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Interaction Design

Project 1

3/4/2021

The main audience of this project is "people living on the Internet", so the location is any place where with a computer. Since it is a suspense story similar to a game, just like many puzzle games, you need to explore and collect information on your own, and finally summarize a complete story by yourselves.

This project doesn't have a lot of introduction, and from the very beginning, players are substituted into the characters in the game. By clicking to trigger a variety of different scenes and props, you can understand the different directions of story and better derive the whole story. I put the picture of real ending to the end, so only when you actually see real ending, you can find the truth of the story.

I have adopted a lot of literary game methods. By choosing different options, players will see different endings. I think this will give the reader more freedom instead of forcing him to finish a "slideshow".