



TWELVE MINUTES

TWELVE MINUTES IS A TOP-DOWN, POINT-AND-CLICK ADVENTURE, TIME LOOP THRILLER IN WHICH PLAYERS UNRAVEL THE STORY OF THE HUSBAND, HIS ACCUSED WIFE, AND A VENGEFUL MAN CLAIMING TO BE A POLICE OFFICER.

THE METHOD

THE NARRATIVE ELEMENTS OF THE GAME ALLOW PLAYERS TO DEEPLY EXPLORE THE PERSONALITIES OF EACH CHARACTER FROM A MULTITUDE OF ANGLES. FOR EXAMPLE, THEY CAN INVESTIGATE THE EMOTIONAL STATE OF THE WIFE VIA SUBTLE NOSTALGIA OR USE BRUTE FORCE TO REVEAL THE COP'S TRAGIC MOTIVATION.



THE RESULT

TWELVE MINUTES IS A MICROCOSM OF PSYCHOLOGICAL EXAMINATION. IT CHALLENGES US TO CONTEMPLATE THE EFFECTS OF FEAR ON A PERSON'S PSYCHE AND HOW IT MANIFESTS IN DENIAL, IDENTITY, AND CAUSE.



THE LESSON

IMMERSIVE INTERACTIVE STORIES CAN BE TOLD IN COMPACT SPACES AND TIMELINES IF YOU GIVE PLAYERS THE NARRATIVE FREEDOM TO TEST COMPLEX CHARACTERS.

