PROJECT II: FLASK Application

For CART 351, I developed a Flask application called *The Collective Adventure*. The project is primarily an interactive narrative in which users must choose from the decisions given to them. The project was initially a draft concept for Project I, Creative Terminal. Eventually, it was dropped in favour of a simpler format. However, it was more fitting for the Project II technical task to focus on the Flask application and JSON data. In this application, in addition to users choosing a particular decision to reach an ending, the user's choice is recorded in the JSON data file, which can later be seen at the end, and those numbers are later shown in the story's narrative, giving a sense of belonging and legacy. As you can see, the project explores the intersection of interactivity and authorship from an artistic perspective. The forest, the tavern, the village, these are archetypes, not just fantasy spaces but emotional sites: uncertainty, community, safety, risk. Each button press (to "tame the wolf," to "throw the cheese," to "walk away") is a small performance that reshapes the underlying data. Rather than presenting a fixed artwork, *The Collective Adventure* exists as a kind of performative system, one that measures, stores, and re-presents human accumulation. Every visitor becomes both participant and collaborator, feeding into an evolving dataset that embodies a blend of narrative chance and psychological pattern. Over time, as hundreds of players pass through, the "statistics" become the story itself.

On the technological front, it is pretty easy, as it builds on what we mostly did in class with the FLASK library and JINJA templates in Python. Thanks to FLASK, I could easily incorporate the template files and set presets to values in the JSON data files. Thanks to JINJA, I could allow people to choose their preferred background colors based on environment, conserve time by

including only the header, and also use the accumulated choices in HTML pages. JavaScript is also involved in my project, primarily for handling the bridge function to register choice actions using ID buttons, transmitting to JSON files, and using the applications. JavaScript is also responsible for typing effects using TypeWriterEffect, making it more like a storytelling type of application. I also decided to use Pixelify from Google Fonts to give this narrative a more vintage look.

In conclusion, I'm glad I was able to reuse the concept for this project. I'm just ashamed I haven't got more time to develop it further, but I'm glad it all worked out. For Project III, I might be able to do a full-on DnD narrative with the combination of randomness and narrative story decisions.

Reference/Resource used:

https://fonts.google.com/specimen/Pixelify+Sans?query=Pixelify

https://stackoverflow.com/questions/35673302/java-typewriter-effect

https://www.w3schools.com/howto/howto_js_typewriter.asp

Note to self: I used AI to correct my grammar and spelling for the narration in the html.