Mar 21, 2025

- Today we brainstormed some storylines for our adventure game. We came up with 3 potential ideas and made it more detailed. We asked ourselves questions like who our intended audience was, what type of genre we wanted to include, the art styles. Our three potential ideas were all different and we discussed what we liked from each storyline. We also decided to wait until Monday to choose our final storyline in case we had other ideas pop up. I made a spreadsheet for each assignment so that we could stay on track. We also did research on what other choose your adventure games did very well to incorporate into our designs. On the things we could have done better include spending more time discussing our ideas so that we could have our final storyline chosen by today.

Mar 24, 2025

- Today we finally chose what storyline we are going to go with. We then started working on our story flowchart. We came up with an intro and started to work with the 3 possible decisions that follow it. It seemed that we had different ideas on how we wanted the story to go, so we decided to write down our thoughts and share them with each other the next day.

Mar 25, 2025

- We decided to change our storyline since the one chosen was a bit too complex. We started to come up with a new intro and the 3 possible decisions that follow it. We also talked and agreed on the art style we wanted our murder mystery game to have. We also talked about the little details we wanted to include. I wanted to include some text that reads "This action will have consequences" whenever the user picks a decision that will affect them later on in the game. I was inspired by some videos I saw online.

Mar 26, 2025

- Today we further developed our story. We made new characters and gave them backstories. We were inspired by The Walking Dead: Destinies where the user had to face moral dilemmas. We decided to add decisions where the user makes difficult decisions. We also did research on the specific time period our story would take place so that we can make our game as historically accurate as possible. We also talked about the art style we wanted to use and talked about how we would incorporate it into our game. We discussed using AI generated images or drawing it by hand and the ultimate outcome was to draw it by hand. The AI generated images looked too modern to fit with our story and it didn't have the little details we wanted it to have. I cannot draw but my partner decided that she would draw everything by hand. She said she would feel disgraced as an artist if she were to use the AI generated images and I admire that.

Mar 27, 2025
- Today we also further developed our story. We made even more new characters that could be potential victims, allies, or enemies. We also attempted to convert the story flowchart to the program flowchart. We also made sure to include the 12 steps of the hero journey to our story and even added notes to make sure we didn't forget. The first designs of the Pope were shared and they look amazing.

Mar 28, 2025
- Today we completed both our story flowchart and the program flowchart. The program flowchart was a little difficult to make since the instructions were a bit vague but we were able to do it. We also created a task list so that we could stay on track.

Mar 31, 2025
- Today I started working on the designs of the reputation bar, redemption bar, sanity/faith bar, and the inventory. I am also working on creating some wireframes so that we have an idea of how our game will look like. Jennifer showed me some more sketches she did of

the protagonist and it looks incredible. We also had a progress review meeting with Mr. Fast and he approved our idea for our game. :) Yay!

Apr 1, 2025

- Today we only had 20 minutes to work on our adventure game. We had state testing -_- today and will also have it tomorrow. With our limited time I started coding. I decided to make our game on one html file rather than multiple and the new information will be displayed dynamically by the JS. I am also refining some of my designs for the inventory.

Apr 3, 2025

- Today I worked more on the code for the game. I was a little lost on how to start so I asked my classmates for help. I noticed that they created multiple HTML pages for each event and I decided to not do that since it was making it more complicated than it had to be. I choose the final color palette for the game.

Apr 4, 2025

- Today I worked on how all the bars would be displayed on the screen. I also made several prototypes of how the text will be displayed. I also realized that our game is missing something very important. That being its title. I tried to brainstorm some ideas but it's hard to find the right one. It can't be cringey and has to embody the essence of our story. I also realized that most games have a game cover so I started brainstorming some ideas of how that would look. Thinking of the beginning made me think about the end and the summary that needs to be included in our game so I tried to make designs for those as well.

Apr 8, 2025

- Today I worked a bit more on how the things would be displayed. We want to include many things so it is hard trying to organize it all. We do not want the screen to be cluttered so I am trying to find a nice balance between it all. I am also deciding what the decisions should look like. I am currently working on that and I got inspiration from the Walking Dead game. I also noticed that the Walking Dead game shows "This character will remember this" when a certain choice is made and I also want to include this because I believe it will go nicely with the reputation system we have.

Apr 9, 2025

- Today I finally was able to figure out how the decisions would be displayed. I also think I want the characters to slide into the frame but I wasn't able to create that on Figma. I think that I will be able to code it after watching many tutorials. For the game cover I was inspired by one made for the Walking Dead and made a rough sketch. I also started working on the design for the settings and hope to be able to code it soon.

Apr 23, 2025

- Today I worked on making the final version of the game cover and intro. I want to include a sound track on the get started screen so I will have to look for one. I also started coding how the screen would for the dialogue. I am trying to make it look exactly like the one in Figma.

Apr 24, 2025

- I worked on coding the backgrounds for the scene we had. I am planning to make the page have only one single html file and the content is dynamically generated by JavaScript. I already finished the game cover but now have to combine it with the scenes I coded. I was having a bit of trouble with the height of the image. I do not want the

image's height to take up the whole screen but it continues to do so. I will work on combining the scene within the index html file.

Apr 28, 2025

- Today I worked on refining the presentation. I had to change the text on all the slides to make sure it did not exceed the maximum amount of words allowed which was twelve. I also started working on the script for the presentation and will distribute the slide tomorrow so that my partner and I can practice for the presentation.

Apr 29, 2025

- Today I worked on writing the code to generate the text using JS. Through a lot of trial and error I was finally able to figure it out. There is also a mini game we decided to add into our game and I was working on making the outcome affect the player's overall health. For example, if they lose the mini game then their health gets deducted. I also refined the script for the presentation.

May 6, 2025

- Today I noticed that our index page was not connected to the starting scene so I tried my best to try to fix it however I couldn't find a solution. Will try again tomorrow.

May 7, 2025

- Today I tried working on connecting the index page to the starting scene again but still could not figure it out. Decided to take a break from it and start working on the styling of the buttons we had.

May 8, 2025

- Today I worked on adding a page where the user can choose the speed at which they want the text to be generated at. On Friday when we playtested our games I got some feedback

about the speed of the text. Some said that it could go a bit faster while others said that they thought it went a little too fast. As a result I decided to make different speed modes and the user can choose which one they prefer. It also shows them a little preview when they click on it. I also was working on making the speed they choose be shown throughout the whole game. I was also able to connect the index page to the starting scene. The problem had to do with how I was naming the starting scene html. I was supposed to add a ../ in front of it.

May 9, 2025

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