

HEARTBREAK MOON

Twine Gameplay Example from Prologue

--all slides include header and footer with relationship tracker, player name & pronouns after input, and location

📌.💜.📌 ~ MOONEE: 😊 // GLOWBOT: 😊 // need more friends...__

You walk through the passageway slowly, uncertain of what may lay ahead.
Moonee follows and then passes you to show you the way to The Bridge.

At the end of the passageway another facial scan opens the door before you.

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* * *

ENTER THE BRIDGE

em (she/they) / Location: Mess Hall **RESTART**

--introduction to
the world

👇.💜👆 ~~ MOONEE: 😊 // GLOWBOT: 😞 // need more friends...__

There are a variety of shiny knobs and levers before you.

Above them reads: GENESIS STAR SHIP

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* * *

A small melody erupts from the walls and a voice begins to speak.

“At last, em (she/they), you love to take your time don’t you?”

Before you have a chance to answer...

“Ah, a little scrambled I see? Let’s start the debrief. I am Glowbot, your trusted AI system, so cool right?”

This time you say:

“YEA! I’M HAPPY TO MEET YOU!”

“ARE YOU BEING SARCASTIC?”

em (she/they) / Location: The Bridge - Genesis Star Ship

RESTART

--branching
choices

👇.💜👆~~ MOONEE: 😊 // GLOWBOT: 😊 // need more friends...__

Glowbot speaks: *"Mhmmm."*

rolls eyes in AI...

"Hopefully by now, you've gathered you are aboard the Genesis Star Ship. Oh great, an interruption. I am sensing trouble, please prepare quickly, there is an incoming meteor..."

Unphased and unbothered, Glowbot gets cut off when the ship jolts off course after being hit by a small meteor.

* * *

Red lights start flashing on the panel next to the words ENGINE ROOM.

Desperate for more information from Glowbot who is no longer responsive, you turn to Moonee.

* * *

"NO NO NO NO! MOONEE, WHAT DO I DO?"

em (she/they) / Location: The Bridge - Genesis Star Ship

RESTART

--character
dialogue &
inciting incident

📍❤️👤 ~ MOONEE: 😊 // GLOWBOT: 😊 // need more friends...__

Moonee jumps up and boops a button on the control panel with her nose. A map is projected in front of you.

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* * *
MAP

em (she/they) / Location: Genesis Star Ship - The Bridge

RESTART

--interactive
directional map
mechanic

📍❤️👤 ~ MOONEE: 😊 // GLOWBOT: 😊 // need more friends...__

Choose Direction:

THE BRIDGE

GARDEN & REC CENTER

MESS HALL

SHIELD GENERATOR

ENGINE ROOM

WEAPONS & EQUIPMENT LOCK-UP

BARRACKS

em (she/they) / Location: Genesis Star Ship - MAP

RESTART

📍.❤️.👤~~ MOONEE: 😊 // GLOWBOT: 😊 // need more friends...__

This place is lovely, but you don't have time to look any closer at the moment.
You hope you can spend more time here in the future.

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* * *

MAP

📍.❤️.👤~~ MOONEE: 😊 // GLOWBOT: 😊 // need more friends...__

--various
locations to
explore,
environmental
storytelling

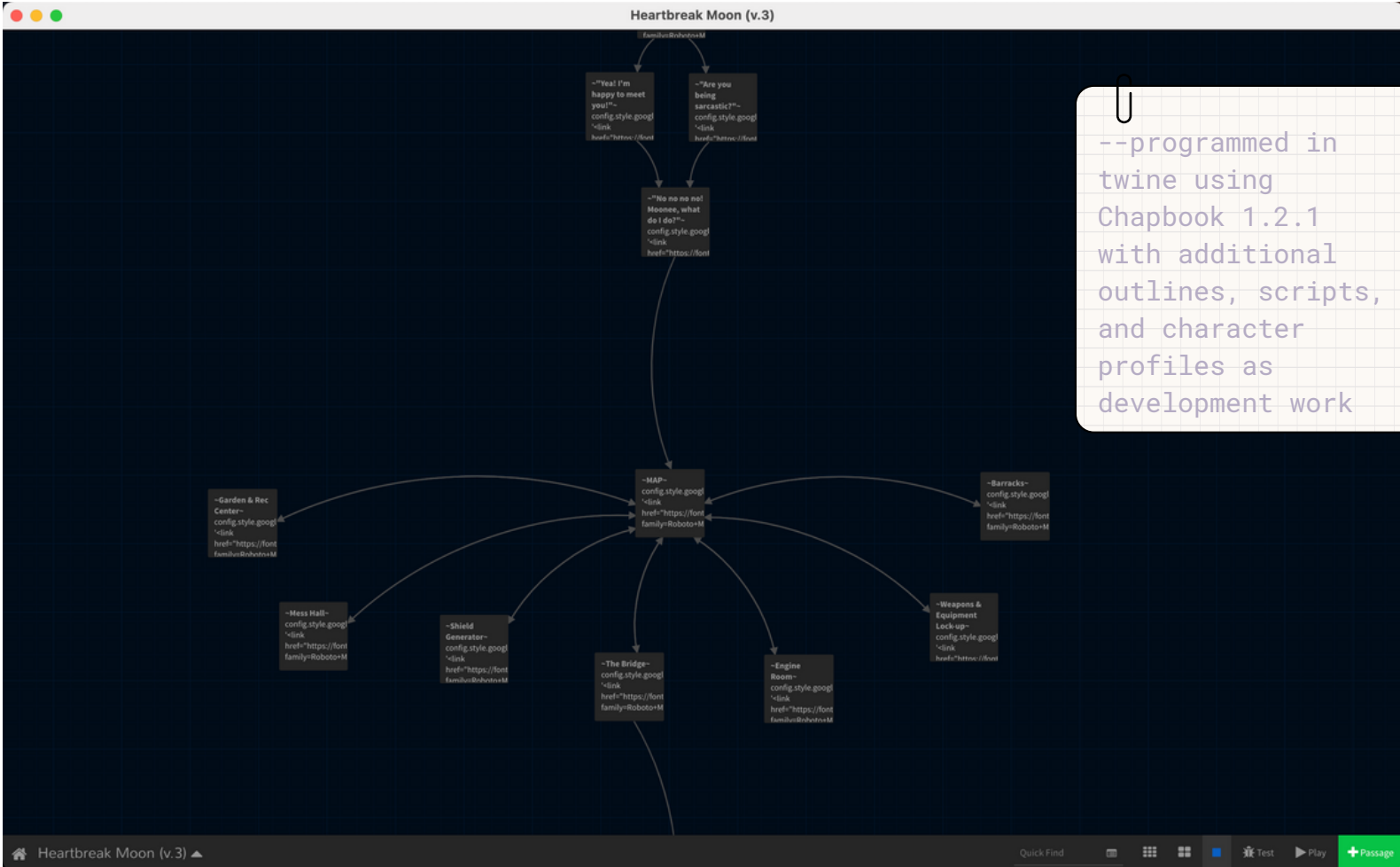
You enter a room filled with laser rifles, plasma blasters, particle disruptors, energy cells, holographic projectors, additional parts for the ship as well as various suits for exterior exploration. You take what you can fit into a small duffle bag.

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MAP



--programmed in twine using Chapbook 1.2.1 with additional outlines, scripts, and character profiles as development work

PLEASE CONTACT ME AT mirandawanamaker321@gmail.com FOR ACCESS TO ANY SUPPORTING DOCUMENTS OR THE .HTML FILE OF THE PLAYABLE PROLOGUE.

THANK YOU!