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CE301 Final Report

Hypertext Game Project: HECC-IT

Project: **Hypertext Game Project**

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Degree Course: **Computer Games BSc**

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# Abstract

HECC-IT (Hypertext Editing and Creation Code Integrated Toolkit) is a toolkit for authoring hypertext games, designed for indecisive people. Users may write/edit a raw .hecc file themselves, or use the 'OH-HECC' GUI provided by the tool to assist them in the editing process, before converting their .hecc file into a playable hypertext game. Unlike most existing hypertext game authoring tools, which require authors to exclusively write raw source code or exclusively use a GUI, HECC-IT has been designed to allow authors to edit their games however they want (with or without the GUI), without having to go through a convoluted process of converting their drafts into different formats before using the other editing method.

# List of Symbols

* Hypertext Game
  + At the simplest level, a hypertext game is a game where the player is offered choices for how the story of the game progresses, and those choices may have impacts on what happens in the game. These can be presented as electronic html documents, but they don’t need to be.
  + On a deeper level, a hypertext game is a variety of a cybertext, and is an example of ergodic literature.
* Cybertext
  + Cybertext, as defined by E. J. Aarseth, is a text which considers 'the intricacies of the medium as an integral part of the literary exchange’, treating the 'consumer, or user, of the text, as a more integrated figure', and 'must contain some kind of textual feedback loop' [2]
* Ergodic Literature
  + As defined by E. J. Aarseth, this is literature where ‘nontrivial effort is required to allow the reader to traverse the text’, such as involving a ‘specialized ritual of perusal’, or actively incorporating player choice into the traversal of the text. [2]
* HECC-IT
  + Hypertext Editing and Creation Code Integrated Toolkit
  + This is the hypertext game authoring tool which I created. It will be explained in full throughout the rest of this document.
* HECC
  + Hypertext Editing and Creation Code
  + The intermediate scripting language used by HECC-IT, to store work-in-progress hypertext games. Users may write HECC code manually, or they can edit it with the assistance of the ‘OH-HECC’ GUI.
* OH-HECC
  + Optional Help for HECC
  + This component of HECC-IT is a GUI which users may use to edit their work-in-progress games, without needing to worry about all of the raw .hecc code.
* HECC-UP
  + HECC Ultra Parser
  + This component of HECC-IT takes .hecc files as inputs, validates them (ensuring that the .hecc code is valid), before exporting the .hecc files as playable hypertext games.
* HECCIN’ Game
  + HECC-Infused Nice Game
  + This is the ‘formal’ term for hypertext games produced with HECC-IT. ‘Nice’ in this context is not an indicator of the game’s quality, it’s an indicator of ‘oh nice you produced this hypertext game with HECC-IT’.
* hecced.js
  + HECC Exported Data.
  + This is the JavaScript file within the HECCIN’ Game which contains the game data, assembled by HECC-UP, from the .hecc file.
* heccer.js
  + HECC Environment for Runtime
  + The JavaScript file which holds the logic for running the HECCIN’ Game held within the accompanying hecced.js file.

# Literature Survey

# Technical Documentation

The technical documentation for this project is held on Gitlab, and can be seen [here](https://cseegit.essex.ac.uk/ce301_2020/ce301_lowe_richard_m), on the project’s Gitlab repository [3]. They are held within the README.md files in the repository, and are organized with a table of contents on the top-level README.

# Project Planning

## Intro

## Jira

## Usage of Jira

## Reflection on the project planning

# Conclusions

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