



Sally Face

THE VALUE OF THE UNCOMMON PROTAGONIST

Not a middle aged, emotionally closed off white-man, Sally's a noteworthy character in a sea of stereotypical protagonists. A teenager with blue pigtails, Sal possesses trauma but is still kind and empathetic. Physically unemotive due to his prosthetic, Sal's voice is developed to be humanizing and identifiable.



THE DEVIL IN THE DETAILS

For devoted secret-seekers, Sally Face's gameplay gives a sense of accomplishment, but for those interested in a more low-effort playthrough, or those unaccustomed to just how much video games can make you work for the full picture, it can be tedious to finish the story with a feeling of unfulfillment, and no idea where to find the missing pieces.



NARRATIVE MOMENTUM

The pacing of Sally Face is controlled in the form of five chapter installments that feature in-game timeskips between episodes, often aging up characters and their interpersonal relationships to show that time has passed. Interactive flashback exposition is established as a storytelling device, with players acting out the order of events.

THIS GIVES PAST CONTEXT...



...FOR PRESENT CONSEQUENCES.

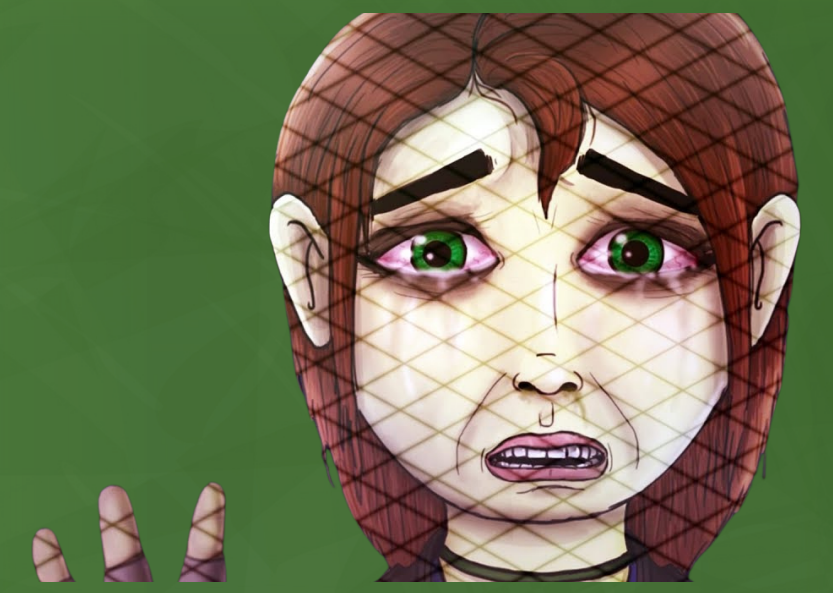
The mystery created through the linear (but not always chronological) advancement of story structure allows for sustained player intrigue, investing audiences in character action and consequence.



WORTH ROOTING FOR: THE POWER OF FRIENDSHIP

Brought together over shared goals with high stakes and staying together through camaraderie and choice, the core four characters endear players to them through **inside jokes**, **vulnerable moments** and the **heroic determination** of taking up a task much bigger than themselves.

A BRILLIANT PLOT TOOL: CLIFFHANGERS



In games that rely heavily on story, it's crucial to keep both attention and investment. The cliffhangers placed at the end of Sally Face's respective chapters keep players coming back time and time again in hopes of finding out what happens to the characters they've been playing as.

CRAFTY DESIGN COMPLIMENTS NARRATIVE



Exploration is controlled through Apartment rooms becoming accessible within each chapter; a choice easily explained by certain residents being at work or unenthused by your presence at the time.

The setting is easily traversable and allows for worldbuilding to develop itself in a contained space that still manages to emphasize exploration.