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Climax of the story the most dangerous game

Scene: train station. A young man stands in the open doorway of the departing train. His girlfriend is standing in front of him, on the platform. They are in the middle of a heartbreaking farewell. Hold on. Cut. Let's get back to that. Let's click here. Advertising the interior of the house, shown from above in a simple floor plan. Loud music roars. The same young man is trying to learn. The next morning he had a test. His frustration mounted as he flifies from room to room. Scene! Computer games have long been a place to escape from reality. But the new game, designed and built by a 25-year-old Italian, pulls players back into everyday life, back to places funny, sad and ultimately very familiar. It's called Memoir En Code, a strangely stark, almost beautifully minimalist game in which players step straight into the life of creator Alex Camilleri. This is as announced at the opening of Slate, an autobiographical game album, with eight mini-chapters that players go through to learn more secrets about its developer. Memoir En Code is not the first autobiographical computer game. For example, there is Anna Anthropa's dys4ia, which chronicles her experience with hormone replacement therapy, or The Curse, Lizzie Stark, which focuses on hereditary breast cancer. But the concept is still largely untapped. Given the choice between blasting the Death Star to pieces or getting to know the introspective, freshly baked game designer, most players instinctively reach the blaster. In fact, this is a central question about Memoir En Code and games like it: Why would anyone care about the developer in the first place? Camilleri fully understands. I almost believe I don't have a story to tell. I don't think my life is that interesting, he says from his home in Sweden. But I think you can do something small, as long as people resonate with it. It may not be a great autobiography, but it can still be something very personal. I thought I'd just take a bunch of memories and make them interactive. It's gotten a lot deeper than I thought. I was so attached to the project that it was very, frankly, very difficult to release this game. Alex Camilleri, creator, Memoirs En Code So it's with Memoirs En Code. From the first stop, Stories from my desk, players gently flip images of coins (euros, Swedish kronor and Danish kronor), photos (his family in Sicily, he and his girlfriend, the couple's dogs Jojo and Boogie) and his camera (not sure I can afford this hobby anymore, says one caption) that offer insight into Camilleri's life. There are chapters that take place on the beach in Sicily, in the Netherlands (where he moved to study game design), in a house in Italy and at a train station. They are all very personal, but universal. Despite the fact that the game is about me, the gaming experience mostly about the simple life of life that can resonate, says Camilleri. For example, a railway station. When he lived in the Netherlands, Camilleri and his girlfriend had a long-distance relationship. It was hard to say goodbye. The music in the game, the dialogue between the two characters - depicted in a sharp 70s-era font by their figures - silence and simple graphics evoke the sadness and complexity of the moment. The game isn't necessarily about me and my girlfriend having a long-distance relationship. It's about loneliness that you can feel with long-distance relationships, and with a farewell, says Camilleri. Which is something that many people can share. A scene in the house, for another example. It's almost Pac-Man-like in its simplicity, purposefully so, with a circle representing Camilleri and a dotted line showing his travels. The scene is based on his home in Sicily. It was impossible to study in the house, Camilleri said. I developed this mindset as: Ok, this game is about avoiding noise when the truth is that it was about me not having my own space. And my need for independence. Something that arose in its development. Camilleri learned a lot about himself in the six months or so it took for him to design and build a memoir en code. I thought I'd just take a bunch of memories and make them interactive. It's a lot deeper than I thought, he says. I was so attached to the project that it was very, frankly, very difficult to release this game. Because then you're so afraid that people will judge. The game came out a few weeks ago and was well received, says Camilleri. The whole experience was important for the designer, only opening his own studio. (The game is first released under Camilleri's one-man company, Kalopsia.) Now he is working with friends on another game, POKU. The release of The En Code Memoir was a huge relief, too. Secrets and all. In addition to the train scene, Camilleri is most nervous about sharing a part of a game called Otoloop, in which the main character - a young man, Camilleri - looks in the mirror and sees himself with ears that are too big (this is the image at the top of the article). The player, using arrows on the keyboard, can grow the character's hair above the ears and then cut the hair later in what turns out to be an endless loop. It is based on the self-esteem of Camilleri, who was a child. And because life loops sometimes too, Camilleri still wears his dark hair long and over his ears. It's one of those stupid things that get stuck in your head when you're young, he says, when you're so obsessed with people judging you. This, like much of the Memoir En Code, turns out to be something that everyone can relate to. When you look at the factors working against them, it's hard to believe that any video game has a good story. First, is just one of the components in the game, and it often has to be pushed aside during development. A lot of unexpected things happen in the development process, and writers often have to rewrite the main sections of the script with very little notice. Worse, the plot of heavy games is often tens of hours, making it difficult to maintain the narrative. Despite these challenges, some game creators have created fantastic stories to accompany their games. When done well, the story and gameplay work together to create something more than the sum of its parts. These are the games that stay with us the longest. Below are five games with incredible stories. Source: Nippon Ichi Software 1. Danganronpa: Trigger Happy havoc Do you know the idea of a closed murder mystery? The Clue tincture is a classic example. In a closed mystery room, a group of people are trapped somewhere and someone ends up dead. The killer is one of the group, and the rest have to find out which one it is. This is the setting of Danganronpa, but as the game progresses, more and more people end up dead. Here's the story. Sixteen students are locked up at the school with a teddy bear named Monocuma. Only one person will leave alive, and the only way to do this is if someone kills a fellow student and gets off the face of the face, get off the face of the person who gets off his face. Whenever the character ends up dead, the survivors comb through the evidence and court to identify the killer. One by one, the characters fall while your character tries to figure out how to get out alive, preferably without killing the students you're friends with. If you have a PS Vita and are old enough to handle an R-rated subject, Danganronpa is a must-play. Source: Naughty Dog 2. The last of us, when the game can compare favorably to Cormac McCarthy on the road, then you know you're looking at something special. The last one of us is like that. It's a heartbreaking, cinematic game that focuses on two very different people who depend on each other as they cross America shattered by disease and destruction. The core of the plot are characters who feel much more like real people than almost any other video game heroes. Fueled by a sharp, brutal script and a talented set of voiceovers, The Last of Us is sure to leave a lasting impression on anyone who sees the journey to the end. Also impressive is that the ending of the game is elliptical and open to interpretation, which has caused a lot of discussion among fans. Source: Bandai Namko 3. Legend of Heroes: Trails in the Sky This game is created as a million role-playing games in front of it. Joshua and his sister Estelle are young adventurers in training whose life is a blow to the transmission when their father goes missing. As expected, they decide to go out on their own to find it, and in the process explore all corners of the great great world. What's what This game is apart from the rest of the writing herd. Heroes are warm and funny enough to charm even the most sunken players. You also meet a rotating cast of secondary characters as you wander from city to city, slowly learning more about what's going on in the world. The story of this game has many layers and they continue to become more interesting as you progress. You can buy trails in the sky on the PlayStation Store for PSP or Vita. Source: Rockstar Games 4. Grand Theft Auto: San Andreas On the surface, Grand Theft Auto: Vice City may seem more like a scarface than San Andreas, but when it comes to gangster stories from rags to riches, San Andreas is better than two. You play as CJ, a poor kid from a poor neighborhood who returns to bury his mother. Since this is a GTA game, you get roped into the underworld the moment you get off the plane. So as you run missions, you gradually work your way up the stairs, fighting with rival dumbbell members and crooked cops, while trying to save your friends from making bad decisions. By the end of the game, you've cleared the streets and eliminated most rival gangs, leaving you and what's left of your family safe - at least for now. It beats snorting mountains of cocaine and going down under a hail of gunfire, isn't it? Source: quantum dream 5. Heavy Rain This thriller kicks off when a boy is kidnapped by an origami killer, a serial killer who waits for the storm to come and tie his victims down to the rainwater to make an actual kill for him. As you can probably assume from this description, it's an awfully dark game, with a lot of horrible things going on with the characters. But the story is infinitely compelling, with one plot twisting after another pulling the player forward. Many parts of the story are malleable, so your actions have consequences that play out as plot barrels forward. If you are unable to save someone at a key moment, that character is dead forever. If you love dark thrillers, you'll love the heavy rain. This list only scratches the surface of games with good stories. Here are some others: Red Dead Redemption, Persona 4, Pillars of Eternity, Enslaved: Odyssey to the West, Star Wars: Knights of the Old Republic, The Walking Dead, Silent Hill 2, Mario and Luigi: The Inside Story of Bowser, Bioshock, Witcher 2, Mass Effect 2, Final Fantasy VI, and Uncharted 2. Follow Chris on Twitter @CheatSheetChris check out the Tech Cheat sheet on Facebook Read More from Tech Cheat Sheet: Leaf: