

Bachelor in IT And Information-Systems Spring 2020

At the University of South-Eastern Norway

Place and Date: Bø in Telemark, 16'th day of January.

Project Name (Temp): Web-based Interactive Fiction/CYOA* Creator

Sole member of the group: Daniel Kviteberg Larssen(194535)

Contractor: None

Project Description:

The idea behind the project is to develop a web-based tool which can be used to create interactive stories of various types, and that people will have access to from anywhere in the world if they have internet or access to the desktop app that will be created with Electron.js.

The creators will also need a way to show off their creations, this they will be able to do by either uploading a simpler version of the creator on a free hosting service, give users the project file to use on a website hosted by our team, or use the aforementioned desktop app.

The development of such a website will only be one part of the project, as the group will be working together with a few select web-communities to create a tool good enough to actually be used, by releasing an alpha and beta version of the webpage and gathering feedback about discovered bugs and sought-after features. The issue/problem can be described as:

“Developing Websites/Tools for the creation and sharing of interactive stories, a desktop app that can do the same, and gather feedback from the intended user group under development”.

The team have found three types of interactive story-types that the focus will be placed on, which because of a lack of names, have been dubbed: *Standard CYOA*, *Image CYOA*, and *Map CYOA*, with the main focus placed on the *image CYOA*, as we know there is a large userbase for this type with no existing tools to create interactive versions of it.

As the page needs to be placed on the internet for easy access, it has been decided that it will be written in JavaScript and Vue, HTML and CSS will also be used, and JSON for storage of projects. The Vuetify Component Framework and other single premade Components (Rich text editor, Image Cropper, etc.), will also be used, which will be mentioned in the documentation. Electron will be used to turn the website together into a desktop app.

The group started working on a functional prototype for the Image CYOA creation tool at the beginning of the year as a part of the planning, to ensure that the chosen programming languages and frameworks would be enough, this prototype can be found on the following link, and so will all future iterations of the website, as it will be deployed every time the Master git branch receives a commit: <https://interactivecyoacreator.onrender.com/>

Current Project Goals:

The application will become the most popular tool for interactive image CYOA creation.

The application will be taken in use long after the project is finished.

*CYOA stands for Choose Your Own Adventure and is a way of storytelling where the user is presented with choices that shape the story.

The Project Diary can be found here: <https://interactivecyoacreatordiary.onrender.com>