

INDIGO PROPHECY

Quantic Dream



Carla Valenti



Tyler miles



Lucas Kane

Indigo Prophecy is a game that draws the player in at a mental and at an emotional level. The player begins by watching a murder being unfold and from watching the scene, the player is put into a confuse state where the player begin to question –what’s going on? So the game begins, the player takes on the role of the murderer name Lucas Kane. As the player takes on the role he/she makes decision to help the character in that situation. However, there is a time limit to your decision making which forces you to react without really thinking about it. One interesting thing about the game is that the player takes on multiple roles. Besides Lucas Kane there is also Carla Valenti and Tyler Miles who’s trying to solve the murder case.

The game tells the story through movie clips, game play and the player’s actions (decisions). The three elements flow together to create a game environment that affects the player emotions.

In the game there is a scene where a cop is knocking on Kane’s apartment door.

The player role as Kane suffers emotional stress (panic) because he/she is able to see the whole situation through the split screen. In that scene the player have a time limit to react to the situation through the game play, which pressure the player to make the right decision because the decision the player makes affect the outcome. In comparison, King’s Quest has similar story telling method such as animations where other character in the story talks/interact with the player. However, in King’s Quest the character lack emotions and body language that Indigo Prophecy’s characters provide. In Indigo Prophecy the player is able to experience the story and emotion through the characters. In Cinema the character’s actions are unpredictable to the audience, while in Indigo Prophecy the player is able to dictate the action of the character in some degree. It would be interesting if in the future we are able to affect the character in Cinema similar to this game. On the other hand games can be more Cinematic, where game play and movie clip can flow simultaneously.



What decision would you make before your time runs out?



King's Quest