CORE ANALYSIS: FACTIONS & QUEER GENERATIONAL SIMILARITIES

MEMORIAL FOUNDATION

"If we kill the dream, no one will die. We really, really hope that's true."

Representative
Luna-Terra, 1st Generation Pilot

Similarities in
Silent Generation—Baby Boom Generation
- Queerness seen as illegal, came with punishment
- Queerness came with social stigma
- Little freedom for gender expression

Ending Themes
Assimilation & Tolerance

CRADLE'S GRACES

"All I want is to stitch these two humanities together."

Representative
Pluto, 2nd Generation Pilot

Similarities in
Generation X—Millennial Generation
- Overcoming cultural queer shame
- Celebrating queer liberation
- Organizing against systemic oppression

Ending Themes
Understanding & Autonomy

CELESTIAL MECHANICS

"I am fine with abandoning Earth. It hasn't given me anything."

Representative
Saturn, 3rd Generation Pilot

Similarities in
Millennial Generation—Generation Z
- Greater acceptance in exploring Queerness
- Facing re-emergence of queer violence & discrimination

Ending Themes
Alienation & Ambiguity

HEAVEN WILL BE MINE

and its commentary on the history of queer culture; how the different generations of queer individuals are reflected in the game's various factions, and how their perspectives affect their interactions with heteronormative culture.

STRONGEST ELEMENT

In-game communication methods technologically match the progression of time & reveal different insights into the connections a queer individual has to their community.

TAKEAWAYS

- Queer stories in games shouldn't be limited to the traditional coming-out narrative.
- To incorporate queer undertones into the story as a whole, the game's commentary on queerness should be considered from the ground up.
- Visual Novels should consider using Cinematic Techniques as part of their gameplay to convey their stories.
- Don't be afraid to write flawed or messy characters.

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GAME NARRATIVE REVIEW

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