

The Stanley Parable:

A Negotiation:

Expressive Choice:

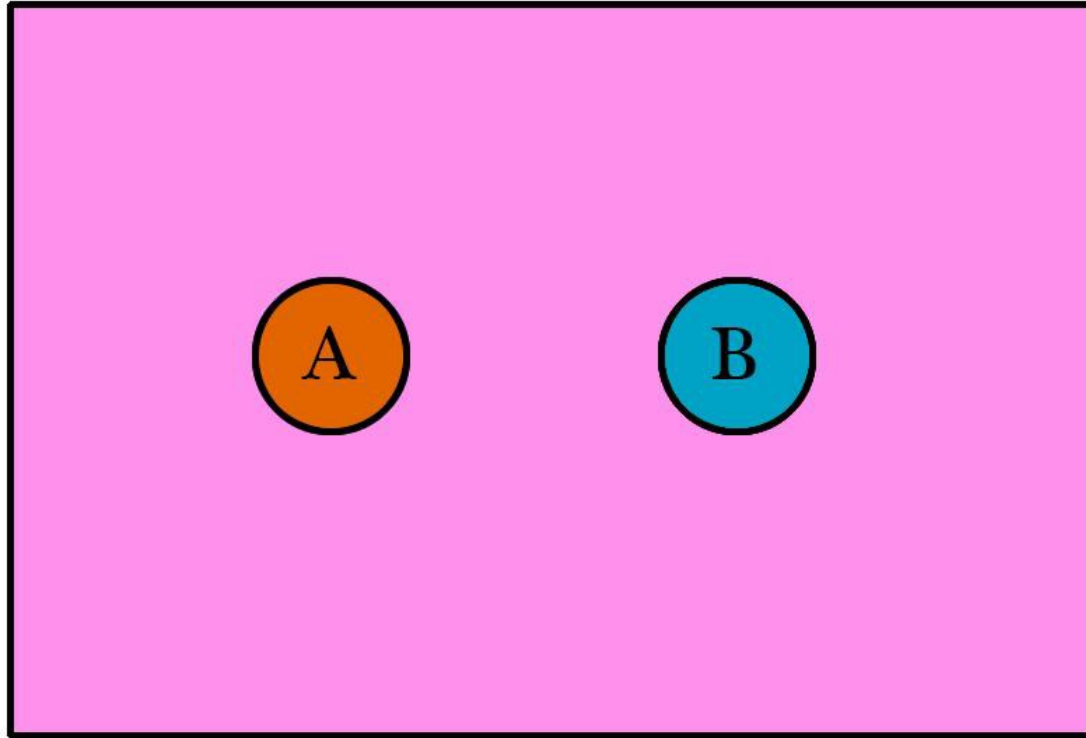
Reality:

Time:

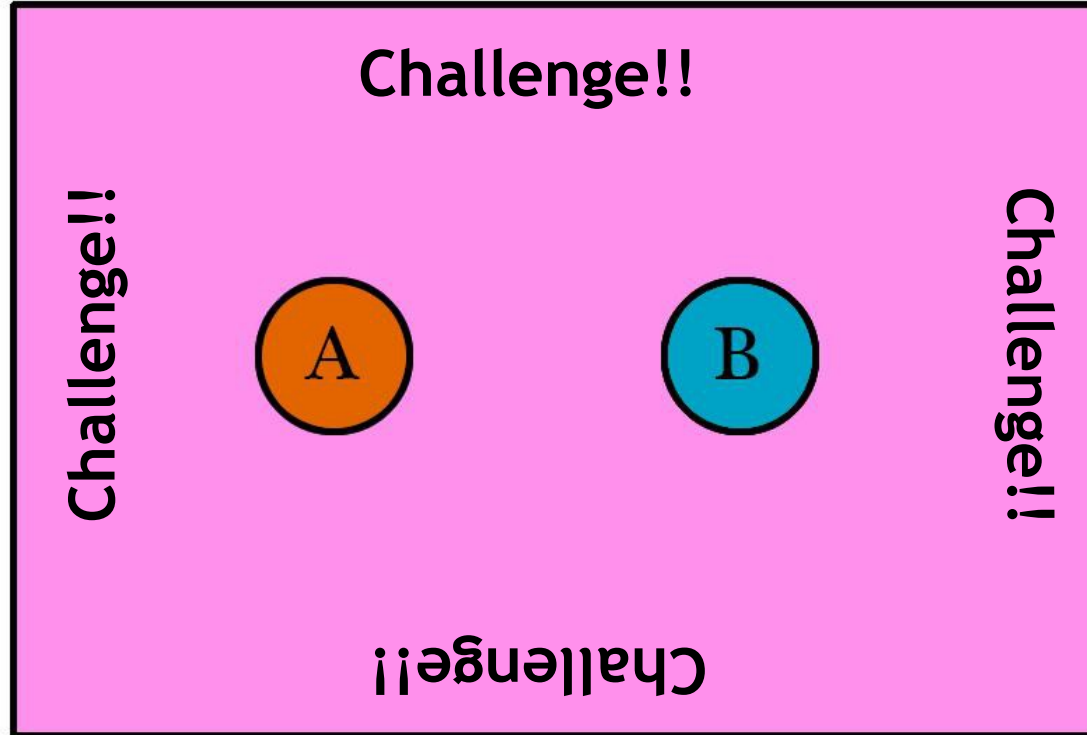
The Stanley Parable

Hello!

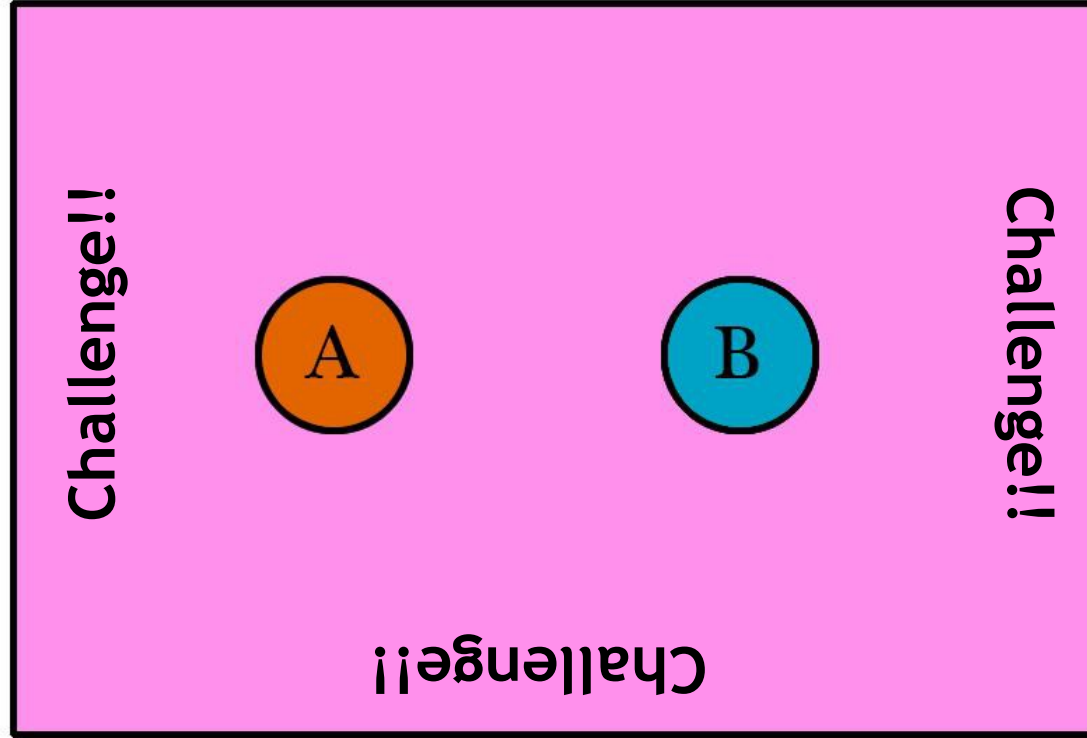
Here is video games



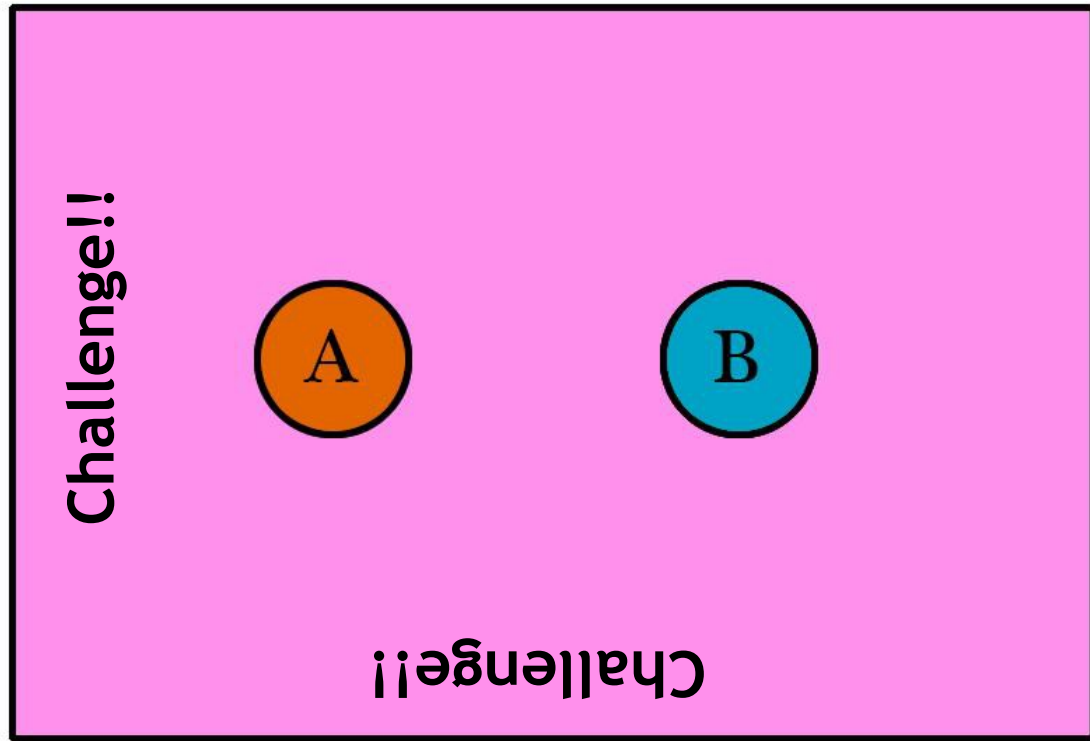
Here is video games



Here is video games



Here is video games

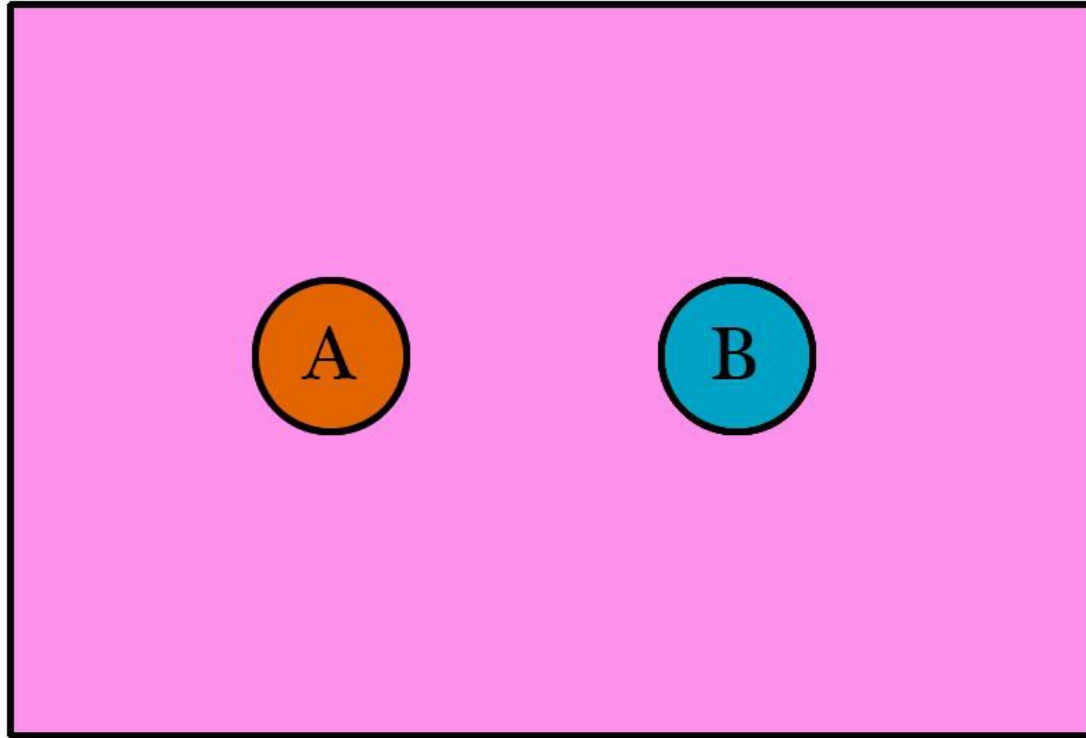


Here is video games

Challenge!!



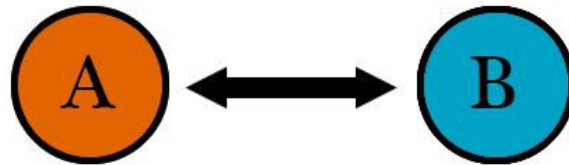
Here is video games



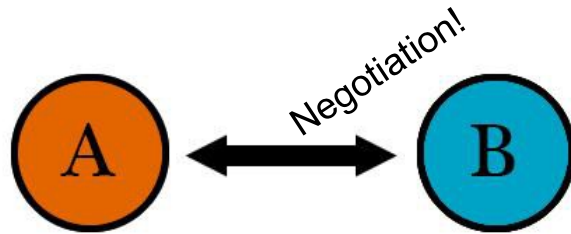
Here is video games



Here is video games



Here is video games



How do we do this?

How do we do this?

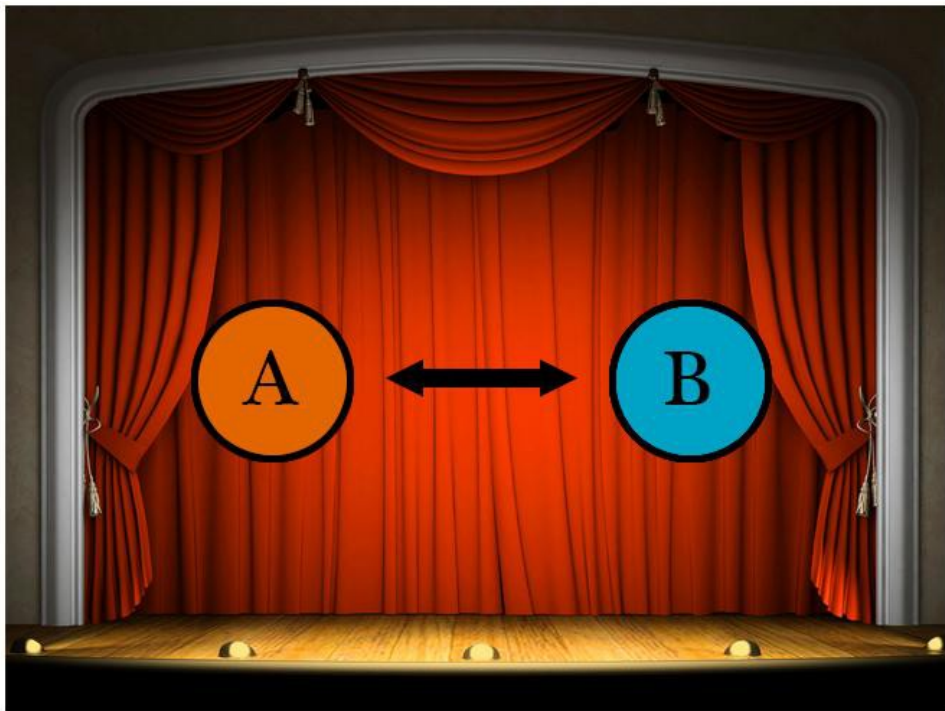
1. I have no idea

How do we do this?

1. I have no idea
2. The choices have to actually, you know, be fun or engaging to actually select between.

How do we do this?

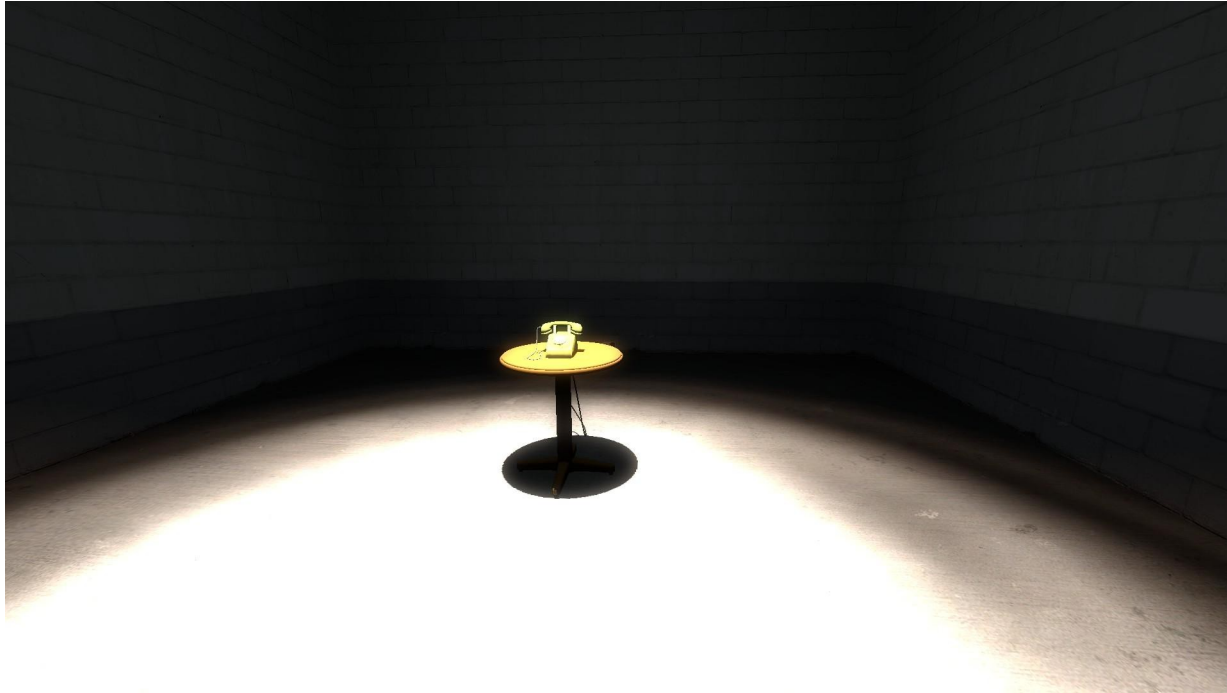
1. I have no idea
2. The choices have to actually, you know, be fun or engaging to actually select between.
3. There should be lots of possible ways to choose between these options



As seen in video games!



As seen in video games!



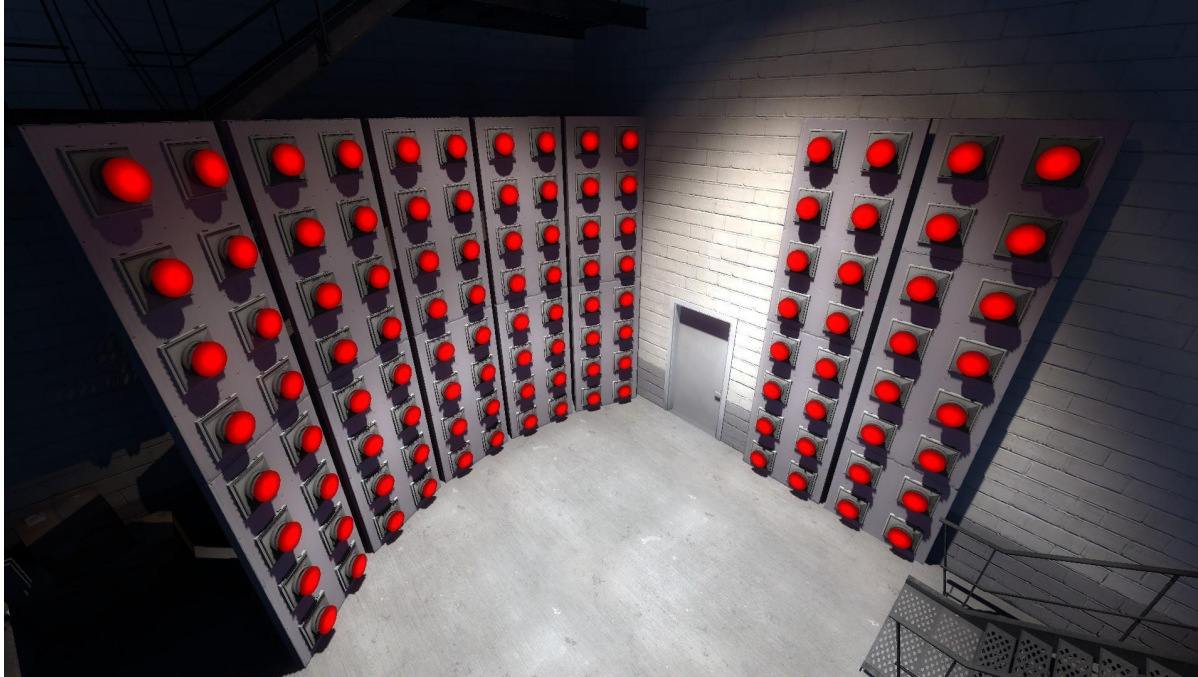
As seen in video games!



As seen in video games!



As seen in video games!



As seen in video games!

The game is now paused

Resume the game

Begin the game again

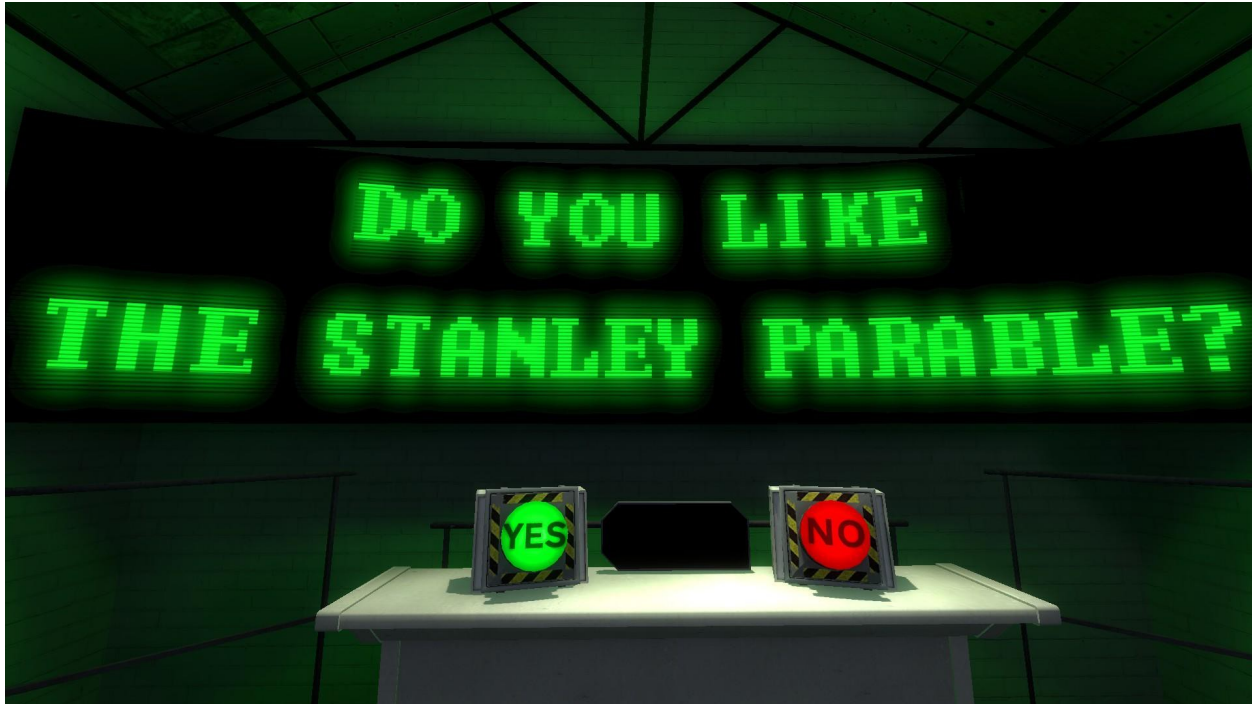
Options

Quit to menu

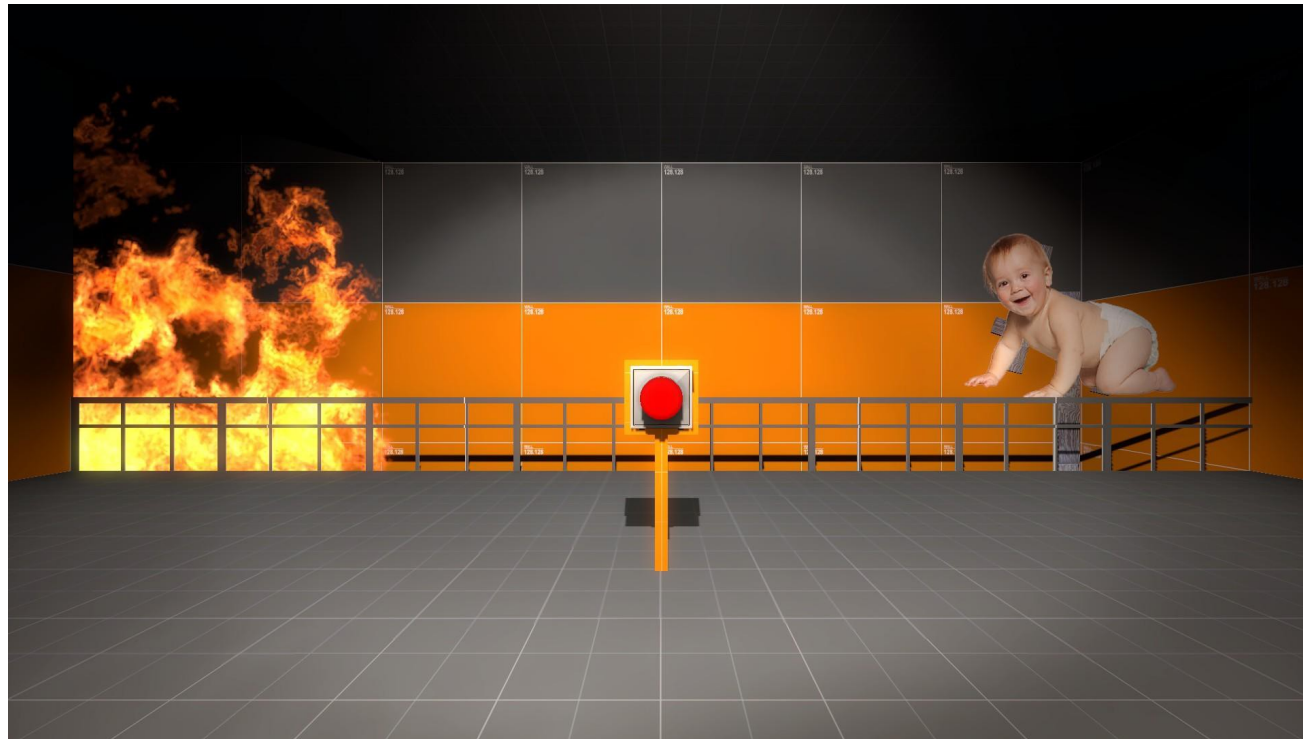
As seen in video games!

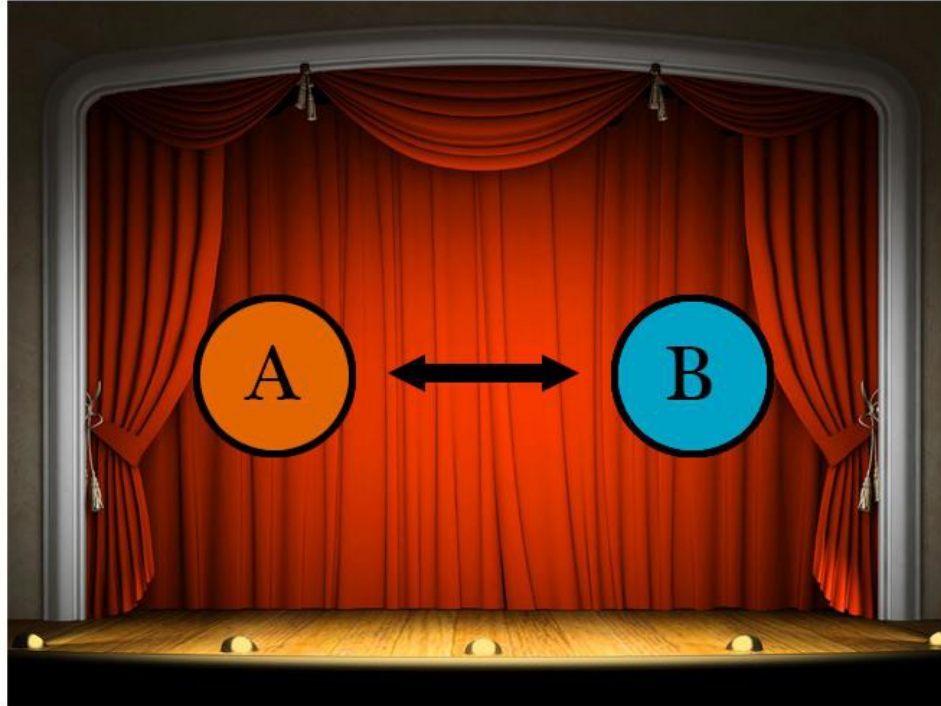


As seen in video games!



As seen in video games!





But also



Questions?

@Hellocakebread, @HonestWilliam