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21L.489 Final Project Write-up
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Metamorphoses game

For my final project, I decided to take one of my favorite ancient texts, Ovid's *Metamorphoses,* and adapt it to a video game format. The main challenges in creating a video game from a work such as this are interpreting the author's metaphorical language, selecting which myths/episodes to include, and deciding how these episodes can be related to create a narrative.

The proposed game has six different avatars: Apollo, Jove, Hermes, Minerva, Juno and Diana. Each avatar has different episodes to play out and worlds to explore. A player may choose which god/goddess to play at first and may go on to another avatar without completing all of his/her tasks. However, in order to win the game, the player must play out all episodes for all six different avatars. In addition, the episodes are played out in no particular order. And therefore, the nonlinearity of the episodes mimics the timelessness of the myths themselves.

There are several functions/tools that the interface provides in order to help the player complete his/her tasks. There is a map tool, which allows the player to find out information about different places and be able to instantaneously travel to new destinations. The powers tool, tells the player what powers that particular god has and allows him/her to try them out. The talking tool allows the player to communicate with several other characters in the game, and finally the archive/help tool gives the player access to a collection of texts, artwork, Latin vocabulary and help from Ovid himself. These resources are meant to enhance the gaming experience and motivate players to explore their worlds. In addition, they serve and educational purpose by teaching players about history, art, mythology, Latin, and many other things.

After rereading the majority of the book, I was able to select the myths that I wanted to include in the game. However, this was the most challenging aspect of the game design because I had to find a correlation between the myths and they had to be engaging enough to adapt to a video game. Although the details of the game-play and inter-character interaction are not complete, I believe that the structure in the screenshots I created demonstrate the flexibility and depth that these categories could have. In addition, the colors, menus, and narration details that are illustrated in the screenshots are quite accurate with what I had in mind.

Finally, I think that this game has a great deal of potential as an indirect educational tool. The different gods' powers' and the idea of exploration are

consistent with the arguments of Jenkins and Murray in the reading. Jenkins argues that the richness of the environments creates the motivation to play. Murray emphasizes that the "pleasure factor" of games is the spatial aspect of the game. The strength of *Metamorphoses* is that game-play is dependent on thorough exploration of microworlds and given resources. Therefore, it is consistent with their arguments and I am confident that the proposed game would be both exciting and educational for an audience of high schoolers and up.

My work in the screenshots was on the interface design and elements, and image editing.

Resources for screenshots & images (not a complete list):

http://www.prometheus-imports.com/greek-sculpture-selection-pagerow2col2.htm
clipart.com
http://www.3ddigitaldreams.com/Bryce/jpg_MountainFlyBy1024.htm
http://www.utexas.edu/courses/larrymyth/images/4Apollo-Daphne-Bernini-1.jpg
http://www.etc.cmu.edu/projects/virpets/RIFT/characters.html
http://elfwood.lysator.liu.se/art/

Resources for game content:

http://www.online-mythology.com/echo_narcissus/
http://www.phrygians.com/midas.html
http://www.gods-heros-myth.com/godpages/artemis.html
http://www.online-mythology.com/daedalus