Lock Bound - PIR

Team 177

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**1 - Project Summary:**

**1.1.** This report is being written with the intent to discuss the “Lock Bound - Web-Based Game” project and the reasoning behind the creation of the project. The following sections of this report will detail the creative team behind the project and the needs, requirements and general criteria laid out for developing and finalising a successful project.

**1.2.** The main criteria of the project is to design and implement a web-based puzzle game that will show off the Edward Clark Collection (see Appendix A) which is held within the University. The collection is a deep history of books, typography and printing and binding techniques found throughout 15th Century Europe. As aforementioned this collection is being held in the Edinburgh Napier University, Merchiston campus.

**1.3.** The project will take place over the next few months, resolving in an early May deadline. This allows our team plenty of time to enact the three main stages of development on the project. It will start with the **design stage**, creating a variety of well formed wireframes and discussing a selection of ideas for any additions, puzzles, and concepts for the website. The **implementation stage** where we will put these designs and concepts into a functional and working website. Finally, the **refining stage** where we will put the site to the test and polish off any kinks in the site.

**1.4.** During the process of creating this project, we will receive feedback at each stage of development from our client, Iain Donald. Additionally, updates will be made once major tasks are completed within any of these three stages.

**2 - Purpose and Expected Benefits:**

**2.1.** As earlier mentioned, Lock Bound is gonna be a web-game based off of

Edward Clark, a 19th century Edinburgh based publisher and keen collector of rare and antiquated books, scholarly journals, religious scriptures and typefaces. His collection is currently held by Edinburgh Napier University within the Merchiston campus. The awareness of this wonderful collection of media is generally sparse; there isn’t much information online other than the **Edward Clark Collection** website (see Appendix A) which gives a brief account on his life and shows a few items from his collection.

**2.2.** The collection is also held within an airtight chamber in a secure room within the Merchiston campus, further reducing the awareness and general knowledge about this interesting collection. One of the reasons LockBound was commissioned was to try to raise the awareness and popularity of the collection by creating a web based game similar in style to that of the fictional wikipedia game; Omnipedia (see Appendix A). Within LockBound, users traverse through an informational wikipedia-styled website which contains some biographical information about Edward Clark as well as the various maps and media within his collection, having to complete tricky puzzles and mini-games to progress through to different sections of the website.

**2.3.** The idea of utilising a web based format to promote the Edward Clark Collection achieves a diverse amount of benefits, not only to the collection, but to the beauty of legacy publishing, traditional media and unique typefaces as a whole. Video-games specifically appeal to the younger generation; most teens and young adults now favour playing games instead of viewing contemporary media in the forms of books, newspapers or historical video media. The use of promoting this collection via a web based video-game will hopefully peak/renew younger generations interest into just how much work went into publishing time-honoured media and creating typefaces for books and scriptures.

**2.4.** Additionally, they’re a few different benefits to the team in which this project was commissioned to. This project gives the team a chance to further build on skills related to the development and deployment of web based applications, further utilising the skills gained from previous years of study.