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FP4 - Write Up

Part 1: Description

This website is a storytelling game where the player gets to experience a typical morning in the life of a Deaf individual. Using persuasive techniques, this game aims to persuade the player to think critically about their assumptions about Deaf people through sharing both implicit and explicit information. For example, there is implicit information in the form of the lights flashing to indicate the doorbell has been rung, or the car driving straight past the sign at the drive thru to the window, since Deaf people are unable to engage with a speaker. There is explicit information shared through the conversations the characters have during the story and the feedback of which answers are correct in the quiz. It is interesting to learn about a group of people/culture that you are not a member of, and it is engaging through the use of changing visuals, text pop up, and interactive experience. This game is aimed at anyone who is curious to learn about Deaf people and question some of the stereotypes they believe in. It is specifically aimed at younger adults and students who would enjoy learning through a gamified experience in comparison to reading text, and do not have access to learn from Deaf individuals themselves.

Part 2: Interactions

- Tap the enter key to close text boxes when finished reading
- Tap or hold the right arrow key to move the character to the right in the world/ahead in the story
- Scroll up and down once the quiz is open to see and answer all the questions
- Click radio and checkbox buttons to answer questions
- Click ‘Check answers’ to reveal the correct answers and percentage correct

Responsive

Video games are not traditionally responsive, since they are complicated and the layout, size, and features are all an important part of the design. This game also is only meant for computers since it requires key input. However, it is responsive to always stay centered on the user’s screen, so it works with traditional computer screens: 1366-by-768 and 1920-by-1080.

Part 3: Javascript Library

- Name: QuizLib
- I chose to use this library because I have made quizzes with HTML and Javascript before and find it very tedious. This streamlined the process so I could focus on other aspects of the game.
- I used it to add a quiz to the end of my game. It managed checking the correct answers for the quiz and gave the starting format for the html.
- The quiz is important to help people think critically about the experience they had playing the game. This library helps to check whether the quiz is correct or not and displays these results to the player so they can think about their assumptions.

Part 4: Implementation Design Changes

- I originally used setTimeout to cycle through text that appeared on screen, but after conducting user testing, some users finished reading more quickly, or took longer to read the text. I switched to closing text by clicking the enter key on the keyboard. This also made the game more interactive and got more players to read all of the text.
- I originally had the quiz questions interspersed throughout the story, but players expressed frustration with being taken out of the story and forgot what was happening in the story when they switched to a quiz question. They also wanted to be able to see a complete score about how they did on all the questions, and having a complete quiz at the end allowed for them to see their overall score more easily.

Part 5: Challenges

- It was challenging to smoothly transition as the character moved through the world and transitioned in and out of the car.
- It was challenging to control the text pop ups; I originally used many setTimeouts to cycle through the text but had to restructure all of the code to account for 'enter' key presses instead after user testing.
- It was challenging to include the library since I have never used a Javascript library before, and I had to read all of the documentation to fully understand how to implement it.

Accessibility