

The World With You

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LESSON ONE

Having an unlikable protagonist is a risk in that audiences will probably not relate to them; however, their growth can be considered more realistic and rewarding to see.



LESSON TWO

Challenging common perceptions of a character trope that an audience may relate to can inspire the audience to re-examine themselves.



LESSON THREE

Localization can have a huge role in worldbuilding and creating relatable characters.



STRONGEST ELEMENT

The game's combat system mirrors the development of the antisocial protagonist as he learns to open up and trust others, which helps reinforce story themes.