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New Media Techniques

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<center>Final Project Pitch</center>

For my final project, I have decided to make a non-linear story/game using Muse; I think that my strengths will be highlighted while using Muse, both tech-wise and aesthetically. I also think that making story lines and random endings, twists, and features are dope too. I'd like to incorporate features from my Scratch project as well, using games like this to bring clarity to the storyline and theme of the game. I'd also like to use different characters to carry the story, allowing the players to choose which eyes they'd like to see from. I might end up changing and/or building upon this idea, I'd like this project to be as developed, if not more, than my Muse website project. I'm really not sure how much I am supposed to write about it here, I, instead, plan to sketch out a plan and think of it a lot more visually than about programming everything.