



# THE LAST GAME

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# TOPIC OUTLINE



**PROJECT PROPOSAL**



**THE LIFE**



**THE CHESSBOARD**



**THE AFTERLIFE**

# PROJECT PROPOSAL

## I. INTRODUCTION

In the beginning you choose your life path, in the end you choose your afterlife path.

The game is set in the depths of Hell, where Satan assumes the role of judge.

Players believe they will be judged on the game itself, while Satan will judge on their behaviors and thoughts during the match. Players will navigate various challenges and moral dilemmas, ultimately determining their fate in the afterlife. This project aims to deliver a unique gaming experience that explores the complexities and consequences of morality.



# PROJECT PROPOSAL

## 2. SCOPE

- The software will consist of a single-player, story-driven game with immersive gameplay and visually stunning Hellish environments.
- Players will make choices and explicit their thinking: real-world ethical dilemmas, leading to different outcomes.
- The game will emphasize narrative-driven gameplay, allowing players to explore the consequences of their actions.



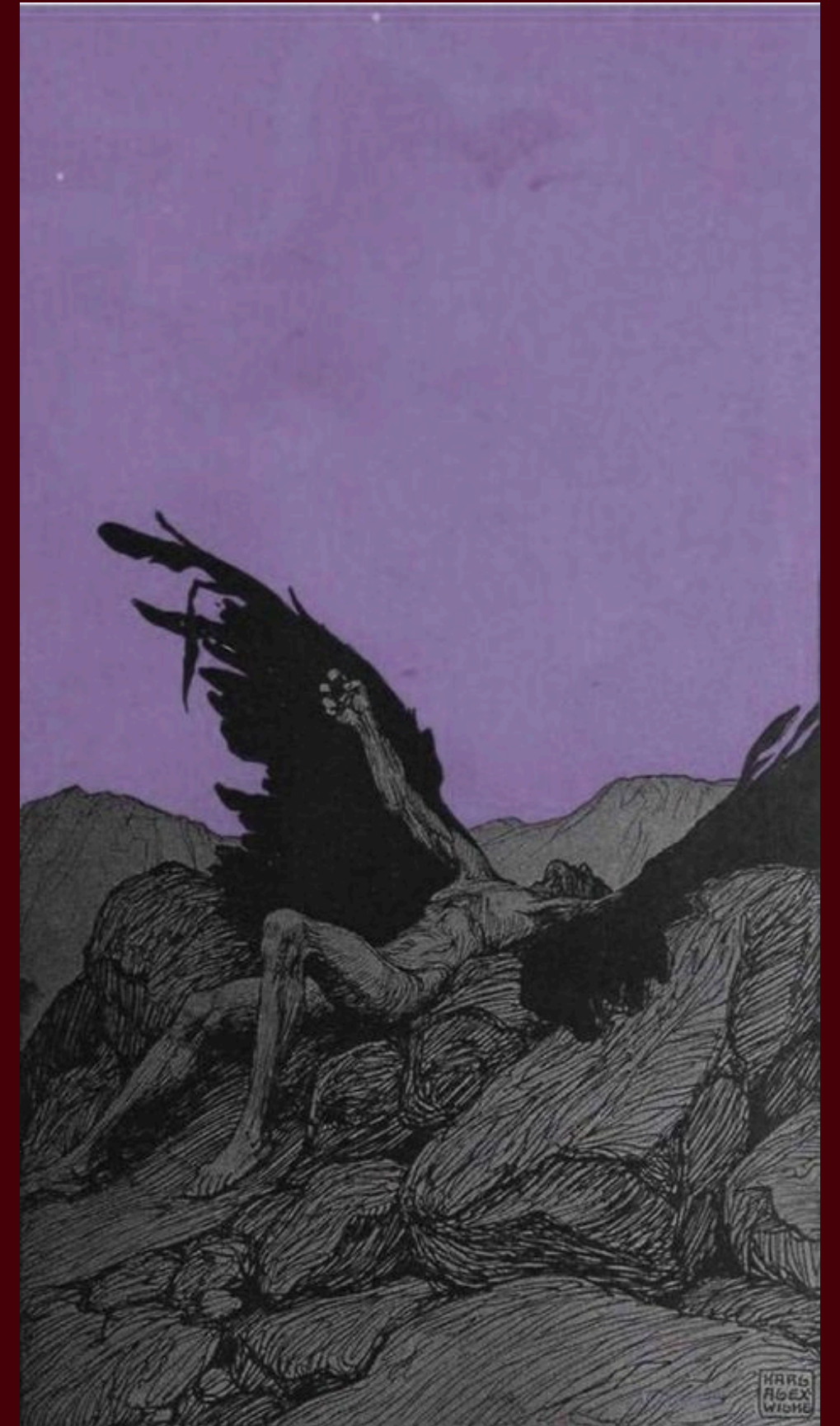
# PROJECT PROPOSAL

## 3. OVERVIEW

It will be a computer-based game fit for horror and storytelling lovers.

Currently adopted technologies: Twine (storytelling) + Blender (chessboard).

For further development: Unreal Engine (environment + actions).



# PROJECT PROPOSAL

## DOMAIN

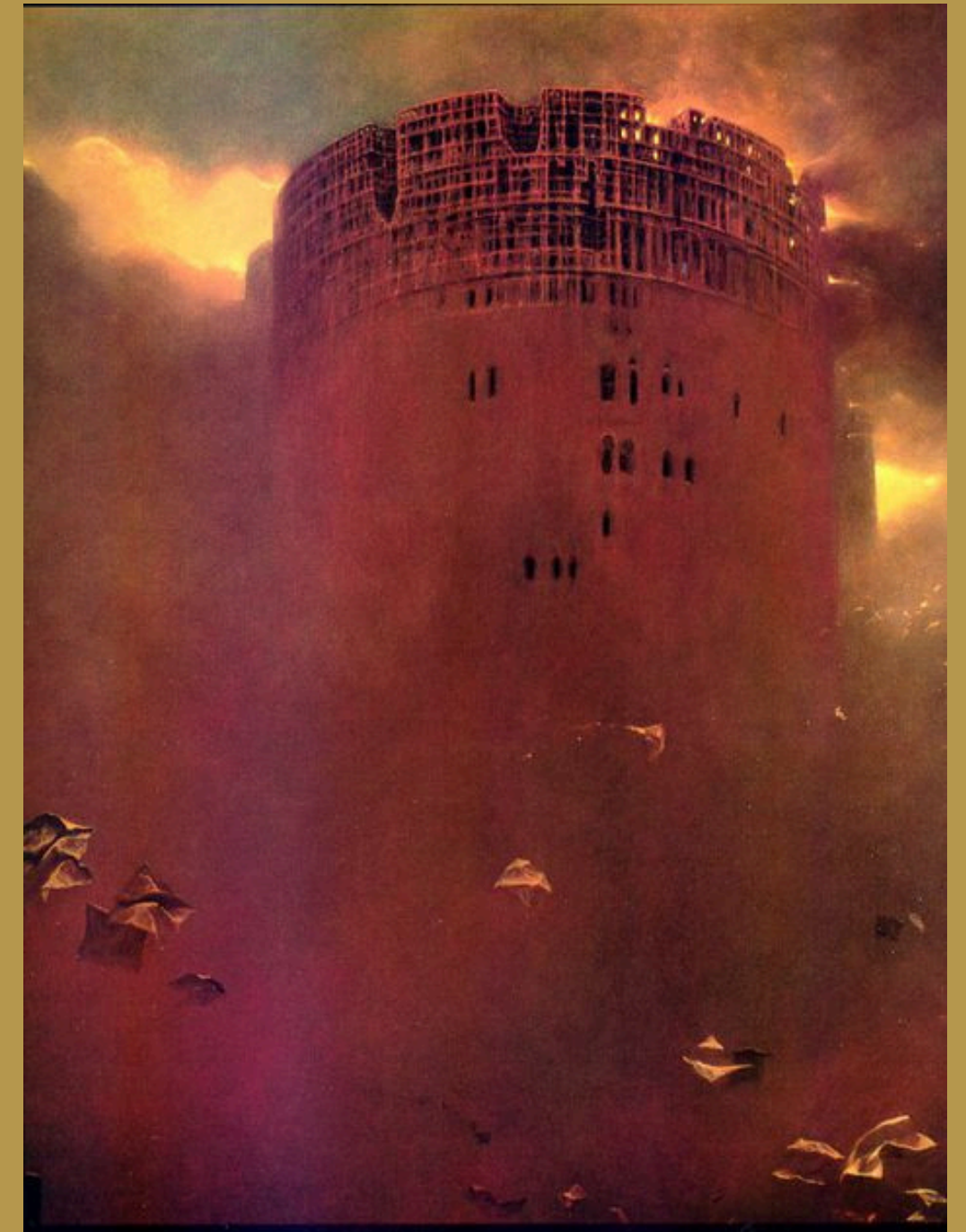
- **Genre:** narrative adventure.
- **Target:** players who enjoy thought-provoking experiences, moral exploration, and immersive storytelling. Causal gamers + philosophy enthusiasts.
- **Domain:** gaming industry and philosophical themes related to ethics and morality.

## STAKEHOLDERS

- **Game Development Team:** designing, programming, and creating the game's assets.
- **Players:** seeking an engaging and reflective gaming experience.
- **Publishers:** potential stakeholders interested in supporting and distributing the game.

# CORE FUNCTIONALITIES

- **Interactive Storytelling:** engage players through a captivating narrative that adapts based on their choices and actions.
- **Moral Choices:** present players with morally ambiguous situations where their decisions impact the game's storyline and the character's journey in Hell.
- **Puzzle Solving:** chess dilemmas which require critical thinking and ethical considerations to progress.
- **Immersive Hellish Environments:** create visually stunning and atmospheric environments that reflect the dark and eerie nature of Hell.



# GENERAL CONSTRAINTS

## TIME

The development timeline is set for 8 months to allow for comprehensive design, development, testing, and polishing phases.

## COSTS

Need for a budget to cover development resources, licensing fees, marketing, and other associated expenses.

## TECHNICAL

The game will be developed using the Unreal Engine, requiring expertise in 3D modeling, animation, game design, and programming.

# REQUIREMENTS

## FUNCTIONAL

- **Branching Narrative:** dynamic storyline that reacts to player choices, resulting in multiple paths and endings.
- **Consequence System:** the game must reflect the consequences of player actions, demonstrating the impact of moral choices on the character's journey.

## NON-FUNCTIONAL

- **Immersive Visuals and Audio:** high-quality graphics, animations, and sound design to create an immersive experience.
- **Smooth Performance:** the game must run smoothly, providing seamless transitions and responsive controls to enhance gameplay immersion.
- **Thought-Provoking Narrative.**



# DISCLAIMER



PLEASE BE AWARE THAT THE FOLLOWING TEXT  
CONTAINS DARK AND INTENSE THEMES. READER  
DISCRETION IS ADVISED.

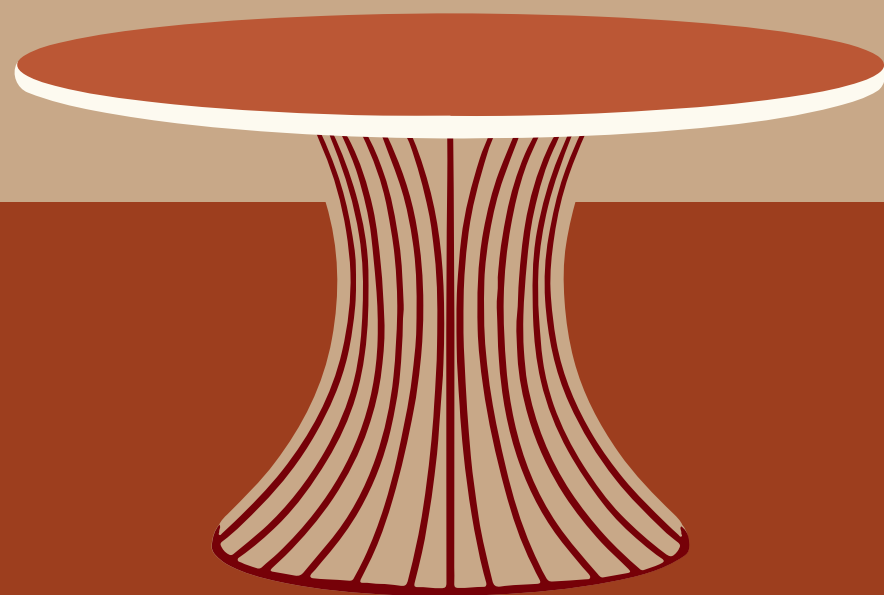
# STORYTELLING



"THE GAME BEGINS WITH YOUR LIFE—A PATH STRETCHES BEFORE YOU, DEMANDING CHOICES TO BE MADE."

# THIS IS YOUR LIFE

## BRANCHING STORYTELLING



# THE CHESSBOARD

WELCOME TO THE DEVIL'S CAVE, WHERE ALL IS SEEN. GONE IS SANTA CLAUS, THE JUDGE OF YOUR GOODNESS.

THE DEVIL KNOWS YOUR SOUL'S **DESIRES**, YOUR DARKEST **DREAMS**, AND WILL ATTEMPT TO TEMPT YOU.

UNBEKNOWNST TO YOU, DEATH HAS ALREADY CLAIMED YOU UPON YOUR ARRIVAL IN THIS PLACE. THE OUTCOME OF THE GAME MATTERS LITTLE; WHAT TRULY COUNTS IS YOUR BEHAVIOR. WHAT THOUGHTS WILL OCCUPY YOUR MIND AS YOU REALIZE YOUR OPPONENT MAY BE WINNING?

WHY NOT ENGAGE IN A GAME OF CHESS? NOTHING BURNS SLOWER, NOTHING QUICKENS THE HEARTBEAT LIKE KNOWING THAT EACH MOVE DRAWS YOU NEARER TO THE END.






# THE UNCERTAINTY

**YOUR LIFE EVENTS FLICKER THROUGH YOUR  
MIND LIKE HAUNTING FLASHES.**

**FEAR GRIPS YOU AS YOU STRUGGLE TO  
RECOGNIZE YOURSELF.**

**ALL YOU KNOW IS THAT YOU MUST CONTINUE  
PLAYING, FOR YOUR LIFE HANGS IN THE  
BALANCE.**



# THE POSSIBLE ENDINGS

Punishment awaits, but to what extent?

SHALL YOU DROWN IN RIVERS OF  
LAVA?

BE PURSUED ENDLESSLY BY  
HOUNDS?

OR HAVE YOUR HANDS BOUND  
BY SERPENTS?

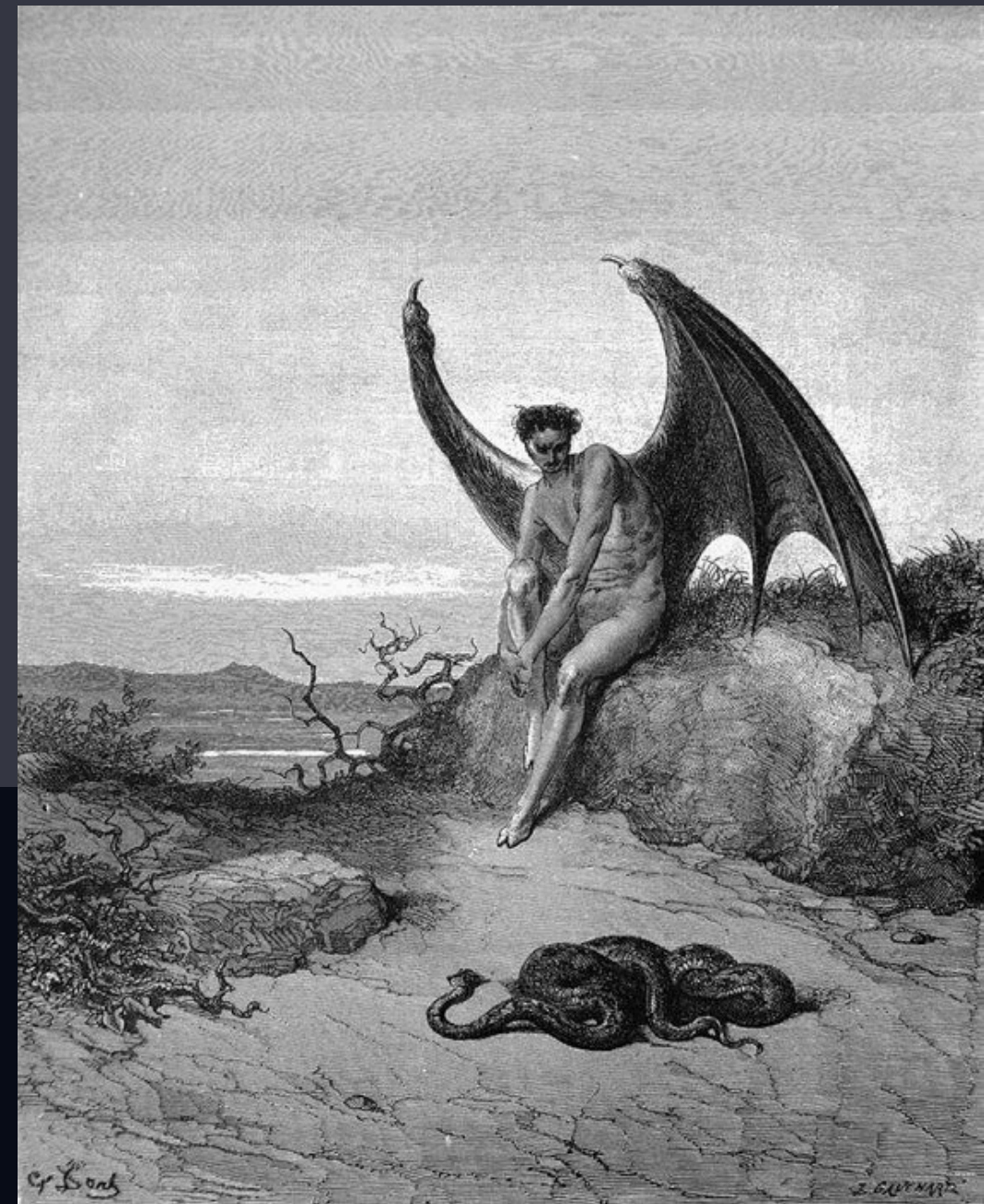
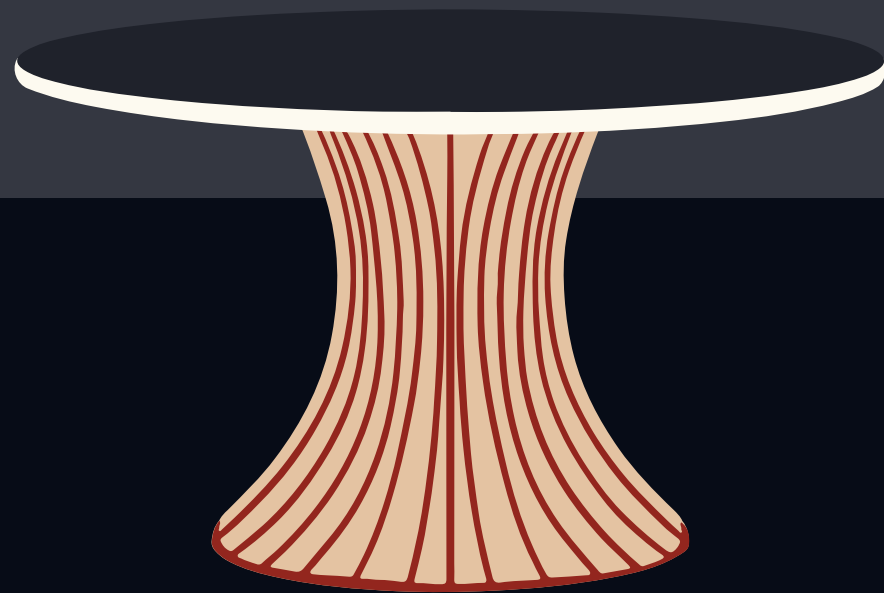
**WILL YOU SUCCUMB TO THE LAMENTATIONS OF DEFEATED SOULS?  
THAT, MY FRIEND, SHALL BE AN EVEN HARSHER PENALTY FOR YOU.**

CAN YOU BE WICKED ENOUGH TO  
BEST SATAN AT HIS OWN GAME?  
THOSE WHO UNRAVEL SATAN'S  
TRICK SHALL FACE NO  
PUNISHMENT.

BUT SHHH, I HAVE SAID TOO MUCH.  
NOT EVERYONE IS FIT FOR THE  
ROLE OF THE ASSISTANT.



# THIS IS YOUR AFTERLIFE



# CONCLUSION

The match is a philosophical one.

The choices you make during the game will lead you to three possibilities:

1. Punishment according to your thoughts and life crimes: sentenced to one of Dante's Hell circle.
2. Corrupt Satan and show you are worthy of becoming his assistant.
3. Lose Satan's approval: go to Paradise.



# FURTHER DEVELOPMENTS

Overall, it would be interesting to extend the scope of Dante's hell to all circles, so that the roleplay fulfills the educational role of interesting young people to Dante's *Divina Commedia*.





# REFERENCES

- Dante Alighieri, "La Divina Commedia", 1308-1321.
- Blender tutorial: "How to make a chessboard in Blender".
- Daniele Ferdani, Blender workshop.
- Paolo Bonora, Digital Project Management lecture.
- Federico Meschini, Storytelling lecture.



# THANK YOU FOR LISTENING!

Don't hesitate to ask any questions!

