At Home

A comic online that reflects how I feel about life

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Final

Project Overview

My final project is an interactable comic that reflects my general life at home. It simply pokes fun of my everyday life and in a way act as satire to styles of life that is similar to this. The entire thing utilizes mostly HTML and CSS, but does have some javascript involved. Most if not all assets in this project are entirely hand drawn by me to allow the storytelling to reflect me, the creator.

Content Inventory
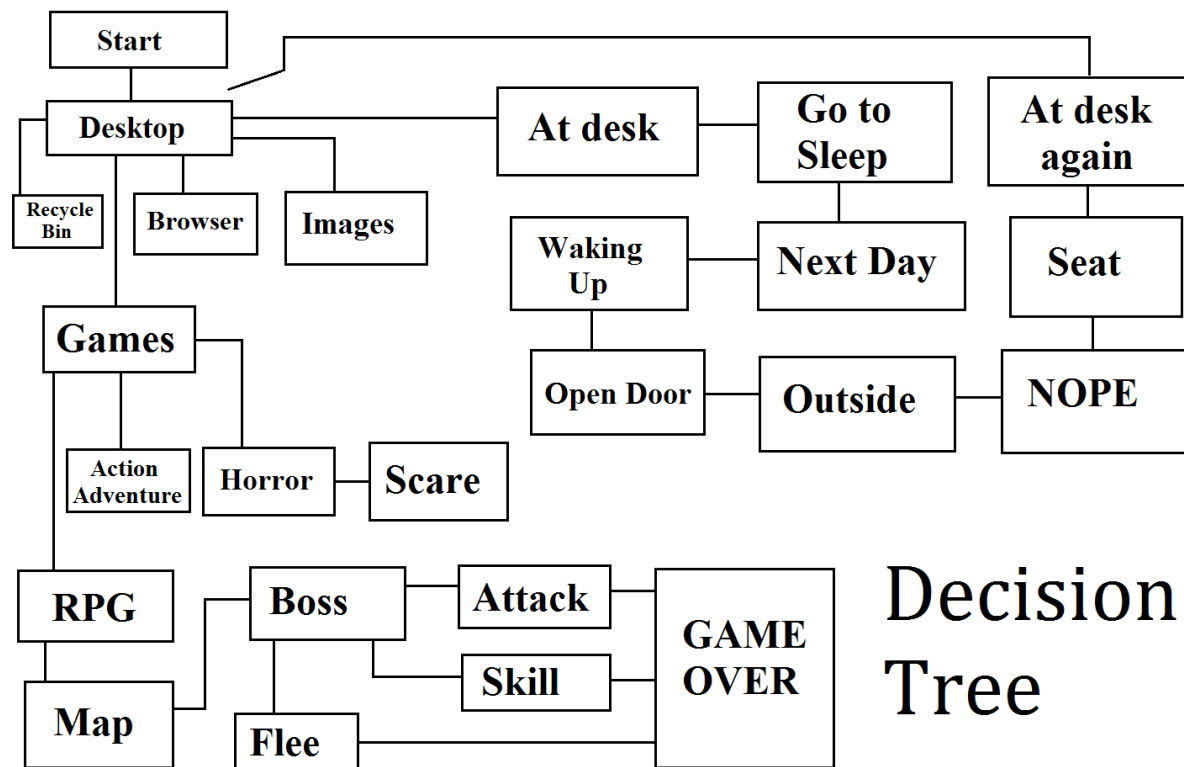
Total Images: 53/54
Total Audio: 8

Images to Draw

1. Desktop
2. Folder Icon – Images
3. Folder Icon – Games
4. Chrome Icon
5. Recycle Bin Icon
6. Folder
7. File in Recycle Bin
8. Chrome Browser
9. RPG Icon
10. Action Adventure Icon
11. Horror Icon
12. RPG Menu
13. Continue Button
14. Return Button
15. RPG Map
16. Up Arrow
17. Down Arrow
18. Left Arrow
19. Right Arrow
20. RPG Boss
21. Attack Button
22. Attack Picture
23. Skill Button
24. Skill Picture
25. Flee Button
26. Flee Picture
27. RPG Game Over
28. Restart Button
29. Quit Button
30. Action Adventure Menu
31. Horror Menu
32. Stare at Computer [Used twice]
33. Off to Bed
34. Next Day
35. Waking up
36. Open Door
37. Outside
38. NOPE
39. Getting back to seat

Old Images to use
13 Images

MISC. Image to use
1 Image

Decision Tree

```
Start ─────────────────────────────┐
  │                                  │
Desktop ──────────── At desk ─── Go to ─── At desk
  │   │      │                      Sleep      again
Recycle Browser Images                │          │
Bin                          Waking ── Next Day  Seat
  │                            Up                  │
Games                          │                   │
  │   │                     Open Door ── Outside ── NOPE
  │  Action   Horror ── Scare
  │  Adventure
  │
RPG ── Boss ──── Attack ──── GAME
  │      │                    OVER
 Map ── Flee ─── Skill ───────
```

Wireframes

Title

Leave Computer
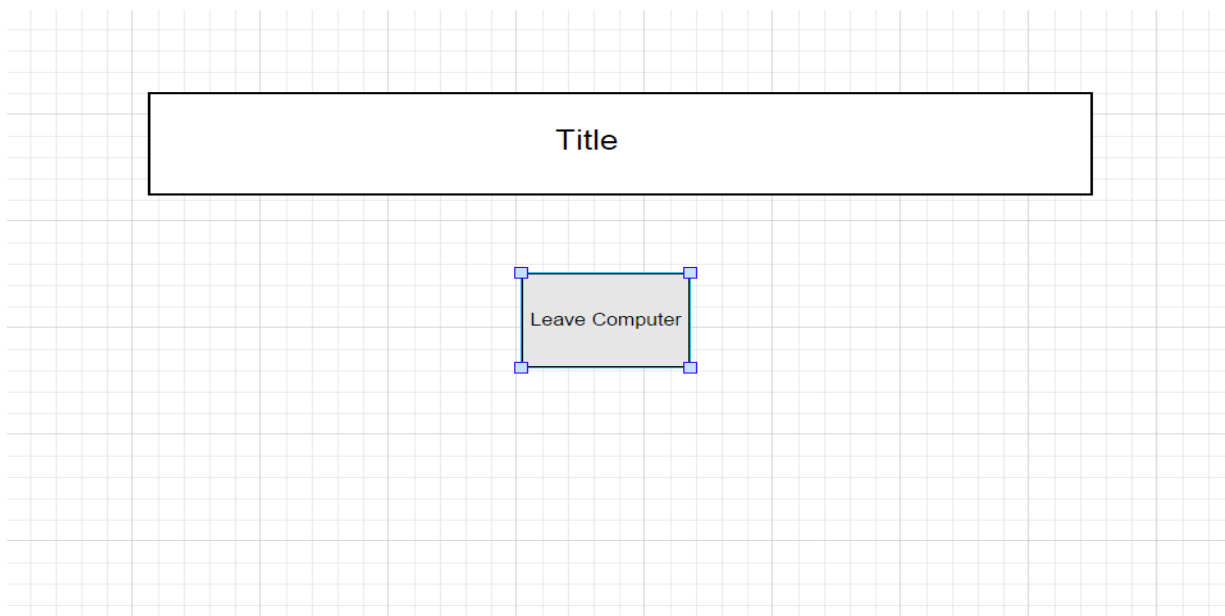
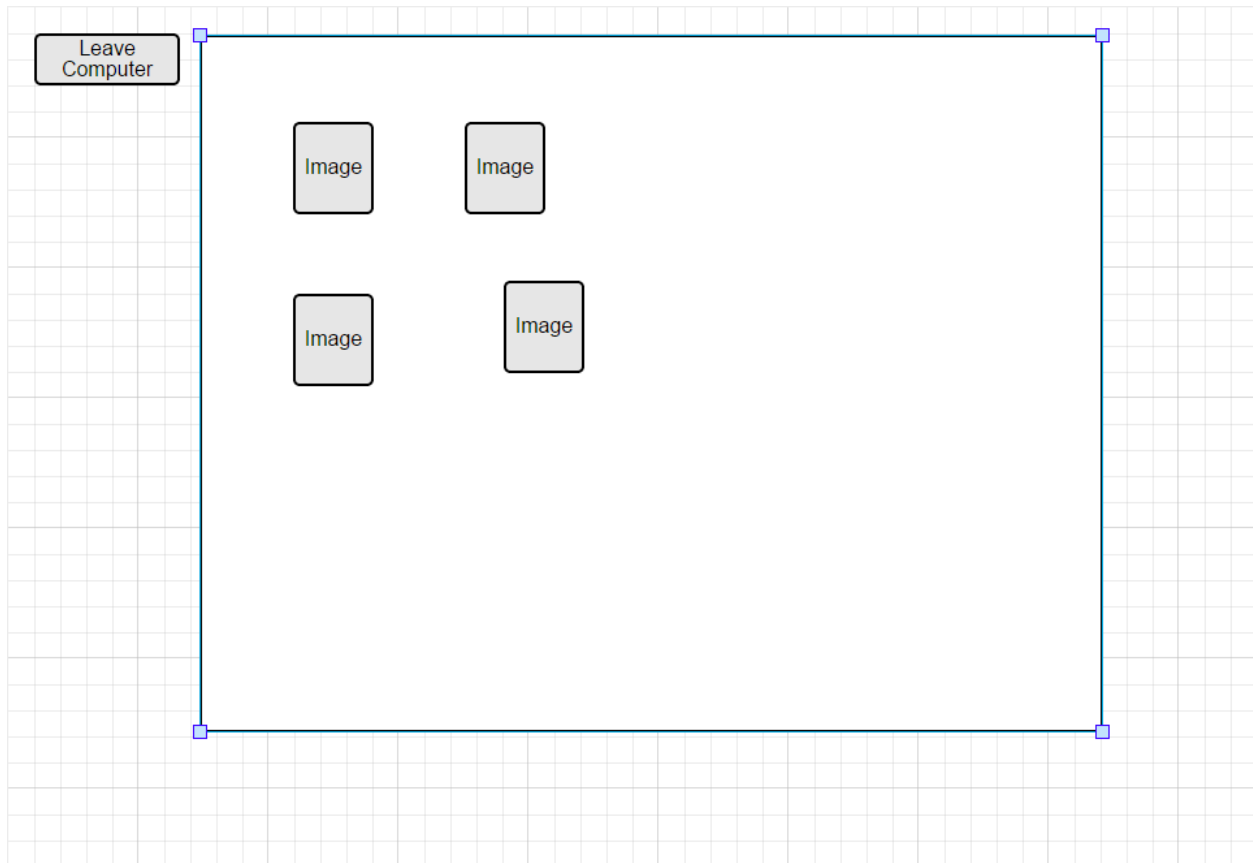Index Wireframe

This is the general wireframe for the starting position or the index.html of the comic. The wireframe for this is as simple as it can be.


Desktop Wireframe

This is the desktop wireframe. The desktop image will encompass most of the screen and it will have pictures of familiar computer applications that are clickable. These will lead you slightly deeper into a story. Then on the top left there is a "Leave Computer" button which will also dive into another direction for the story. Whether the user decide to leave computer first or not has no impact on the flow of the story, so having it on the top left is an appropriate position.
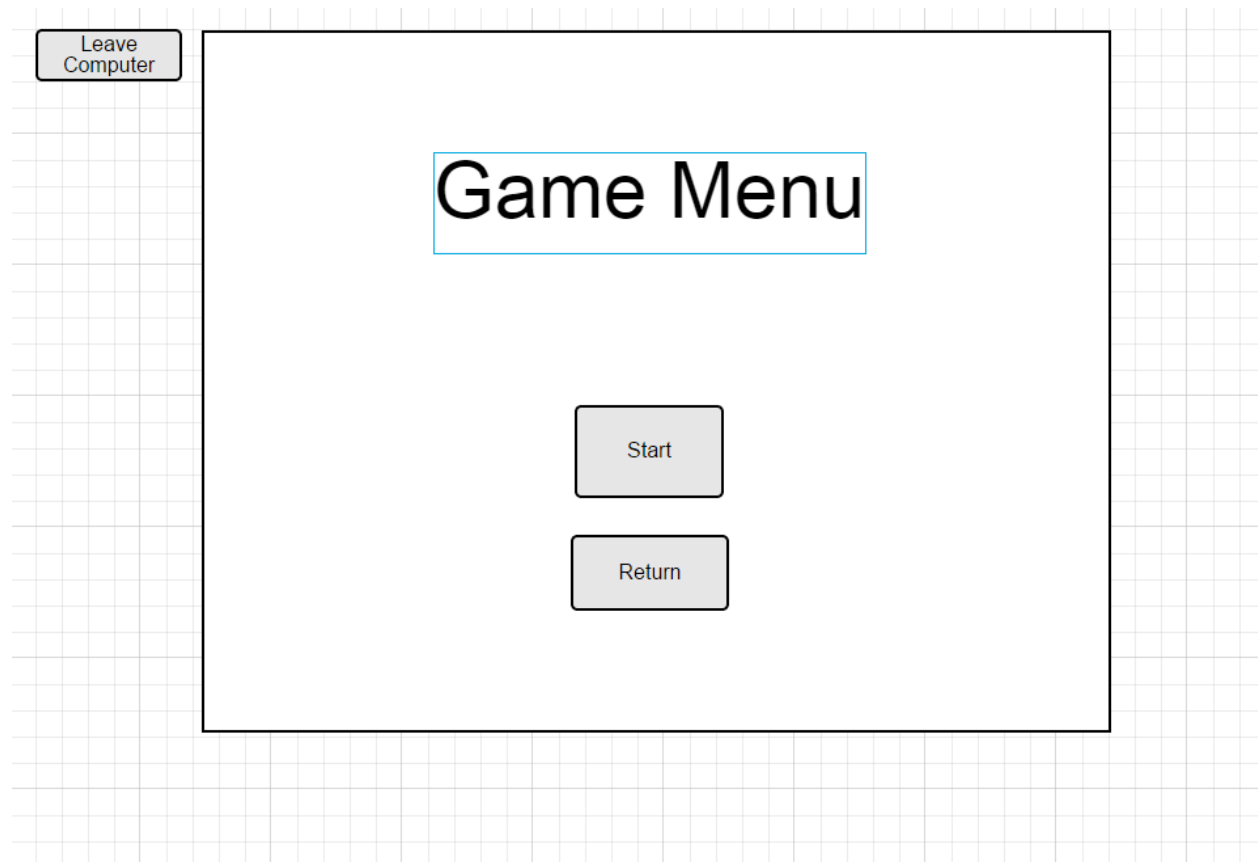
Game Menu Wireframe

This is a wireframe for the game menus that is part of my comic. It portrays of a very simple design verging retro games, where it was simply New Game and Options.
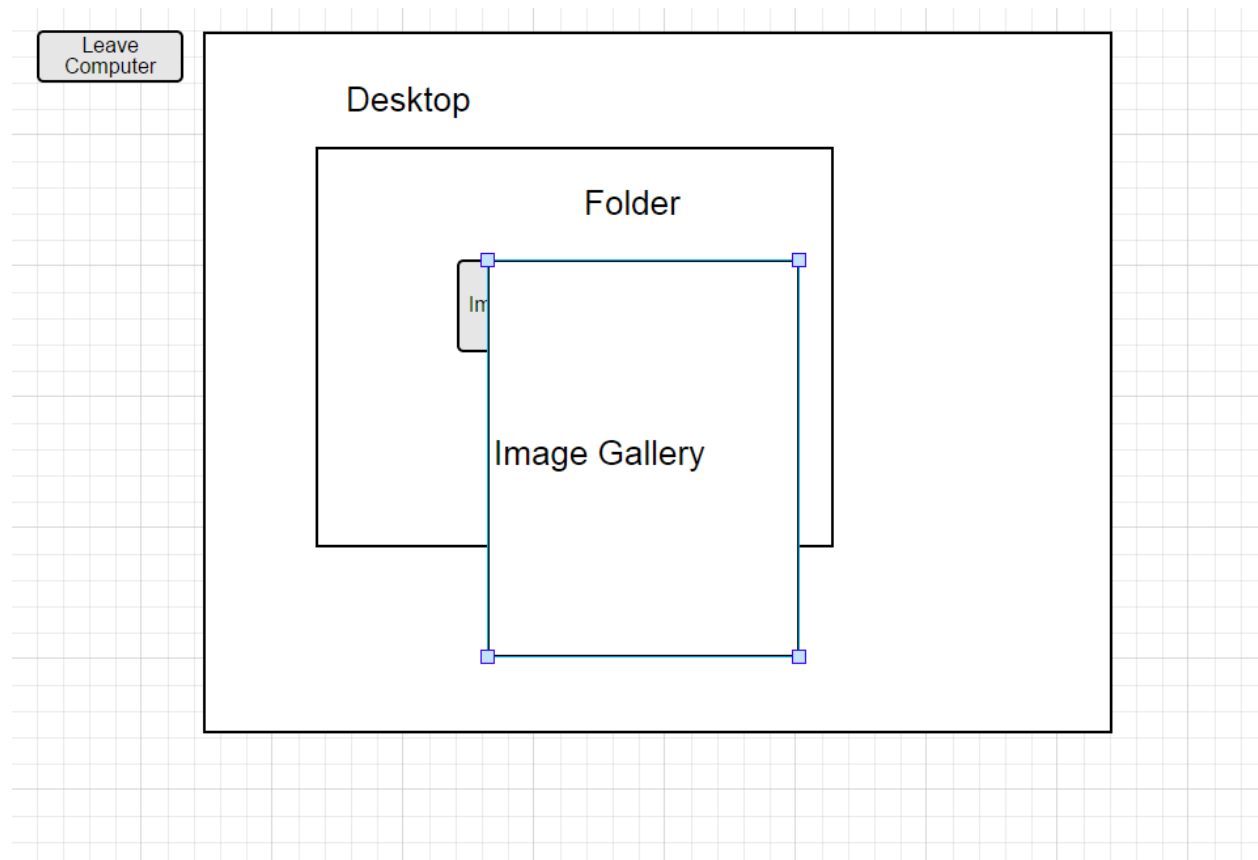
Image Gallery Wireframe

This wireframe shows my idea of having an image gallery. I wanted something to show a slideshow of some sorts of pictures I have drawn in the past. So I try creating a wireframe that keeps consistent with the computer desktop screen design I had already.

Design

The design I had in mind was something along the lines of an image acting as the computer screen encompassing most of the screen. On the side will be "action buttons" to act as a secondary act for the user. This background is used to contrast the nature of my art style as it is heavily influenced by manga and anime.

Resources

MS Paint – Designs/Decision Tree

moqups.com – Wireframes

Sublime – HTML