For my final project in DTC 101 I chose to do a story using the application Twinery for a few reasons. The foremost being it fit the theme of *Dungeons & Dragons* that I used for my midterm. Additionally, it allowed me to touch on various issues that were raised by author’s works that we read during this semester including *Hypermasculinity and the Dickwolves* by Salter and Blodgett, McGonigal’s *Gaming can make a better world,* and the foremost inspiration comes from Robin Laws’ *Intellectual Property Development in the Adventure Games Industry*. This story follows a similar route to the D&D campaign that four of my friends and I have been playing the last four months. Players will be tasked with making their way through the tabletop role-playing game scape that your character is present in. In order to portray the hardships and inequalities presented in the previously mentioned works the player will be able to choose their path, determining whether the character will be inherently good, evil, or neutral.

I prepared for this project by revisiting the content we covered in class and ensuring I chose pieces that would fit within the constraints of my project, these pertained to games and all saw either game characters or players themselves pitted against inherent biases whether these be from developers or the gaming community. Many of these are hinted at or directly present in D&D such as a faction called Tieflings raising suspicion due to their background which happens to be demonic descendants known for mischief. When I began I thought that Twinery would be a simple program, but it turns out that even the most basic of applications can present unforeseen challenges, so I watched some tutorial videos on how to interlink story passages to create an immersive state that doesn’t limit players to an individual path but rather allows for a combination of each of the three paths while still establishing a clear sense of direction for players to go. All of this takes place within a written space that has no physical presence, and while Mr. Benjamin wouldn’t approve of this experience as being authentic it does create a unique approach and therefore a unique outcome for each player who tries *Mistle Heim a Lone Road.*

This project is similar in some ways to the game that inspired it, and others that my friends have created or participated in, the most popular of these being *Salt* which takes place during WWII and charges players with the task of saving humanity from itself whether this be ruling as a tyrant or working with a group of rebels to overthrow the current government. By taking aspects from many of the stories and games I have been subjected to I hoped to create something inherently unique.