

HUNGRY

You are hungry and
there is no food at
home.

THE PROBLEM WILL WORSEN IF IGNORED ...

Help!

Keep Me Safe Alpha 1.1.1022

**Writing stories on neglect and
abuse in KMSE**

Stories in

KMISE

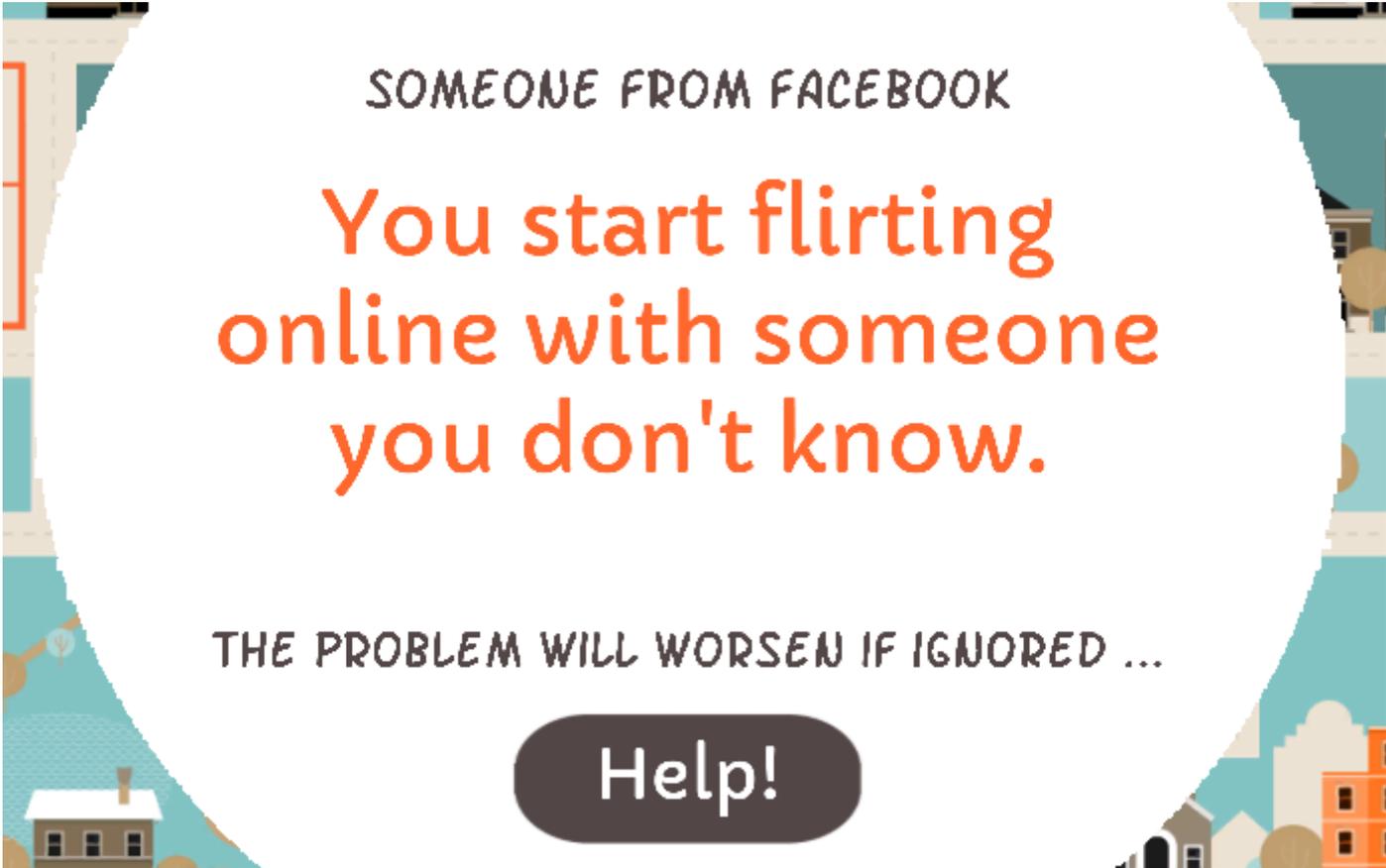
Game flow and story

THERE IS A NEW PROBLEM IN YOUR LIFE

Someone from Facebook

Find how to
deal with this

New problem: title.



SOMEONE FROM FACEBOOK

You start flirting
online with someone
you don't know.

THE PROBLEM WILL WORSEN IF IGNORED ...

Help!

New problem of gravity zero.

HINTS HINTS!

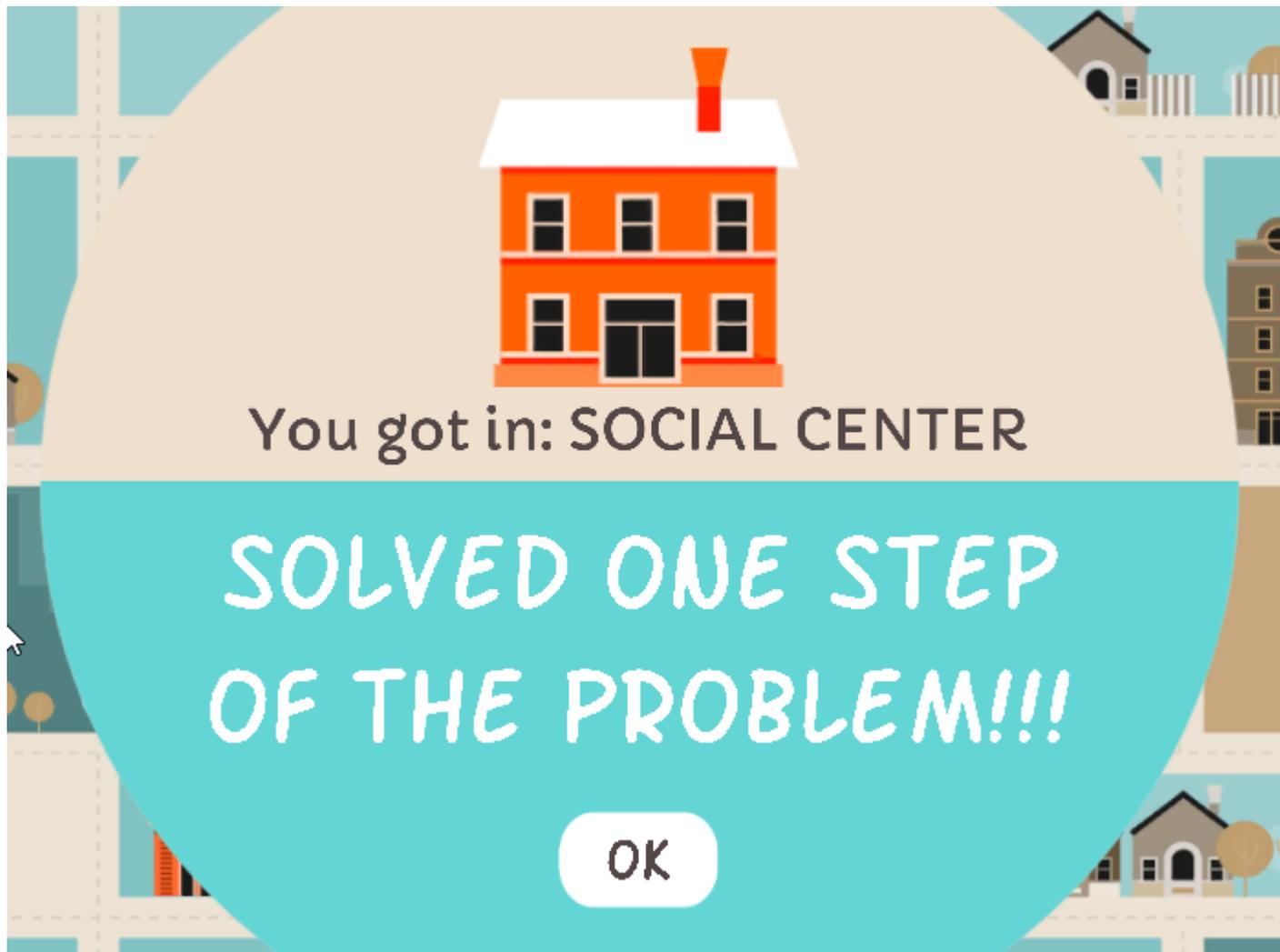
People and places with
solutions good and bad:



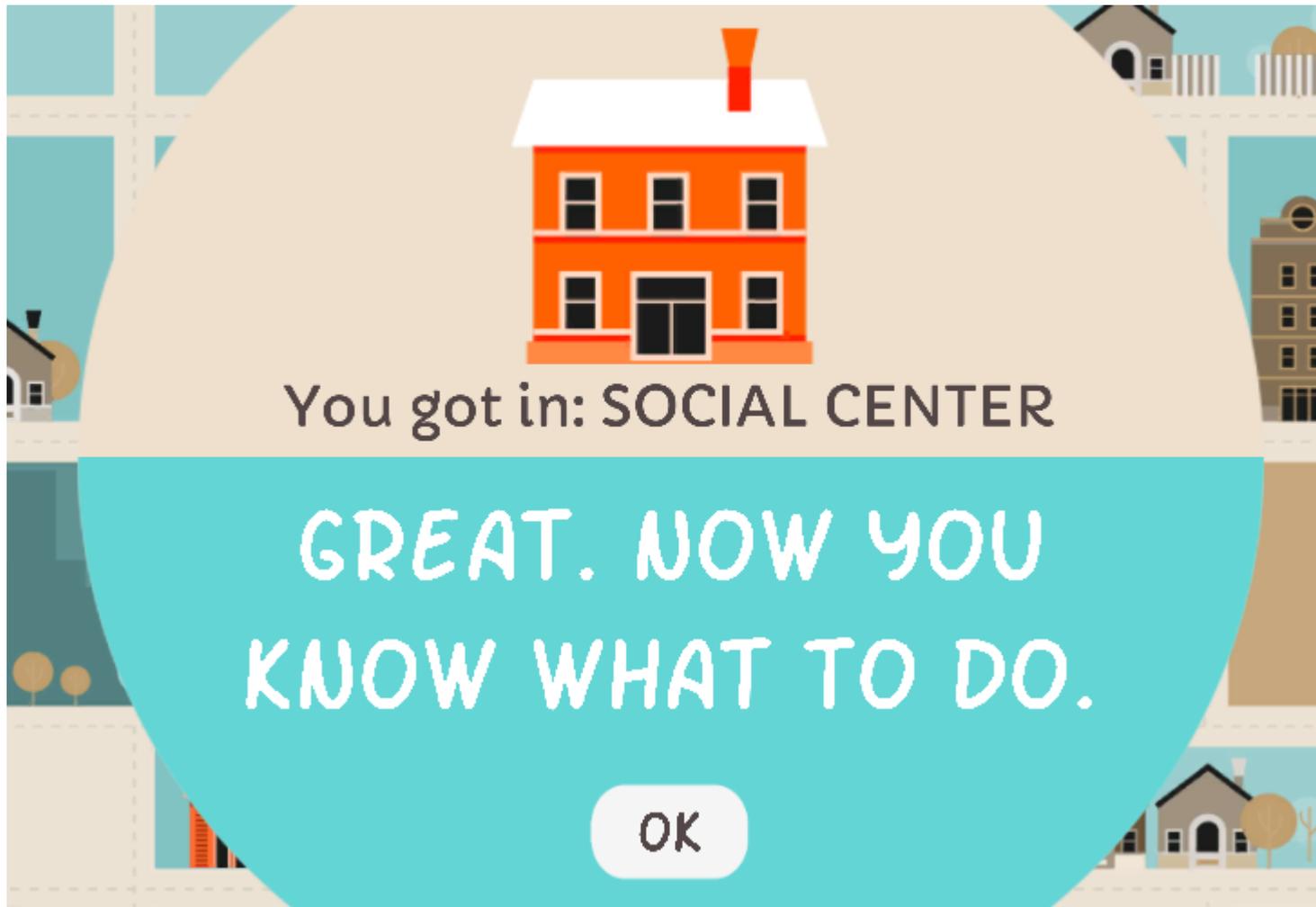
Get help and do the right
thing - with social networks.

Now try!

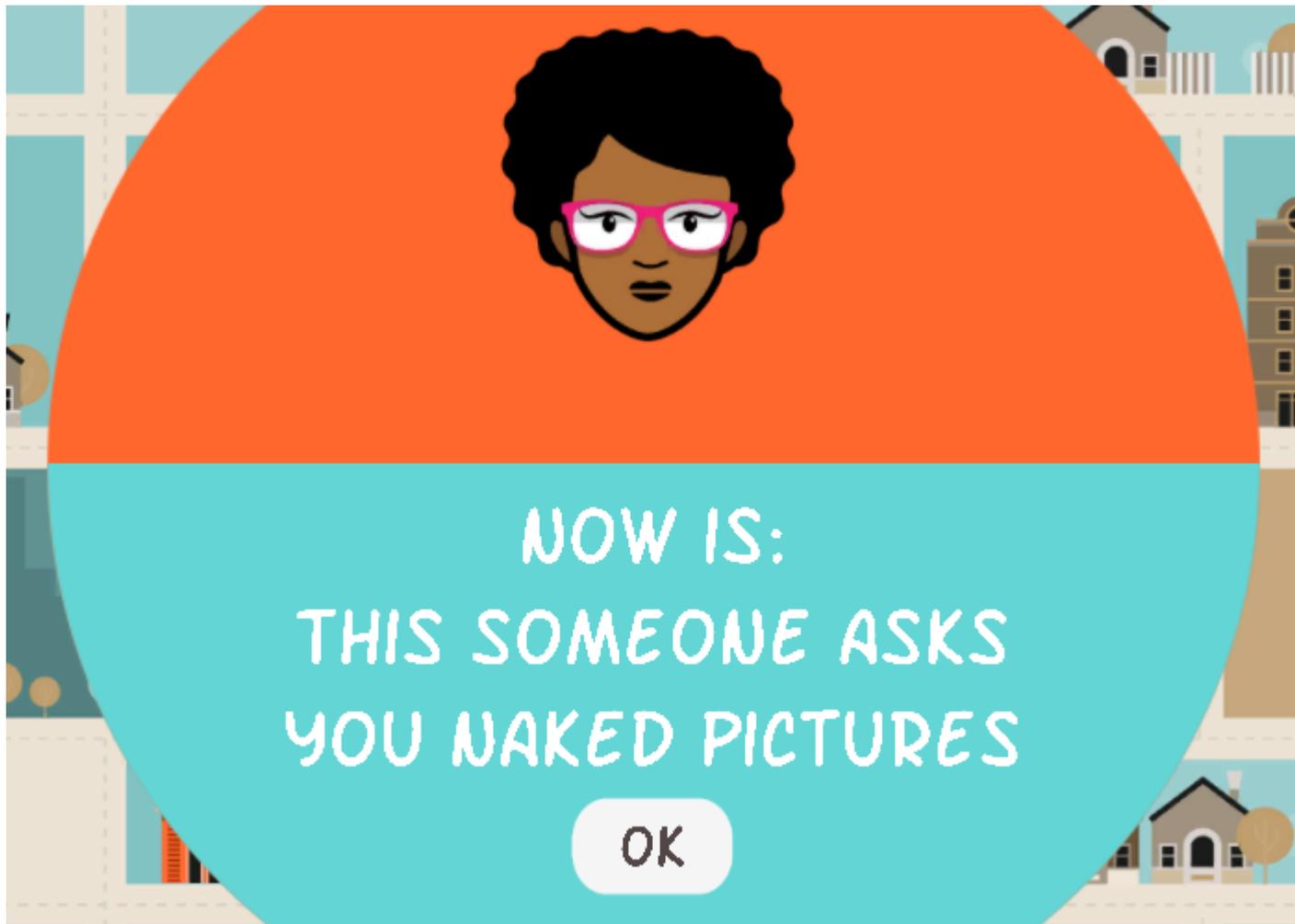
Hints that point to the different “story atoms”.
General story specific hint.



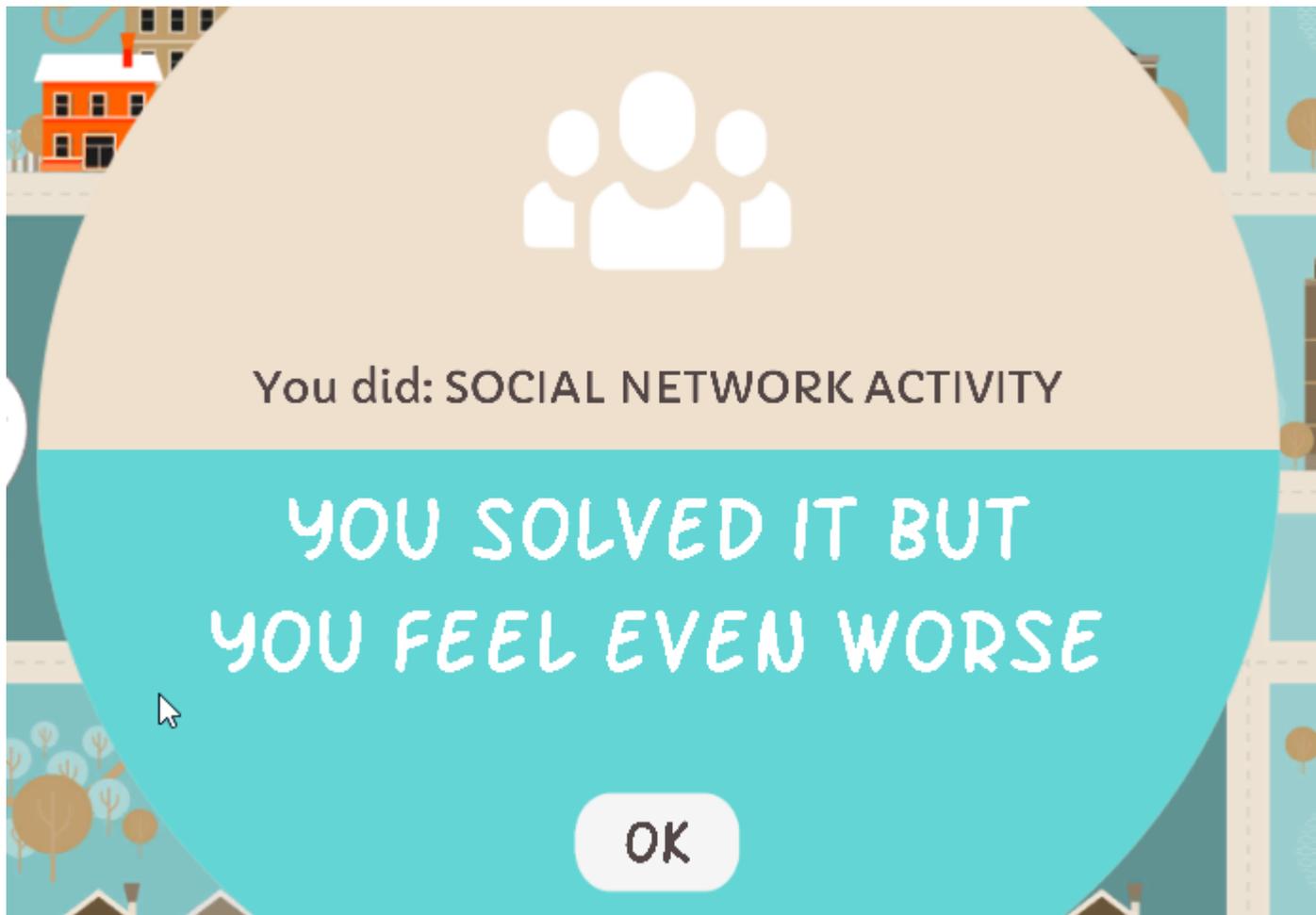
Took one step in a sequence, solved one story atom.



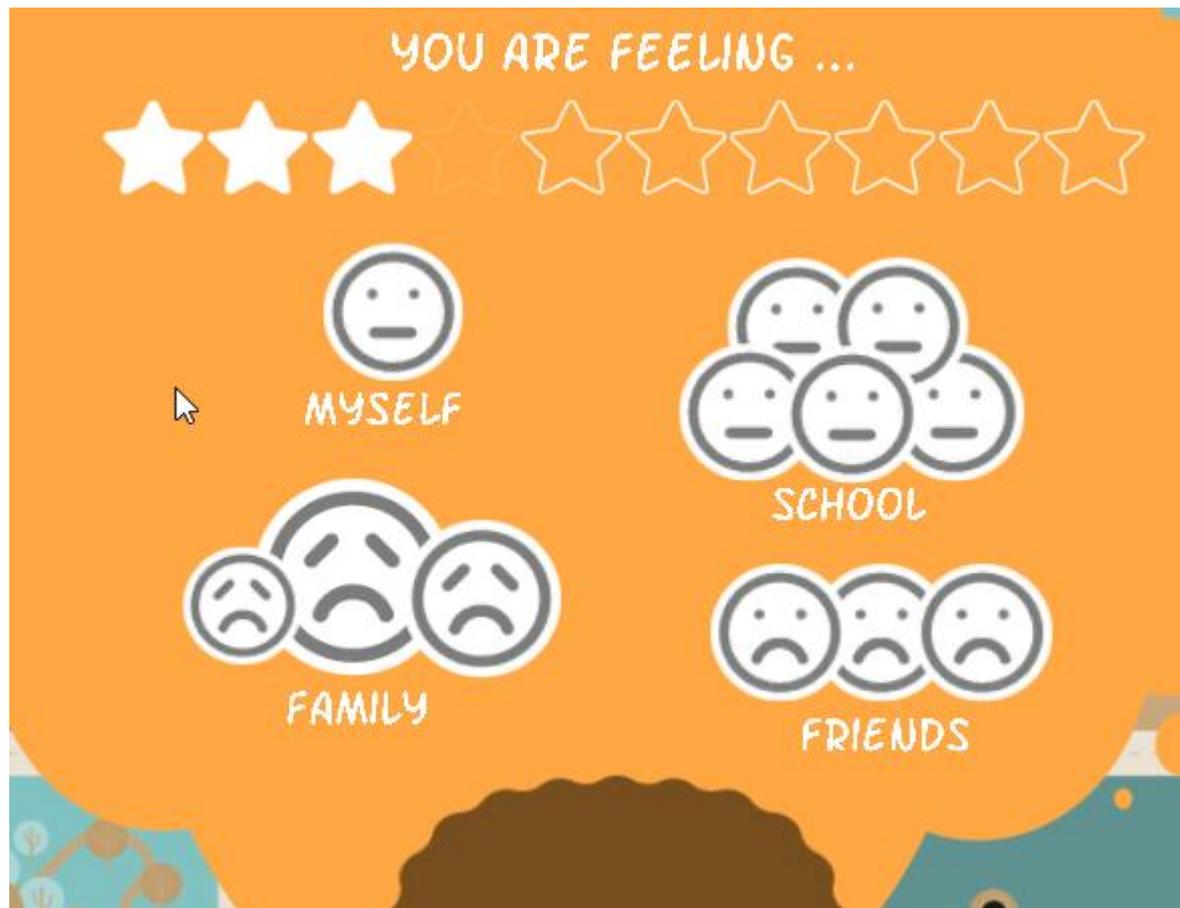
Atom advice.



Gravity plus one.



Wrong step.



Effects on dimensions.

**Components:
actors, locations,
actions**

The game stories take place in a town settings with certain locations and characters.

These should be thought of as actors and stage elements that support different story compositions.

DANNY'S FOOD



A place where you can eat. If you can pay for it...

PLAZA



A place where people can meet, for good or bad purposes.

POLICE



The police station. A place to go when things get serious.

SCHOOL YARD



The school yard. Here you can play and meet people your age.

SOCIAL CENTER



The social center: here you can find support and assistance.

SPORT YARD



Here you can play sports - with friends!

GRANNY'S HOUSE



You are always safe at your's granny's.

YOUR HOME



Your home: all starts and ends here.

PUB



Many kind of people end up here. Careful ...

COMMERCIAL CENTER



A place filled with temptations and inspiring creative solutions for those that lack funds.

SCHOOL



This is your school. At least, it should be ...

HOSPITAL



Hope never to end there!

CINDY'S HOUSE



Your friend Cindy lives here.

TOM'S HOUSE



This is where your friend Tom lives. Its a good safe place.

Locations

In town there is a list of places that are connected to the various stories / problems. By entering the different locations at different times steps of the problem / stories are completed.

AUNT



Your mother says she is weird. But you like her.

POLICEMAN



He can help. But it is not the only way.

BULLY



This guy is searching for you, mostly. Why?

TOM



Tom is one of your best friends.

"BOYFRIEND"



A guy that tends to self proclamate himself as "boyfriend".

BROTHER



Your brother is a bother but sometime can help.

UNCLE



Family sometimes is safe. Sometimes its the very problem ...

DRUG DEALER



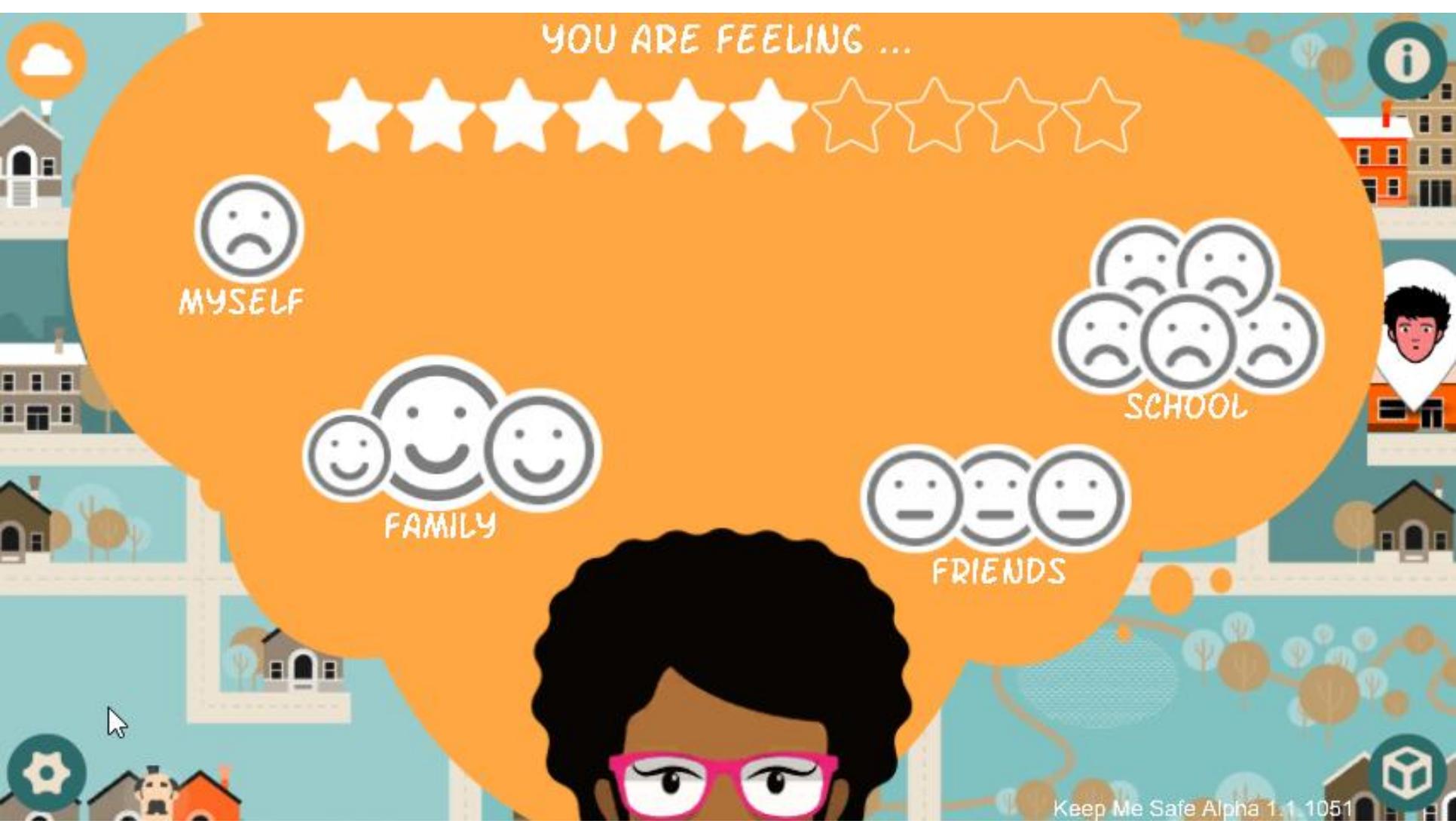
Providing seeked for substances to all generations.

CINDY



Cindy is one of your best friends.

The inhabitants (technically, non player characters, NPCs) follow programmable sequences. By meeting them at a certain time steps of the problem / stories are completed.



Each of the stories, problem, choices, social interactions and town explorations influence positively or negatively your state of mind. If your state gets “too low”, the game ends and the story of your choices is presented.

Narrative engines:

NPCs

problem generator

problem solver

The story of Emma

An example taken directly from the stories submitted: the story of Emma (this is at page 3 of the “Keepmesafe Binder”).

A 15 year old girl meets a guy through social media and they start a love story. This guy turns out to be 50 years old and dangerous. Their interaction progresses through more dangerous steps.

Rendering in game: we will use a character in game representing the “bad guy”, the social network interactions and then meeting in town.

Translating in game.

**Write your
own stories**

This game needs stories! The game now contains a few stories that we developers have imagined from the feedback we got, but given that the universe is defined above we hope to (finally!) get some structured feedback.

Contribute to the game' stories



Problem Title E.g. Hungry Write your own stories *

Your answer

First Description / Introduction (for the player) *

Your answer

Worsening level 1 *

Your answer

Worsening level 2 *

Your answer

Worsening level 3 *

Your answer

NEXT

[Show Google form] Go to
<http://bit.ly/kmsestory>