

LIFE Project Portfolio

Project Title: *Choose Your Adventure*

Team Name: Vanake Group

Supervisor: Andreas Volk

Team Members:

- Erik Ellervee (Government and Administration)
 - Ka On Chan (Liberal Arts in Humanities)
 - Elis Näppo (European Modern Languages and Cultures)
 - Elina Maris Lilleorg (European Modern Languages and Cultures)
 - Olivia Reimets (European Modern Languages and Cultures)
 - Liliana Liik (Integrated Arts, Music and Multimedia)
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Project Report

1. Description of the Terms of Reference and Goals of the Project

Our project aimed to design and develop an interactive fiction game titled “Not Yet, Vanake!” using the Twine game engine. The overarching goal was to create an educational and engaging game that introduces players to Estonian mythology, history, and cultural values through branching narratives and player-driven choices. At the same time, the project gave us an opportunity to explore and apply interdisciplinary skills in storytelling, game design, visual art, coding, sound design, and project coordination.

The game centers around a mythological narrative that prompts players to reflect not only on ancient legends but also on social issues and historical themes relevant to Estonian identity. By creating a playable digital story rooted in folklore, our group aimed to bring cultural heritage into modern formats that are accessible and engaging, particularly for younger audiences.

Our personal goal for the project was to present a story about Ülemiste Vanake, a figure from Estonian mythology, taking creative liberties to put a spin on his story and include the player in making the decisions in the story that impact the outcome of the player character, the city of Reval and Ülemiste Vanake.

The twelve students taking part in this project were divided into two groups, and the objective of both of the groups was to develop one interactive story game using the open-source tool Twine. Our group was divided into roles such as writers, programmers, illustrators, and sound designers, who all contributed to the completion of the project.

The team lead is Erik Ellervee; the writers are Elis Näppo, Elina Maris Lilleorg, Olivia Reimets and Ka On Chan; the programmers are Erik Ellervee and Ka On Chan; the illustrator is Liliana Liik. The original six soundtracks used in our game and the license thereof were generously granted to us by composer Yui Ka Zheng for no compensation.

2. Importance of the Problem, Description of the Topic, and Choice of Methods

Estonian mythology and folklore are often underrepresented in contemporary media, especially in interactive digital formats. We identified this gap as an opportunity to make national cultural content more visible and engaging. Rather than relying on traditional educational formats, our game seeks to spark curiosity and learning through interactive storytelling, encouraging players to explore moral dilemmas, cultural identity, and mythological figures in an immersive environment.

Twine was chosen as our core development tool because of its accessibility and flexibility for building branching narratives. In addition, we used HTML, CSS, and JavaScript to enhance the user interface and implement visual and audio assets. Our methods combined creative writing, game mechanics, and multimedia integration, making the final product not only informative but also emotionally engaging. Character illustrations, background visuals, and atmospheric audio tracks were created to support narrative immersion.

This method of combining interactive fiction with cultural education is particularly suitable for modern audiences accustomed to digital engagement. It also reflects best practices in game-based learning, constructivist theory, and digital storytelling.

3. Description of Activities and Reaching Stakeholders

Throughout the project, our team collaborated closely across different roles. Writers developed the narrative and choices, designers produced character art and visual elements, and developers handled Twine implementation and coding. We worked in iterative cycles—developing drafts, testing functionality, and refining the user experience based on feedback from each other and informal testers.

Our project impacted several stakeholder groups:

- **Students** (ourselves) directly benefited from interdisciplinary learning, gaining practical experience in storytelling, design, coding, and collaboration.

- **Educational institutions** (Tallinn University and its LIFE programme) gained a creative and cultural teaching tool that could be used or adapted for learning activities.
- **General public and younger players** are indirect stakeholders, as the game helps raise awareness about Estonian mythology in a modern and accessible format.
- **Teachers and cultural educators** may find the game useful for classroom discussion or cultural projects focused on heritage, identity, and history.

4. Sustainability of the Project

The sustainability of our project has been ensured by creating the game in a way that allows for future edits, translations, and adaptations. Twine's open-source nature and our documentation of the development process make it easy for others to build upon our work. The digital format means the game can be distributed and updated without much effort, and new modules or extensions can be added based on feedback or changing educational goals.

Ownership of the project remains with the team, but the content can be shared with interested educators or students in Tallinn University and beyond, ensuring its ongoing use and impact.

5. Summary of the Results and Annexes

The key outcome of the project is a fully playable interactive fiction game, "Not Yet, Vanake!", including:

- A complete branching narrative with multiple endings
- Custom illustrations of characters (e.g., Vanake) and environments
- Sound design to support mood and immersion
- Game implementation in Twine with custom styling and scripting
- Visual mockups, narrative scripts, and feedback logs (available upon request)

This work demonstrates our ability to deliver a complex, creative, and culturally relevant digital product within a collaborative academic framework.

Project Action Plan

ELU project: Choose Your Adventure (Vanake Group)

Supervisor(s): Andreas Volk

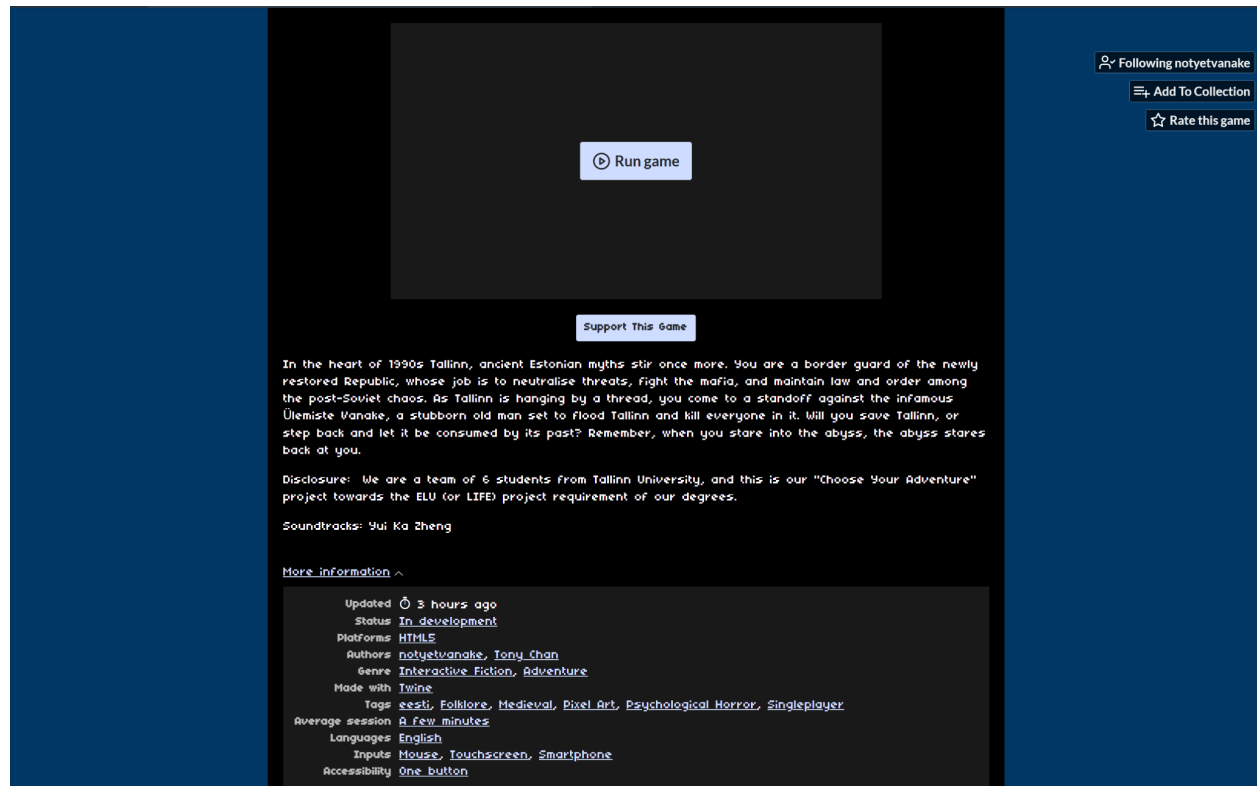
Members: Erik Ellervee (Government and Administration), Ka On Chan (Liberal Arts in Humanities), Elis Näppo (European Modern Languages and Cultures), Elina Maris Lilleorg (European Modern Languages and Cultures), Olivia Reimets (European Modern Languages and Cultures), Liliana Liik (Integrated Arts, Music and Multimedia)

Project Action Plan	Deadline	Student(s) responsible
<u>Role Formation:</u> Group members divide into roles suited to their skills and interest	19.02	All
<u>Decide on storyline:</u> Writers decide on a storyline to be developed with input from other group members	19.02	Elis Näppo, Elina Maris Lilleorg, Ka On Chan, Olivia Reimets
<u>Finish first draft of full storyline:</u> Writers finish the first draft of the full storyline for the prototype of the game that is ready to be implemented into Twine	18.03	Elis Näppo, Elina Maris Lilleorg, Ka On Chan, Olivia Reimets
<u>Finish first concept art:</u> Based on the story draft, first works of concept art to be completed	18.03	Liliana Liik
<u>Create social media accounts and draft posts:</u> Social media accounts to be created and posts to be drafted, with both narrative aspects regarding the storyline and educational aspects	04.03	Elina Maris Lilleorg, Ka On Chan
<u>Implement first draft of story and concept art into Twine:</u> Programmers implement first draft of storyline along with concept art into the Twine engine for testing and formatting	20.03	Erik Ellervee, Ka On Chan
<u>Mid-Term report and presentation:</u> The group presents the progress regarding the game	24.03	All
<u>Complete and polish final draft of storyline:</u> Writers finish writing and editing the final story	20.05	Elis Näppo, Elina Maris Lilleorg, Ka

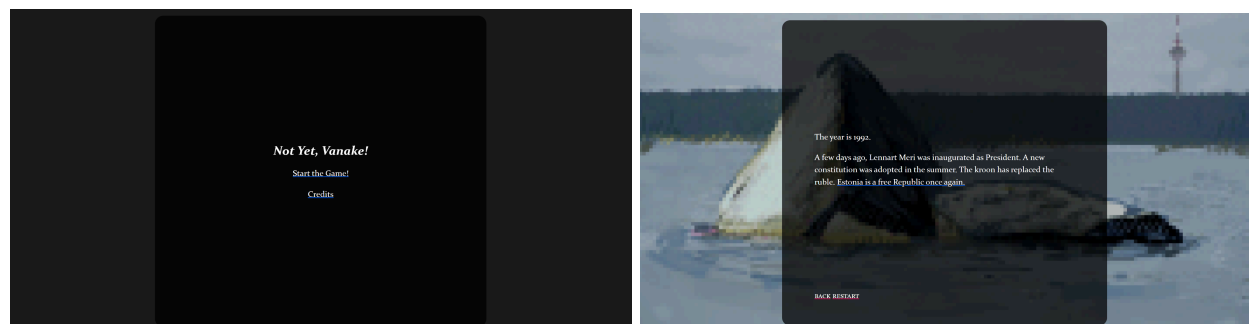
so that it will be ready to be completely implemented into Twine		On Chan, Olivia Reimets
<u>Complete background art and character sprites:</u> Background art and character sprites to be completed with regards to the completed storyline	27.05	Liliana Liik
<u>Implement completed storyline, background art, character sprites, soundtrack into Twine:</u> The programmers implement the storyline, background art, character sprites and soundtrack into Twine to be ready for final playtesting and last minimal edits	30.05	Erik Ellervee
<u>Finish portfolio, Project Action Plan, Project Report:</u> The group completes the portfolio, project action plan and project report to be presented for the LIFE-course	31.05	All
<u>Final Presentation:</u> The group holds the final presentation, presenting the finished game along with the timeline and process	02.06	All

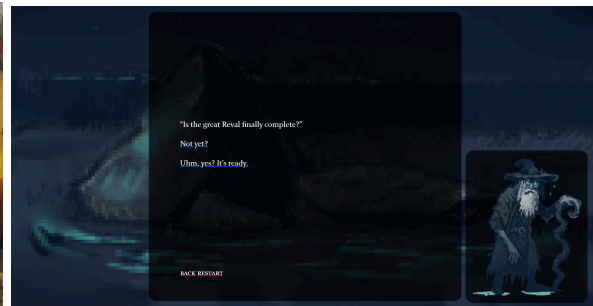
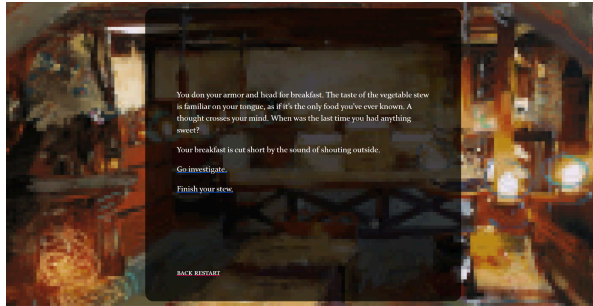
Communication to Stakeholders

The game itself is hosted on itch.io (<https://notyetvanake.itch.io/not-yet-vanake>) and currently restricted to password access. We are working on a social media strategy at the moment and signed a legal agreement between ourselves to pave the way for further development and spin-offs beyond the scope of ELU. Once the game is ready for launch, the game will show up in itch.io's directory of games, and its own page will be a landing page to which traffic will be directed for conversions:



Once the player clicks “Run game”, they will be directed to the starting screen. Some selected screenshots of the current gameplay are as follows:





The following images depict selected mockups for Instagram posts, which illustrate our vision of social media promotions for the game:

