**The Lighthouse**

A picture containing ground, outdoor, night

Description automatically generated



**Technical Field**

State the technical field(s) related to your innovation. (**Full Sentence Format**). Use a statement like “This project involves the technical fields of Network Security and Forensics”

* This project involves the technical fields of Advancing Computer Science and Game programming.

**Background Information**

In approximately a paragraph, describe the background information related to your project. The background information should describe **the inspiration for the project**: **Where did the idea come from?**

* My idea for this SIP came from my love of reading horror stories but always wanting to choose a different path than a character in the story has chosen. I decided to write a story and turn it into an interactive game, choose-your-own-adventure. In doing this you can now read and enjoy the story while also making decisions on where the story will lead. I love programming and making text-based adventures, so this went hand in hand!

**Prior Art**

Provide a statement declaring any prior art used in this project. Prior art is the published body of works that relates to your innovation. References to previous similar designs and innovations are appropriate. (A “Prior Art” disclaimer **MUST** be included. Describe the prior art used as there is prior art no matter what you may think.

* Multiple examples of existing Choose Your Own Adventure Games here
  + 15 of the Best here: <https://wealthofgeeks.com/best-choose-your-own-adventure-games/>

**Project Description**

Write a one-paragraph description of the project you have selected. Discuss the general area of application, intended tasks it will support, and the intended user population. Be as precise and succinct as possible.

* This game will be a text-based adventure game. It is an interactive book where the user can choose different paths for the main character and receive multiple endings depending on the choices made. I will develop this game so that it can work on mobile and pc. The focused user base will be mature audiences who love to read. 16 and up is the age.

**Innovation Claim**

Using one to two sentences, state your innovation claim. Be as precise and succinct as possible. “This project’s innovation comes from …” or “This project is innovative because …” etc.

* This project is an innovative text-based choose-your-own-adventure game that follows an original story affecting the way in which the story unfolds.

**Usage Scenario**

Describe a scenario involving a typical use of your system/design OTHER than the use you will be demonstrating in your project. You are trying to sell the reader the idea behind your application and what its intended use is, so be clear. How could this innovation be used beyond the product you are demonstrating? Remember to avoid 1st person, and to avoid a “story-telling” style of writing. And, if all else fails and you are having difficulty describing a “Usage Scenario”, you can focus on describing the Demographic for your project/product.

* The main use of my game is for interactive story writing. It is a simple design with interactive elements. The use of images and original story writing makes it unique. This game could be used to tell any story the user wants. They can enter a story and create multiple endings. The inserting of new story writing would be easy.

**Evaluation Criteria**

Start this section with a statement like: “The following questions will identify the successful completion of the project.” Then, in the form of **“Yes/No”** questions, list the criteria you/your team will use to determine the success/completion of your project in terms of usability or usefulness of the product you will eventually prototype. Provide as many criteria as required to assure the quality of the project; each one needs to be expressed in such a way that it is measurable or observable, and should be in the form of a **yes or no** question. Also, do NOT answer the questions. This is simply a list of what the criteria are.

* The following questions will determine whether my product is hitting all the goals I want it to.
  + Is there a fully written story for the game?
  + Does this story have multiple endings?
  + Does the artwork fit the story theme?
  + Are there interactive choices for the user to select?
  + Is the UI easy to understand and read?

**Objectives and Tasks Associated with the Project**

List and describe the High-Level objectives of this project. These should include the targeted areas of completion that will guarantee the success of your project. (Each objective will eventually have several tasks associated with it.)

After giving the objectives, list and describe all tasks that will allow you to complete each objective. Tasks are the specific actions required to achieve the objectives. The Evaluation Criteria mentioned above will ensure that the quality is ultimately measurable or observable. Each task shall be described in detail and include transparency in the decision-making process. Use headings for each task to maintain clarity in the documentation. Use dates (if known) to specify when the tasks will be completed and implemented.

***Note: This section must be revised prior to SIP401 to describe tasks as they actually occurred.***

* Objectives
  + Program the game in React Native
  + Make sure the program can be used on multiple systems
  + Create an original and innovative story
  + Create original artwork
  + Create a storyboard for mapping out the flow of the game
* Tasks that will help me achieve the objectives
  + Take React Native class to learn the programming skills needed
  + Write the original story and have it reviewed by peers
  + Find an artist for the artwork
  + Discuss with the artist the theme of the story so that the artwork fits the game

**Description of Design Prototype**

Describe the **design prototype** implementation. You should describe the platform on which the system will be built and provide directions on how to run the prototype (if necessary). Elaborate on the functionality of the parts that define your project. Effective descriptions will give the reader an understanding of what the design prototype will be, and how it relates to the final project.

***Note: This section will be revised prior to SIP401 to describe the design prototype in its final form.***

* The platforms for my game will be mobile and pc. This will be a simple and interactive book.
* The prototype itself will be the text-based adventure part. Simple choices and movement.

**Evaluation Plan**

Provide a complete, paragraph-style description of the plan that is to be used to evaluate your project. This section should be a **description of the full plan** for how the team will go about answering the “Evaluation Criteria” questions. Do not simply repeat the questions!

***Note: This section must be revised prior to SIP401 to describe the full evaluation plan as it was actually implemented.***

* When evaluating my game, we will look at the different elements of the game itself. I will review the story and make sure it flows correctly and the choices make sense to the theme of the game. We will look at the programming and how it makes use of a multiple-platform design. The game needs to work on mobile and pc. I will check the artwork and make sure it aligns with the feel and theme of the story. It has to pull the user into the world created by the story.

**Project Completion Assessment**

***Note: This section must be completed prior to SIP401***

Provide an in-depth description of the complete assessment of your project. Describe how well the completed components function and highlight the innovative facets of your design. This is sometimes known as a “Post-Mortem” or “Lessons-Learned Report”. A good approach for this section is to answer the following 4 questions: “What went right? What went wrong? What was learned throughout the process? What would be done differently if you had to do it again?

* What I have finished on this project so far is my storyboard, main story, and pseudo code.
* I have taken the required classes to code my SIP.
* I have hard-coded the functionality of my SIP.
* Now I am in the rinse-and-repeat phase of the coding where I plug in the story elements I have typed up.
* What I would have done differently is just push even harder to get farther along on the SIP. I haven’t slacked but I could have done more.

**Appendices**

***Note: This section must be completed prior to SIP401.***

Include as appendices any supporting material for this project, including charts, graphs, and other data; images associated with the project; or other documentation (e.g., a game design document or read-me file). Include any prior art that was used such as U.S. Patent Documents, Foreign Patent Documents, or other sources. Remember that this section should only be a list of additional files, not the actual data of the files!

Use the following format:

“Appendix letter: description of the item – file name”

**Appendices:**

Appendix A: Pseudo Code for Game - Pseudo Code for The Warehouse.txt

Appendix B: Storyboard sketches - The Warehouse Storyboard sketch.jpg

Appendix C: SIP Title Image - The Warehouse title image.png

Appendix D: The main story of the game word document - The Warehouse (First pass at a possible story for the game).docx

Appendix E: SIP prototype video on YouTube. <https://youtu.be/_Bnw0JiPFgg>