

2021BaileySara-abstract

## Abstract

In *A Portrait of the Artist's Summer*, the player controls Natalie, a high school senior who is spending a week at her formerly estranged sister's art conservation studio. Natalie and her sister have not spoken in twelve years and are now attempting to reconcile. Over these seven days, the player can influence the relationship between the sisters through dialogue options, controlling how the game unfolds and leading to one of three endings.

In doing this project, I hoped to combine both what I had learned from the computer science department and from my classes at the Honors College. I also wanted to fill a gap I have noticed in the video game industry by creating a game that successfully told women's stories. I was able to create the branching storyline using variables and conditionals in the Twine engine.

Project link: <https://s-cb.github.io/Thesis/>

Honors College  
Ball State University  
Muncie, IN 47306