



GDC 2024

Tate Donnelly

tatedonnelly.com

*I Was a Teenage Exocolonist* demonstrates a clear mastery of the medium, using all the tools at its disposal. The story, mechanics, artwork, and soundtrack work in tandem to fully immerse the player in the world of Vertumna.

It manages to use its mechanics to full effect in its exploration of its core themes of growing up and identity.

Branching narrative with over 25 endings

Narrative & mechanics work hand in hand

Memorable characters & story arcs

Inclusive gameplay feeds into theme of identity