Part 2: Spec Ops - The Line
Overview

This videogame is fictional and depicts invented events, persons, locations, and entities. The inclusion of any brand, vehicle, location, vehicle, person or thing does not imply sponsorship, affiliation, or endorsement of this game.
To avoid fire while on the move, take cover while sprinting. You’ll slide into cover from further away.
Diegetic Choices
Before disappearing, The Damned 33rd was the US Army’s most decorated battalion.
Choice vs. Calculation

Look, if people find out what he did, the whole region'll declare war on us.
Cognitive dissonance is an uncomfortable feeling caused by holding two conflicting ideas simultaneously.
There is no difference between what is right and what is necessary.
Mechanics as Metaphor
Narrative Impacting Mechanics
Can you even remember why you came here?
The Medium is the Message
Do you feel like a hero yet?
In Summary

A Game about Agency
In Summary

- A Game about Agency
- Where you have agency and take responsibility
In Summary

- A Game about **Agency**
- Where you have agency and take responsibility
- But ultimately have no agency
There is No Man Righteous, Not a One

A Game about **Agency**

- Where you have agency and take responsibility
- But ultimately have no agency

Except you do. “There is always a choice.”