Metamorphoses

A game based on Ovid's Work
• Outline:
  - Ovid’s Metamorphosis
  - Game Idea
  - Avatars and episodes
  - Game simulation
    • Avatar selection
    • Interface
    • Apollo’s tasks and 4 interface functions
    • Short simulation of verbal exchange
  - Conclusion
• **Metamorphoses**

  - Ovid’s *Metamorphoses* is a collection of stories from ancient Roman mythology where characters have morphed into different beings.
  - Gods, goddesses and nymphs are responsible for these abnormal changes.
  - Stories are in chronological order.
  - Individual gods and goddesses are involved in several disconnected episodes.
• **Game Idea**
  - **Avatar:** god/goddess
  - **Object:** explore worlds, pick up clues, and interact with other characters to perform tasks (morphing a person into something else); overall goal is to perform all tasks in all stories/episodes
  - **Nonlinear aspect:** each god/goddess has tasks to perform, but they are not dependent on each other, therefore they may be performed in any order
  - After you have completed tasks for given god, you take on identity of another god and continue playing
  - Sequence of episodes is connected to previous character played, but is not predetermined -> multiple/parallel narratives
**Avatar choices and correlating stories:**

<table>
<thead>
<tr>
<th>Avatar</th>
<th>Jove</th>
<th>Hermes</th>
<th>Minerva</th>
<th>Juno</th>
<th>Diana</th>
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</thead>
<tbody>
<tr>
<td>Apollo</td>
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<tr>
<td>Daphne</td>
<td>Rape of Europa</td>
<td>Baucis &amp; Philemon</td>
<td>Arachne</td>
<td>Arachne</td>
<td>Meleager</td>
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<tr>
<td>King Midas</td>
<td>Labrinth</td>
<td>Perseus</td>
<td>Daedalus &amp; Icarus</td>
<td>Helen of Troy</td>
<td>Orion</td>
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<tr>
<td>Troy</td>
<td>Apotheosis of Hercules</td>
<td>Rape of Europa</td>
<td>Simonedes</td>
<td>Narcissus</td>
<td>Cyncus</td>
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<tr>
<td>Queen Niobe</td>
<td>Baucis &amp; Philemon</td>
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<td></td>
<td>Pygmalion</td>
<td>Actaeon</td>
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<tr>
<td>The Python</td>
<td>Perseus</td>
<td></td>
<td></td>
<td>Adonis</td>
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<tr>
<td>Hyacinth</td>
<td>Pegasus &amp; Chaemara</td>
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<td></td>
<td>Psyche</td>
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</table>
Avatar selection

Select your character:

APOLLO  JOVE  HERMES  MINERVA  JUNO  DIANA

Son of Jove and Leto -- god of prophecy, the arts, especially music, and archery.
Interface

Help Info
Location
Menu window
Tasks
Compass

Powers
Map
Talk
Archive/help
Apollo’s tasks:
  - Compete in King Midas’s Musical contest - PHRIGIA
  - Chase Daphne - DELOS
  - Kill Niobe’s 7 sons and 6 daughters - THEBES
  - Kill Python - DELOS
  - Protect Hector and Kill Achilles in Trojan War - TROY
  - Hunt with Hyacinth - DELOS
Map function - King Midas’s Musical contest

1 Task accomplished out of six

Current Location:
Phrygia, realm of King Midas
Select destination
Powers function - Chase of Daphne
Archive/help function - Chase of Daphne

Bernini's famous marble statue of the two lovers shows the chase of Daphne and her metamorphosis. Look at her hands. What is she turning into?

Ask Ovid for more help on this myth

Consult the oracle of Delos

Myth of Daphne & Apollo in famous works of art
Talking function - Niobe’s children

Select question:

Are you awaiting Queen Niobe?
Where could I find her sons?
When are the temple festivities going to be over?
Use of Oracle - Defeat of Python

you have killed the python

Delos

ORACLE: Your path is yet before you. Do not let your triumph over the python create conceit in your heart. Remain humble even to those beneath you.
Archive Function - Trojan War
Verbal Exchange - Hunt with Hyacinth

Hyacinth: What brings you to this place, might Apollo?

Select an answer:
- I have come to hunt.
- I wish to speak to my mother, have you seen her?
- There are many dangers here, you must not linger alone.
Hyacinth: What brings you to this place, might Apollo?
A: I have come to hunt.
H: You are a fine archer, teach me to hunt like you.

Select an answer:
First I must consult the oracle. Can you take me to her?
I cannot teach you to hunt.
Hyacinth: What brings you to this place, might Apollo?
A: I have come to hunt.
H: You are a fine archer; teach me to hunt like you.
A: First I must consult the oracle. Can you take me to her?
H: Yes, of course. Follow me.
• Conclusion
  - Game has educational objectives that do not hinder game-play
  - Motivations:
    • Exploration of environments (Jenkins & Murray)
    • Exploration of history/mythology
    • Use of gods’ powers