Jenn Reynolds

MART 340

Assignment 2

Assignment 2

Weblink: [Assignment 2 - Interactive Story](#)

        Originally, I couldn't decide on a story concept. I took way too much time to decide what my story would be because I just couldn't think up anything decent. However, one day at work, an idea finally struck me. The idea being a story inspired by a Dungeons & Dragons campaign I'm in while not actually being related to the campaign itself. I decided to write a story that's easy to follow and very simple, especially with the tools and experience that I have. The story concept centers around the player's character visiting a tavern with a cat as a side quest.

        During the story writing phase, my cat decided to make himself known to me via his meows. As a result, I implemented a different colored cat as a side quest to the quest provided in the story. A decision I made during the story concept was deciding to think and write in a Dungeon Master kind of mindset. It felt like the right decision as it allows the player to let their imagination run a bit wild as they progress through the main quest and its little side quest.

        There were several challenges that I faced during the creation process. One of the biggest struggles I faced was deciding on the story I wanted to write. Once I start writing, I'm okay. However, just deciding on the idea alone took me a lot of time to think about. Funnily enough, I also struggled to keep the story simple and easy to follow. I was really getting into writing the story that I almost forgot that I wanted to keep it simple for a diverse range of audiences, especially if a kid decides that they wanted to give this little interactive story a try.

        Another challenge that I faced was trying to create an original, coherent and engageable narrative for others to enjoy. While I did enjoy creating this interactive story, a small part of myself doubts that this project is good enough in its simplified form to engage someone long enough to keep them entertained while I consider making it a full project and/or game out of it.

        The final challenge that I struggled with was surprisingly trying to get the Github Pages to work again after not using it for three months. I couldn't figure out why it didn't publish as a

github.io even after an hour of waiting for it to work properly. Thankfully, I was able to get the game to work on itch.io, so I will be providing the itch.io link instead of the GitHub Pages link.

Weblink: [Assignment 2 - Interactive Media](#)