

In a Lonely Place

By

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The project

- ◆ In a Lonely Place
- ◆ Inspired by Daniel Benmergui's web game "Today I Die".
- ◆ Language C#, using Microsoft Visual Studio 2010 Express and Microsoft XNA Game Studio.

Game

- ◆ our game uses a short poem to give context to what the player is doing. Words are hidden throughout the game, and can be swapped with words in the poem. Changes to the poem are reflected in the game world. Our hope is that the poem and the actions taken by the player will reinforce each other, conveying more meaning than either individually.