GIL

Project selected as one of the Best Ideas for Videogames
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The project "GIL" seeks to blend the language of conventional dramaturgical serial fiction with the interactive environments of 3-D videogames. Held entirely in the city of Rio de Janeiro, this Adventure game displays a classical serial fiction plot: a girl that leaves in search of her brother's kidnappers. The story unfolds using the interactivity features of the videogame.

Our heroine, named Gil, is a 16-year-old girl that lives in Rocinha, the largest slum ("favela") of Rio de Janeiro. Daughter of a washerwoman and an unknown father, she lives with her mother and her older brother, Beto, in one of the hillside's shacks. Beto is a capoeira player and teacher, and from an early age he taught her all the ginga and swing of this martial art, which she mastered completely, leaving many strong youths laying on the mat. Gil is finishing junior high at a local school, attends funk rave parties and samba jam sessions and leads a peaceful existence without conflicts with the drug dealers that rule over the slum.

But her world is turned upside down when she discovers that Beto has been kidnapped. She finds a note with a coded message and has no idea of the motive of the kidnapping, but she believes it is somehow related to the drug dealers. This is what she sets out to discover. From that moment on Gil has only one thing in mind: find her brother and deliver his kidnappers to the police.

This is where the game starts. The objective is to find the criminals by means of clues provided by the game. In her search, Gil will face various situations in which the skill of the player will help determine the outcome of the story. Some examples:

In her journey, Gil will encounter various enemies with whom she will need to fight capoeira.

Descending the hillside, she will need to walk among people without running into any of them. A perfect route leads to a location where she will obtain a certain clue. In the event the player runs into someone or into an object it will be necessary to restart the journey and the player may only get back to the course upon completing that task.

Gil becomes aware that a surfer at Pepino Beach, which faces the slum, may have some information. She will need to enter the water with a surfboard and surf several waves before finding the character. She will only find him if she can surf all the waves encountered in the game.

At some point in the game she will have to leave Rocinha and drive a car in the chaotic Rio de Janeiro traffic, and will only reach her destination if she obtains enough points while driving.

Finally, after living numerous adventures and fighting various enemies, Gil will be able to find her brother and take the kidnappers to the police. How fast she will accomplish this will depend on the player's skill level.