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CS4358 – Interactive Multimedia Assignment

Contents

Initial design and selection of type of project.

As I have an interest in game design and game development, I decided to create a game for this project. As for what type of game I gravitated towards a text adventure game as it allowed me to be a bit more creative with the games content rather than a rule and mechanic heavy card or board game.

I also wished for the code of the game to be adaptable so if I wished to add more branching paths or user choices to the game I could easily do so.

The basic forms of media I aimed to include was the text for the game and also some visual aids to accompany it to give it a bit more life and imagery. I wished for the text to be the main focus of the game with creative writing and some humour built into it where appropriate. Then with the text written I drew images to accompany it.
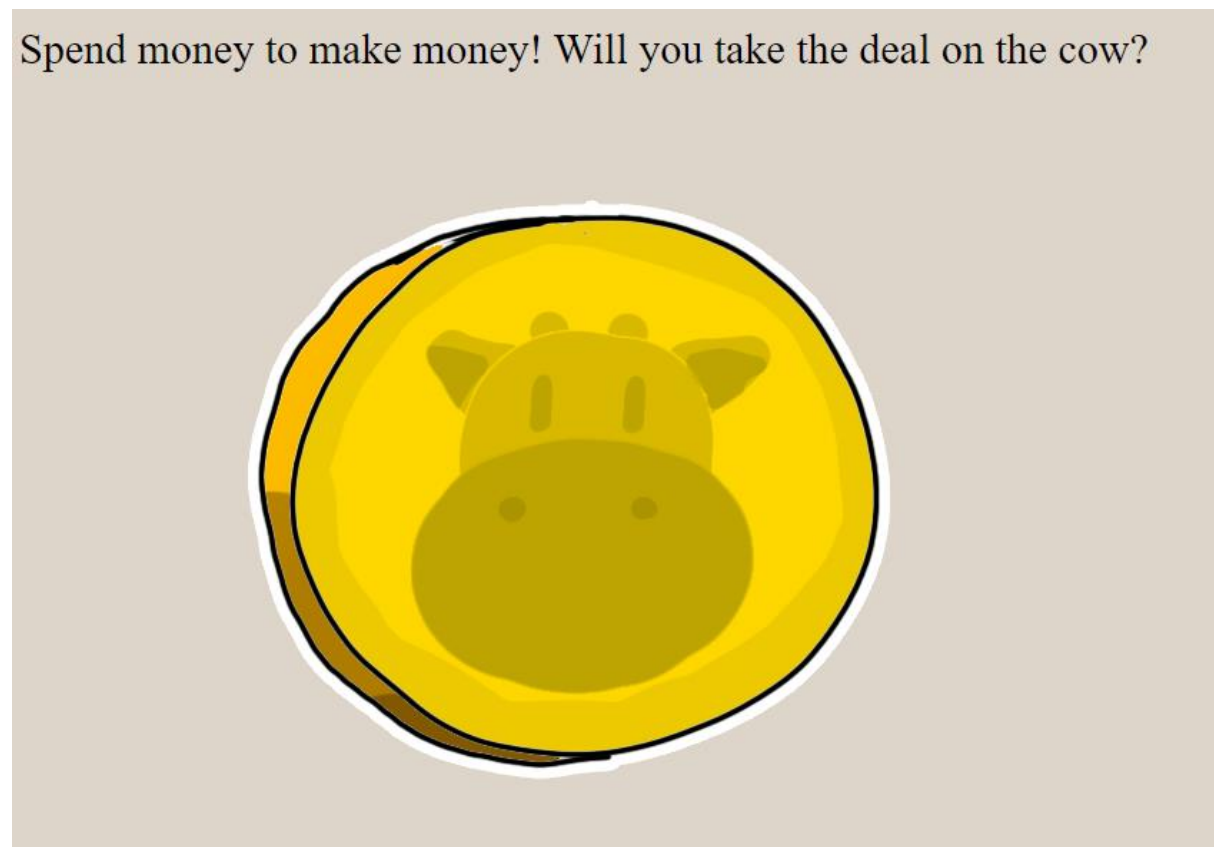

Fig 1.

Additionally, it was my hope that both of these media used in tandem would help make the content as clear and understandable to people as possible.

I wished for the game to evolve somewhat with the users' choices, I did this by changing the background colour of the text and website depending on where the player's character was and what choices they made.
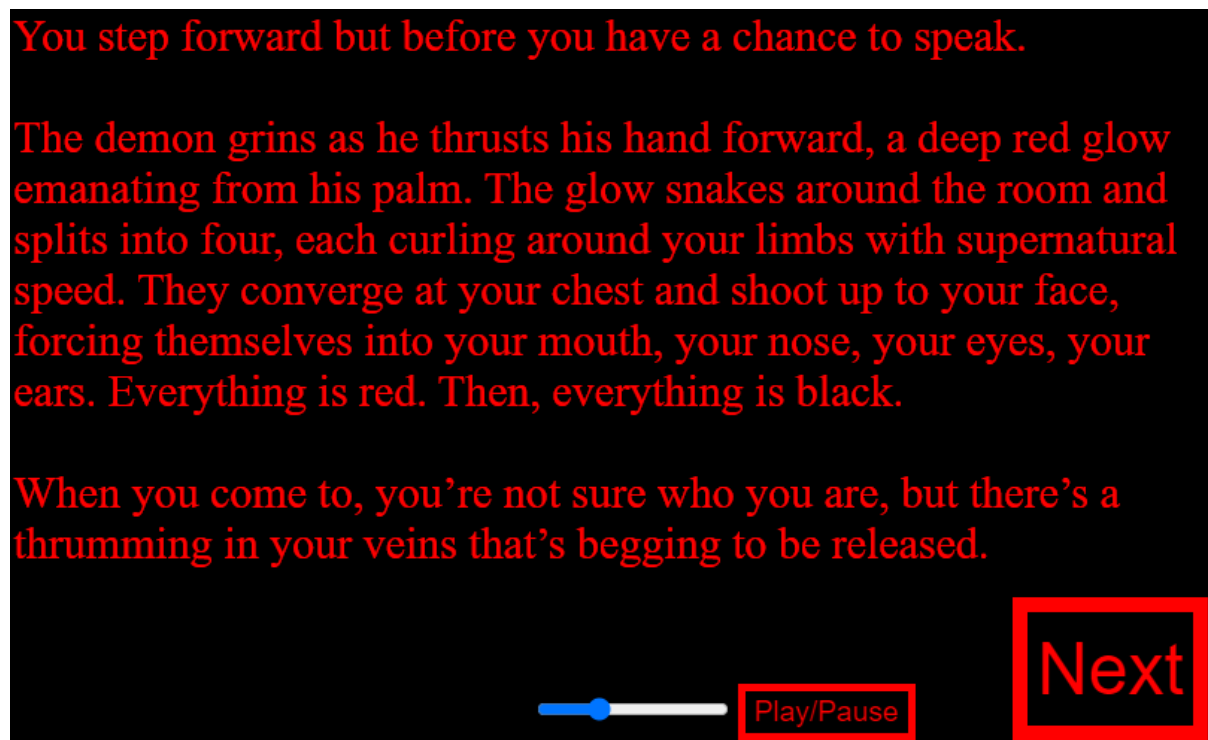

> You step forward but before you have a chance to speak.
>
> The demon grins as he thrusts his hand forward, a deep red glow emanating from his palm. The glow snakes around the room and splits into four, each curling around your limbs with supernatural speed. They converge at your chest and shoot up to your face, forcing themselves into your mouth, your nose, your eyes, your ears. Everything is red. Then, everything is black.
>
> When you come to, you're not sure who you are, but there's a thrumming in your veins that's begging to be released.
>
> Play/Pause   Next

Fig 2.

Evolution of the project

During the development process I also included audio media with the accompaniment of optional music. I felt that this added another layer of immersion and enjoyment to the experience. I wanted to make the music optional to enable so as not to overstimulate those who accessed the game immediately. Unexpected audio can be unpleasing to the senses. I also made sure that the default audio was lower than half volume with the option of making it louder with a volume slider. I found myself from testing that some of the audio starts quiet and progressively gets louder so I felt that that volume was a good default.

For the selection of the audio I searched for royalty free fantasy music and found the website https://www.fesliyanstudios.com/royalty-free-music/downloads-c/fantasy-music/27 in their policy section it stated that the audio was free to use for non-commercial projects. The music itself fit the theme of my game well so I used a few different music tracks from them, which I felt the variance made the users choices in the game more dynamic.

As I was progressing in the game's development, I realised how taxing the creation of each of the images was. This meant that I could either instead of using my own art, I could source other images to use, or I could alter my vision to have the games length to be a bit shorter. As I wanted my own personal flair in the project, I decided to go with option two. If I wish to extend the length of the game further in the future I could do so but at the time I felt that the technical prowess of the game was there and that it would be enough for this assignment.

Evaluation of the project

In order to evaluate the project, I created a google forms questioner and shared the project with some peers. The questions in the questioner were first focussed on the layout of the game and how easy it was to read and understand, with the latter half being focussed on the enjoyment of the game and its content.

Survey Link

I also made sure to add a disclaimer notifying them that the questionnaire was anonymous and that they could end their participation at any time.
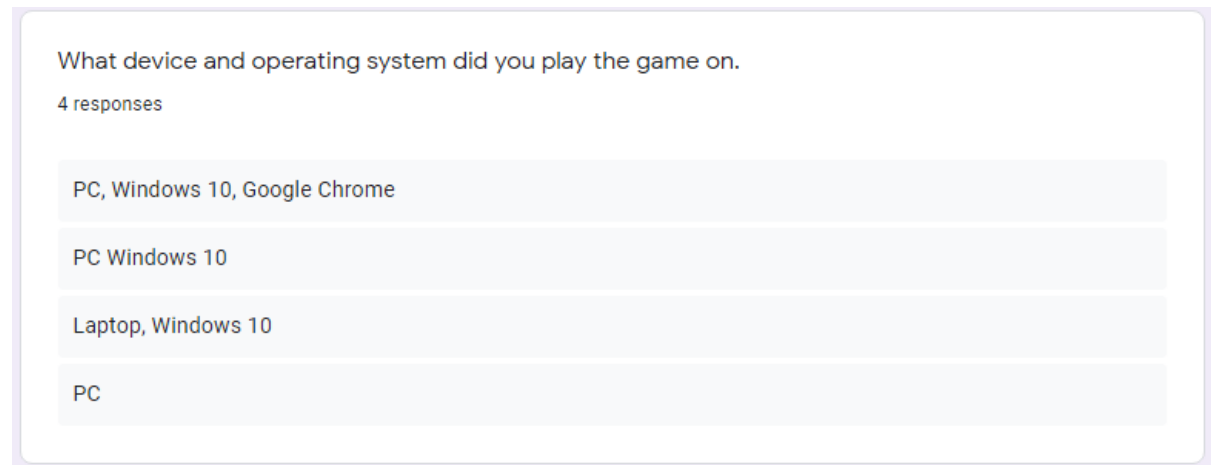

Fig 3.

I developed the game on my windows 10 Pc, so as to be sure it worked on other devices, I posed the question about which device people used to play the game. Unfortunately, the people I had test it used the same device as me so I did not gleam any useful information from this.
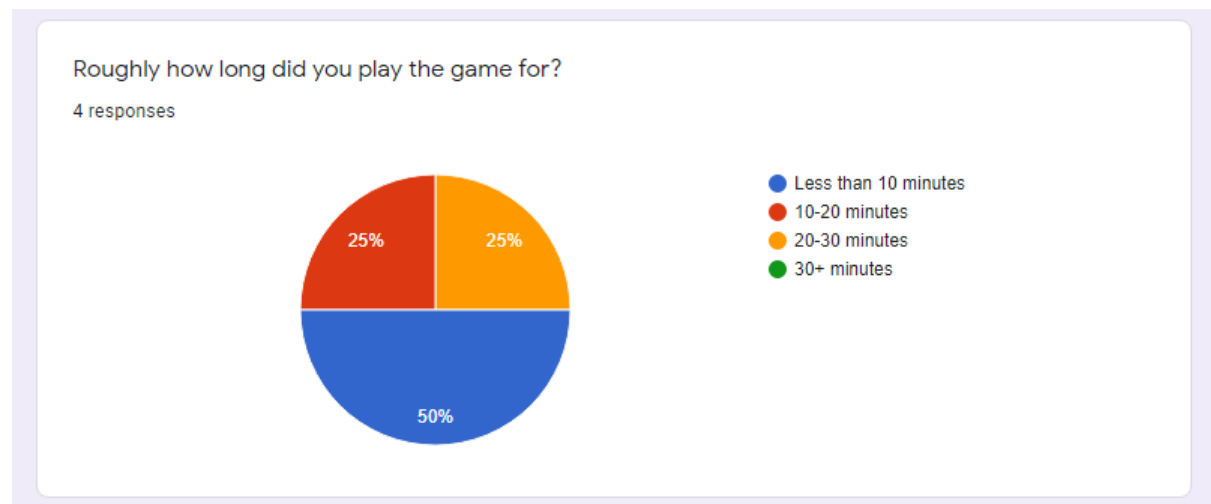

Fig 4.

This next question was used to both judge the games length and also how through the people filling out the survey tested the game. This showed that the games content was quite short for most people. The games code is adaptable though so if I wished to lengthen the experience in the future, I can.
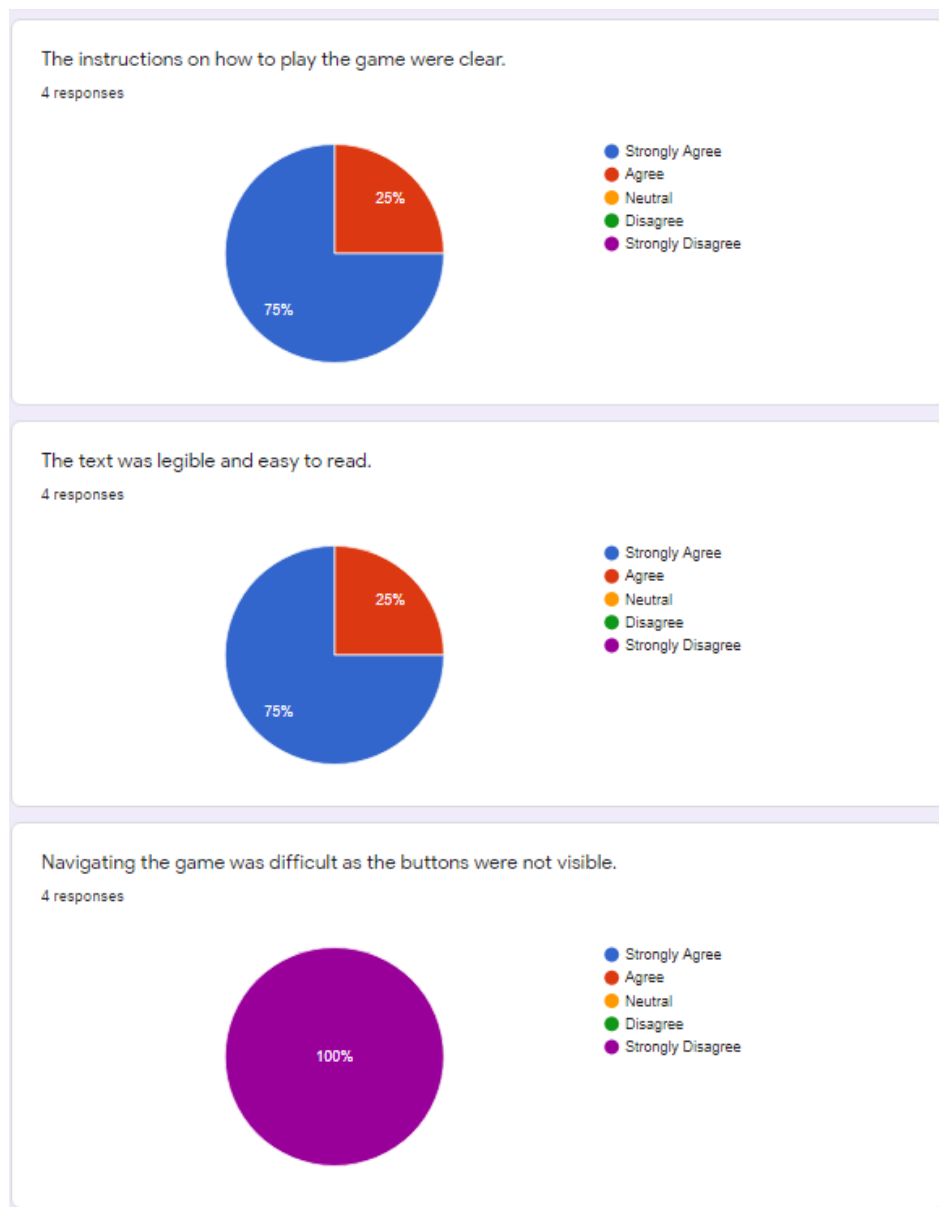
The instructions on how to play the game were clear.
4 responses

- Strongly Agree
- Agree
- Neutral
- Disagree
- Strongly Disagree

25%
75%

The text was legible and easy to read.
4 responses

- Strongly Agree
- Agree
- Neutral
- Disagree
- Strongly Disagree

25%
75%

Navigating the game was difficult as the buttons were not visible.
4 responses

- Strongly Agree
- Agree
- Neutral
- Disagree
- Strongly Disagree

100%

Fig 5.

This set of questions I felt were the most important for the project. I wanted to gauge how visible and clear each of the aspects of the game was. And address any accessibility issues. The results of these questions were promising and positive.
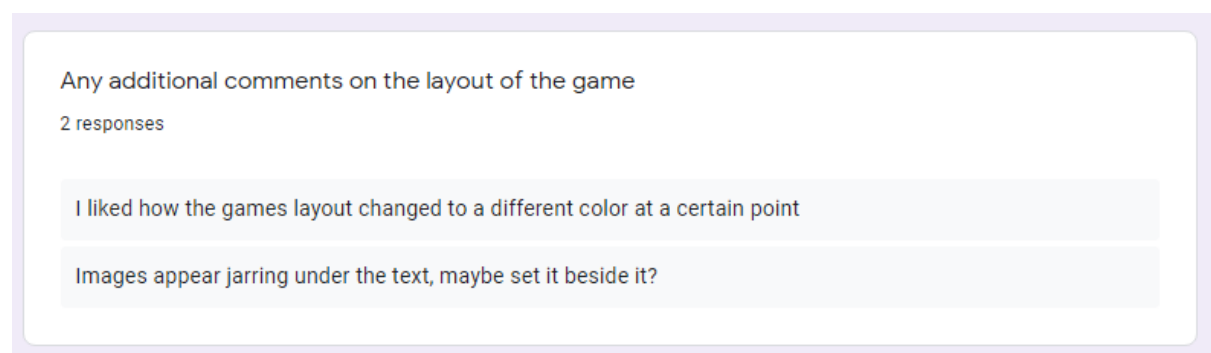
Any additional comments on the layout of the game
2 responses

I liked how the games layout changed to a different color at a certain point

Images appear jarring under the text, maybe set it beside it?

Fig 6.

I then allowed the person surveying to give some additional contents on the game's layout in case there was a specific section I could Improve.

The comment about the images being under the text was a very valid statement, however I did not have time to fully correct it under the projects time constraints as I would have had to drastically change how the program loads the images into the text and could have possibly added issues with window scaling. If I wish to expand the project in the future, I will tackle this issue head on.
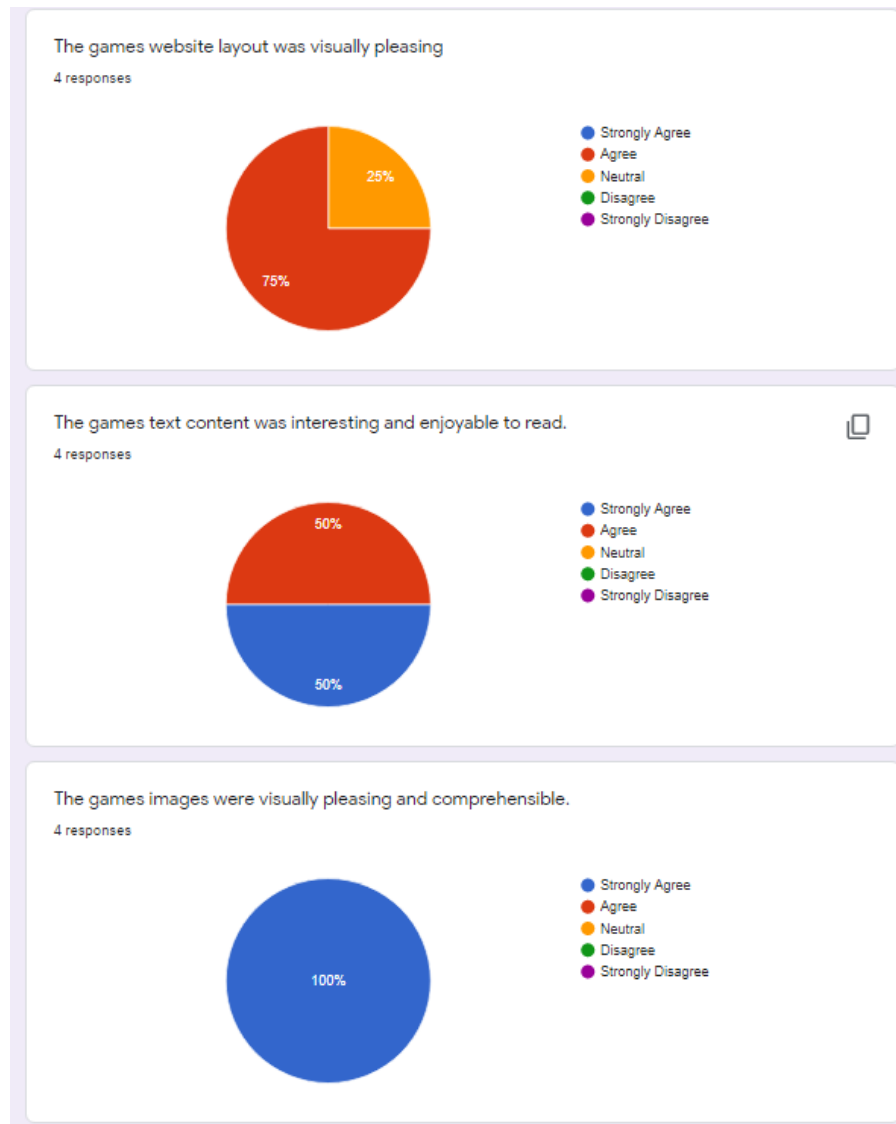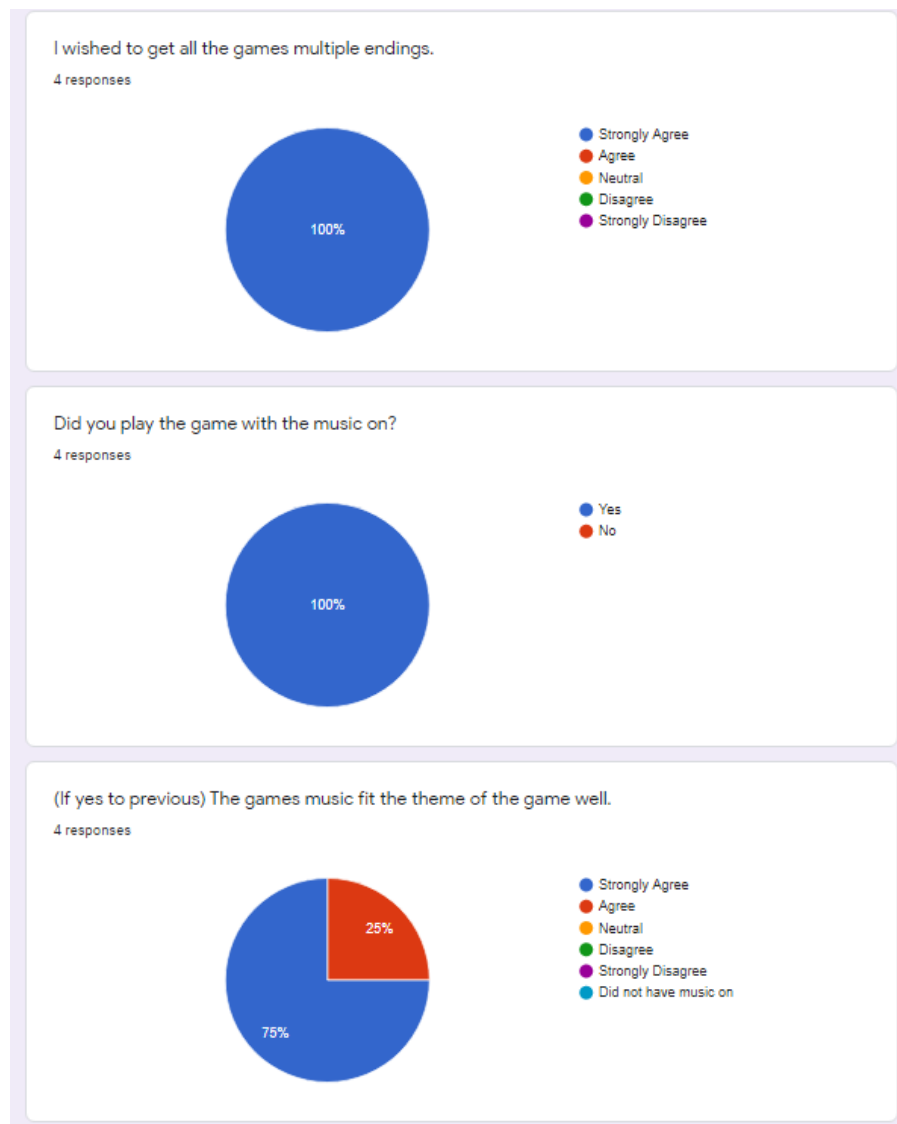

Fig 7..

Fig 8.

This set of questions were focussed on the games content and enjoyability. The results of which was satisfying. If I were to expand on the project in the future, I would probably make the overall layout of the game more visually pleasing rather than just the plain colours that the background and borders currently are.
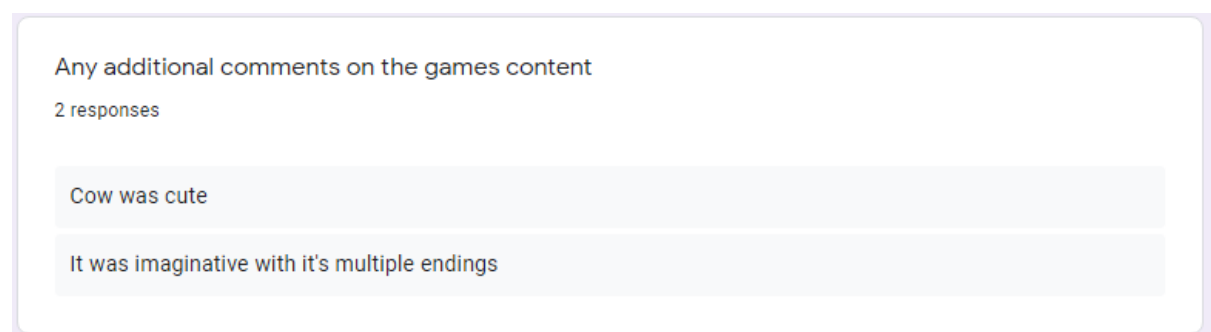

Fig 9.

I then allowed the testers to give some free space to give specific feedback on the games content, all of which was positive.

Did you encounter any bugs while playing the game, such as spelling errors or missing content. (please be as descriptive of the issue as possible)

3 responses

No

I don't think there was

If you ignore the bush by the side of the road the slide that pops up says you put away the scroll which doesn't make sense since you never saw the scroll

Fig 10.

The final question on the survey was regarding bug fixing and grammar errors. The only issue that came up was a small continuity error in one of the choices which I addressed and corrected. No other errors were presented to me during testing.