

Personality write up

Main character: *Wolf*

The wolf will well have a strong personality with a mysterious and unpredictability under tone, this gives the wolf a lot of character but also allows the player to immerse themselves in the character instead of just play a set role. There is underline aggression in his words and his actions throughout the game, because of his distain to the situation at the beginning, which further continues due to being dependent on the girl to get out.

The core elements of his personality is he is a born protector. However he only protects her as he needs her to translate and then slowly because she becomes his friend. He has always felt isolated though he likes being an alone wolf.

Colour Scheme:

Colour	Meaning
Black	(Barrier colour), protection, strong, mysterious, withholding.
Grey	Reliable, intelligent, isolated.
Brown	Practical, approachable, protective.
Orange eyes (dark)	Self-confident, adventurous, risk-taker.

Side character: Girl

She want to nurture the sow growing friendship between them and help how she can. She has always been optimistic and driven toward her goals. She has felt isolated due to her parents not always being around. Her impulsive nature and want to deepen her knowledge is why she went on the trip in the first place.

Colour	Meaning
Red (small amounts)	Action, energy, passionate, driven, determined.
White	(Barrier colour) isolated.
Grey	Isolated, intelligent, lonely, calming.
Yellow	Impulsive, wisdom and logic.
Green eyes	Growth, nature lover, nurturing, needing to belong.

Due to the wolf having a human personality and their roles being stereotypical, there was not much difference in the storytelling aspects of the game, therefore the research I did on the subject does not have much use towards my project.