3s)[[[Stay silent.->[Stay silent.]]]

(live:3s)[[[Accept help.->[Accept help.]]]

      [Ask for help.

"I don't know what's happening. What is going on? I need help."

(live:3s)[(color: green)["That's why I'm here. This cult, I guess you could call them, they've been sacrificing girls for years now. I don't know how many they've killed.]]

(live:6s)[(color: green)[But no one believes they exist. I think I'm the only one who's seen them that they haven't killed. And unless you want to help me, that makes me the only one who can stop them."]]

(live:9s)[[[Stay and help.->[Stay and help.]]]

(live:9s)[[[Leave.->[Leave 3]]]

      [Refuse help.

"I don't know that you're not trying to trick me. You could be lying about not being one of them."

$name pauses for a moment, then runs past the boy into the forest, trusting her instincts and her knowledge of the forest to get her home safely.

(live:5s)[END OF DEMO]

[Stay silent.

(color: green)["You're scared. You're in shock. Maybe you should leave. I'll make sure no one follows you. I'll do what I can to stop this cult once and for all," the boy says. He turns to leave and heads towards the camp.]

(live:4s)[[[Leave.->Leave 2]]]

(live:4s)[[[Offer to help.->[Offer to help.]]]

[Accept help.

"Okay. But what are we going to do?"

(live:3s)[(color: green)["We?"]]

(live:6s)["I'm scared but the other girls must be scared too. And they're alone. But if I'm going to help you, we need a plan."]

(live:9s)[(color: green)["Good idea."]]

(live:12s) [$name and the boy hear a noise coming from the cultist camp.]

(live:15s)[(color: green)["We should move away from the camp before we make the plan," the boy says.]]

(live:20s)[END OF DEMO]

        [Leave.

"My first priority is getting out of here alive."

$name runs past the boy into the forest, trusting her instincts and her knowledge of the forest to get her home safely.

(live:5s)[END OF DEMO]

        [Apologize.

"I'm sorry. I'm a little stressed at the moment."

(live:2s)[(color: green)["I can only imagine."]]

(live:5s)[[[Leave.->[Leave.]]]

(live:5s)[[[Ask what he's doing out here.->[Ask what he's doing out here.]]]

        [Ask what he's doing out here.

"What exactly are you doing out here? If you really aren't one of them?"

(live:3s)[(color: green)["This cult, I guess you could call them, they've been sacrificing

girls for years now. I don't know how many they've killed.]]

(live:6s)[(color: green)[But no one believes they exist. I think I'm the only one who's seen

them that they haven't killed. And unless you want to help me, that makes me the only

one who can stop them."]]

(live:9s)[[[Leave.->[Leave.]]]

(live:9s)[[[Stay and help.->[Stay and help.]]]

        [Stay and help.

"If I'm going to help you, we need a plan."

(live:3s) [(color: green)["Good idea."]]

(live:6s) [$name and the boy hear a noise coming from the cultist camp.]

(live:9s)[(color: green)["We should move away from the camp before we make the plan,"] the boy says.]

(live:14s)[END OF DEMO]

Leave 2

//My first priority is getting out of here alive.//

(live:5s)[END OF DEMO]

[Offer to help.

"Wait, I want to help."

(live:3s)[(color: green)["Are you sure?"]]

(live:6s)["I'm scared but the other girls must be scared too. And they're alone. But if I'm going to help you, we need a plan."]

(live:9s) [(color: green)["Good idea."]]

(live:12s) [$name and the boy hear a noise coming from the cultist camp.]

(live:15s)[(color: green)["We should move away from the camp before we make the plan," the boy says.]]

(live:20s)[END OF DEMO]

       [Leave 3

"I'm sorry, but I can't stay and I don't know how to help."

(live:3s)[(color: green)["Then go. Be safe. I'll make sure no one follows you. I'll do what I can to stop this cult once and for all,"] the boy says. He turns to leave and heads towards the camp.]

(live:6s)[$name runs away the boy into the forest, trusting her instincts and her knowledge of the forest to get her home safely.]

(live:9s)[END OF DEMO]

       Go to the first tent.

$name runs strait into a cultist in the tent.

(color: red + orange)["Going somewhere?"] he asks before chuckling and throwing her over his shoulder.

[[[Continue.->Continue 2]]]

Go to the second tent.

$name runs strait into a cultist in the tent.

(color: red + orange)["Going somewhere?"] he asks before chuckling and throwing her over his shoulder.

[[[Continue.->Continue 2]]]

Go to the third tent.

$name enters the tent and finds a girl tied up.

"You're free. Get out of here before someone finds you." $name whispers to her.

[[Go to the first tent.]]

[[Go to the second tent.]]

[[Go to the fourth tent.]]

[[Go to the fifth tent.]]

[[Go to the sixth tent.]]

[[Go to the seventh tent.]]

[[Go to the eighth tent.]]

(if: (history:) contains "Help others." and (history:) contains "[Look for a map." and (history:) contains "Go to the seventh tent." and (history:) contains "Go to the fifth tent." and (history:) contains "Go to the sixth tent." and (history:) contains "Go to the eighth tent.")[[[Leave the camp.->[Leave the camp.]]]

(else-if: (history:) contains "Help others." and (history:) contains "Go to the fifth tent." and (history:) contains "Go to the sixth tent." and (history:) contains "Go to the eighth tent.")[[[Leave the camp.->[Leave the camp.]]]

       Go to the fourth tent.

$name runs strait into a cultist in the tent.

(color: red + orange)["Going somewhere?"] he asks before chuckling and throwing her over his shoulder.

[[[Continue.->Continue 2]]]

Go to the fifth tent.

$name enters the tent and finds a girl tied up.

"You're free. Get out of here before someone finds you." $name whispers to her.

[[Go to the first tent.]]

[[Go to the second tent.]]

[[Go to the third tent.]]

[[Go to the fourth tent.]]

[[Go to the sixth tent.]]

[[Go to the seventh tent.]]

[[Go to the eighth tent.]]

(if: (history:) contains "Help others." and (history:) contains "[Look for a map." and (history:) contains "Go to the seventh tent." and (history:) contains "Go to the third tent." and (history:) contains "Go to the sixth tent." and (history:) contains "Go to the eighth tent.")[[[Leave the camp.->[Leave the camp.]]]

(else-if: (history:) contains "Help others." and (history:) contains "Go to the third tent." and (history:) contains "Go to the sixth tent." and (history:) contains "Go to the eighth tent.")[[[Leave the camp.->[Leave the camp.]]]

Go to the sixth tent.

$name enters the tent and finds a girl tied up.

"You're free. Get out of here before someone finds you." $name whispers to her.

[[Go to the first tent.]]

[[Go to the second tent.]]

[[Go to the third tent.]]

[[Go to the fourth tent.]]

[[Go to the fifth tent.]]

[[Go to the seventh tent.]]

[[Go to the eighth tent.]]

(if: (history:) contains "Help others." and (history:) contains "[Look for a map." and (history:) contains "Go to the seventh tent." and (history:) contains "Go to the third tent." and (history:) contains "Go to the fifth tent." and (history:) contains "Go to the eighth tent.")[[[Leave the camp.->[Leave the camp.]]]

(else-if: (history:) contains "Help others." and (history:) contains "Go to the third tent." and (history:) contains "Go to the fifth tent." and (history:) contains "Go to the eighth tent.")[[[Leave the camp.->[Leave the camp.]]]

Go to the seventh tent.

$name finds the map of the forest and the other camps.

"Now I'll be able to get out of here(if: (history:) contains "Help others.")[once I find and free the others]."

[[Go to the first tent.]]

[[Go to the second tent.]]

[[Go to the third tent.]]

[[Go to the fourth tent.]]

[[Go to the fifth tent.]]

[[Go to the sixth tent.]]

[[Go to the eighth tent.]]

(if: (history:) contains "Save yourself.")[[[Leave the camp.->[Leave the camp.]]]

(else-if: (history:) contains "Help others." and (history:) contains "Go to the third tent." and (history:) contains "Go to the fifth tent." and (history:) contains "Go to the sixth tent." and (history:) contains "Go to the eighth tent.")[[[Leave the camp.->[Leave the camp.]]]

Go to the eighth tent.

$name enters the tent and finds a girl tied up.

"You're free. Get out of here before someone finds you." $name whispers to her.

[[Go to the first tent.]]

[[Go to the second tent.]]

[[Go to the third tent.]]

[[Go to the fourth tent.]]

[[Go to the fifth tent.]]

[[Go to the sixth tent.]]

[[Go to the seventh tent.]]

(if: (history:) contains "Help others." and (history:) contains "[Look for a map." and (history:) contains "Go to the seventh tent." and (history:) contains "Go to the fifth tent." and (history:) contains "Go to the sixth tent." and (history:) contains "Go to the third tent.")[[[Leave the camp.->[Leave the camp.]]]

(else-if: (history:) contains "Help others." and (history:) contains "Go to the fifth tent." and (history:) contains "Go to the sixth tent." and (history:) contains "Go to the third tent.")[[[Leave the camp.->[Leave the camp.]]]

[Leave the camp.

$name leaves the tent and turns to the nearest edge of the clearing to run.

(live: 4s)[A few yards past the tree line, she runs directly into a boy. He can't be much older than her. And even though he's not wearing a matching robe, there's something weird about him.]

(live: 7s)[(color: green)["I'm not going to hurt you. They kidnapped you didn't they?"]]

(live: 9s)[//Can I trust him?//]

(live:11s) [[[Tell him to leave you alone.->[Tell him to leave you alone.]]]

(live:11s) [[[Say nothing.->[Say nothing.]]]

(live:11s) [[[Ask for help.->[Ask for help.]]]

Glengarriff Forest **Playable Demo**

https://courtlynnc.neocities.org/Glengarriff%20Forest.html