A close-up photograph of a person's profile, facing right. They have dark hair and are wearing a light-colored shirt. In the background, a wall is covered with numerous Polaroid photographs, mostly showing landscapes like mountains and water. A single Polaroid photo of a person is pinned to the wall with a pushpin.

Life is Strange

HILLARY CHIN
FINAL PROJECT
DM 2193

My final project is a decision-based narrative website. I'm really into interactive video games like *The Walking Dead*, *Beyond Two Souls*, *Life Is Strange*, *Heavy Rain*, etc. that let the user shape a story based on their choices as the story progresses. My concept takes the storyline of one of these games and adapts it into website form, in a much more narrowed, simplified, and condensed way. It tells the story of the first part of Episode 1 and the user is able to make decisions that affect the story and dialogue as they navigate further and further into the site/scene. There are also parts where the user can click on characters or parts of the room. I chose to recreate *Life is Strange*, a video game that tells the story about a high school student who discovers her power to turn back time and how that power changes the events and decisions in her life.

wireframes

[HOW TO PLAY](#) [BUY THE GAME](#)

Life is Strange

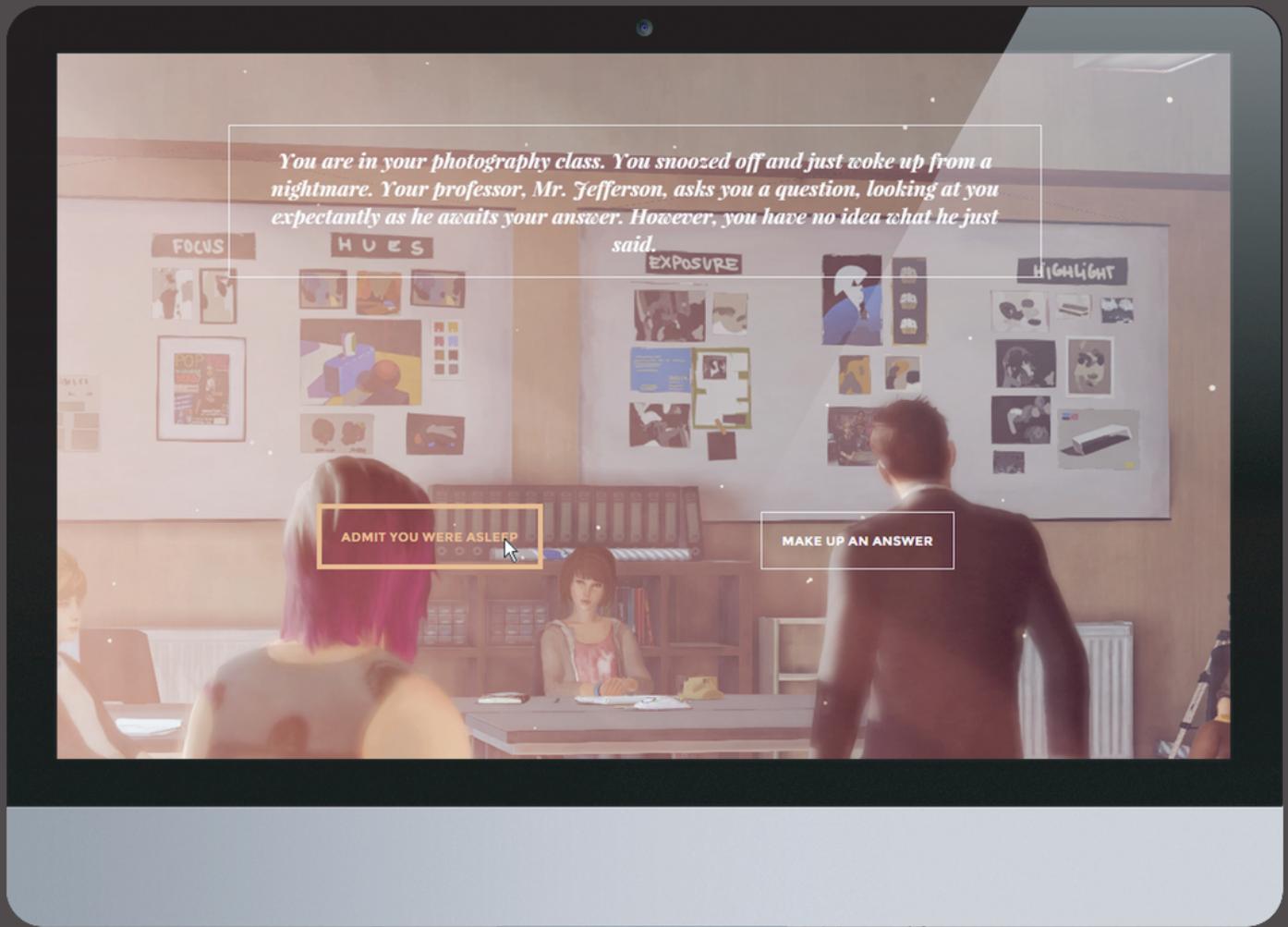
WEB EDITION

You are in your photography class. You snoozed off and just woke up from a nightmare. Your professor, Mr. Jefferson asks you a question, looking at you expectantly as he awaits your answer. However, you have no idea what he just said.

Admit you were sleeping

Make up an answer

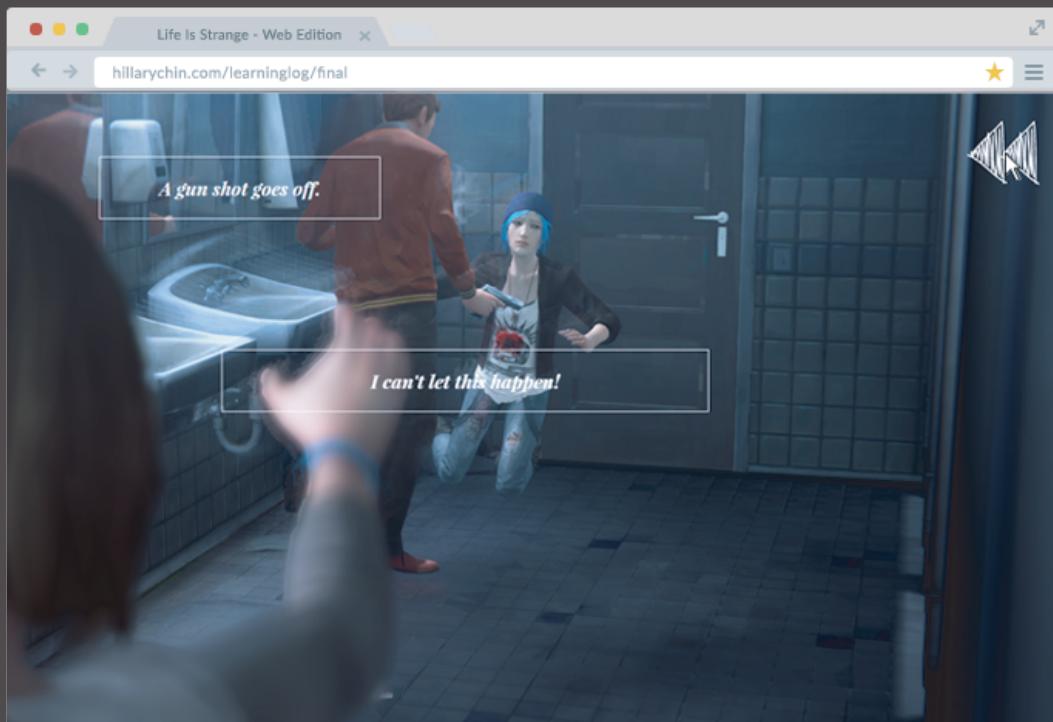
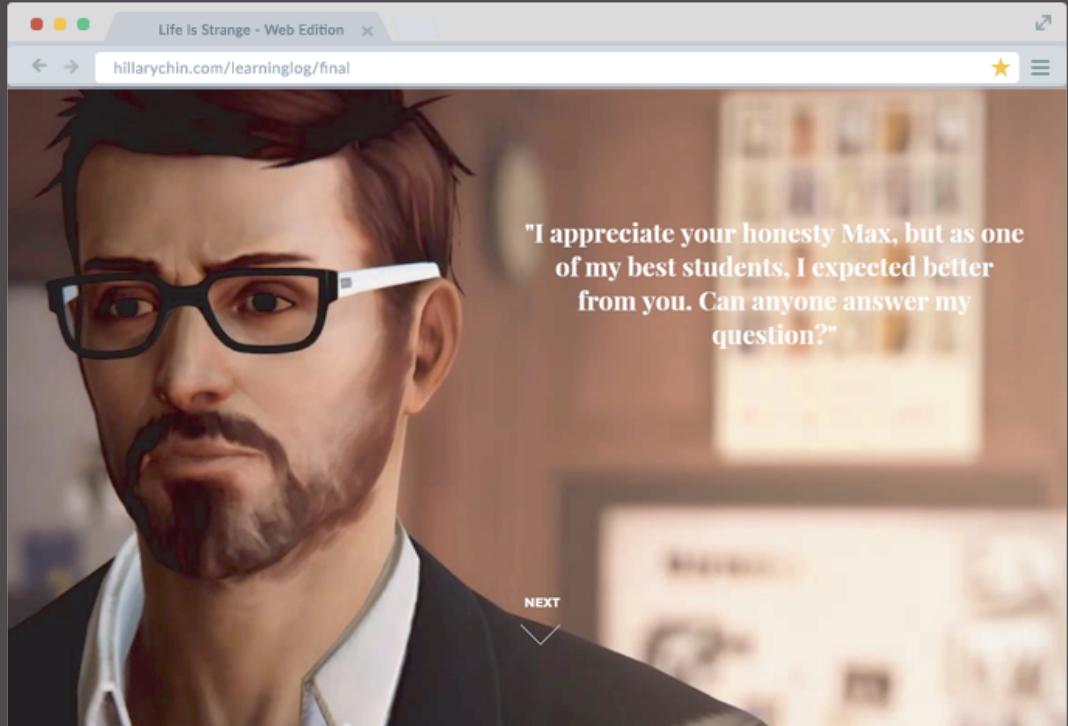
designs



The layout for the pages are simple. The user navigates further into the story by clicking a down arrow that says "Next" or clicking a choice (shown above).

designs

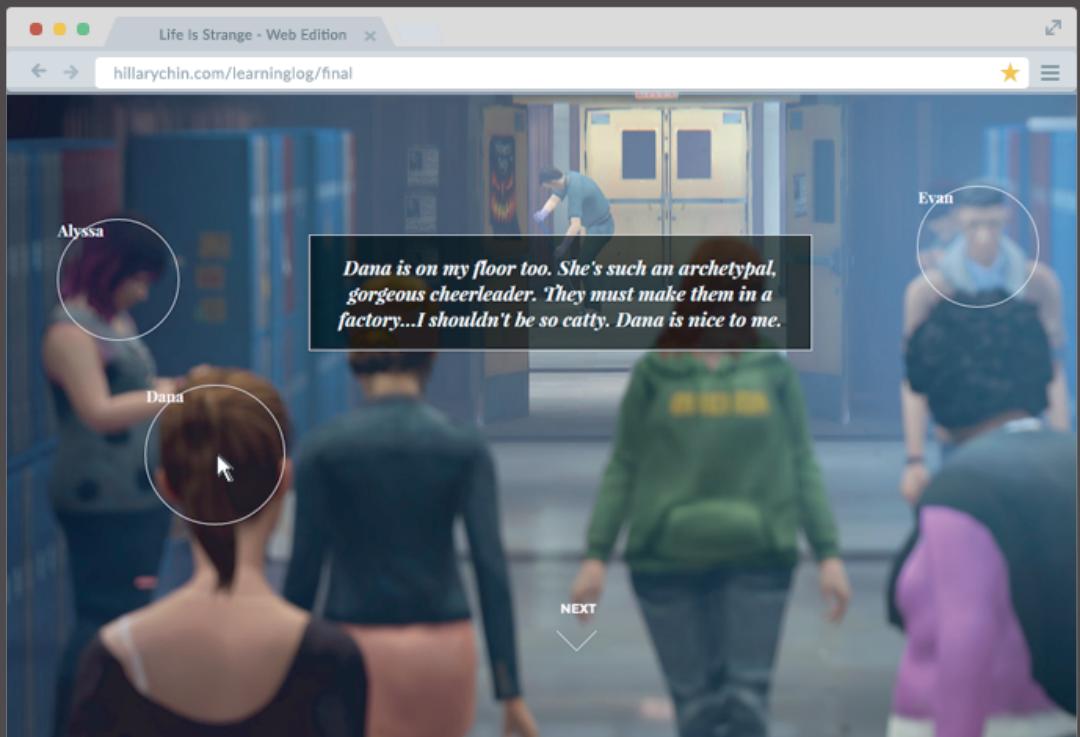
Depending on the scene there will either be a full screen photo with a caption depicting the scene or a dialogue between characters.



There are also parts where the user can rewind the story, so they would have to click a rewind button in the top right corner...

designs

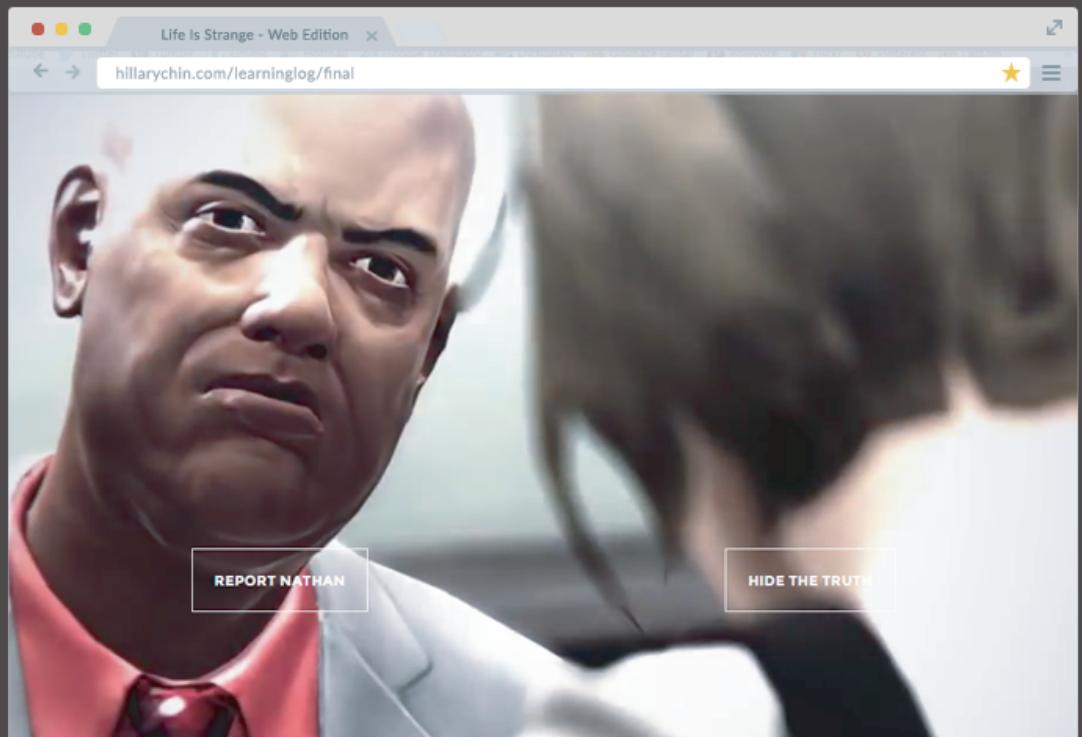
...as well as parts where the user can click on characters to find out more about them...



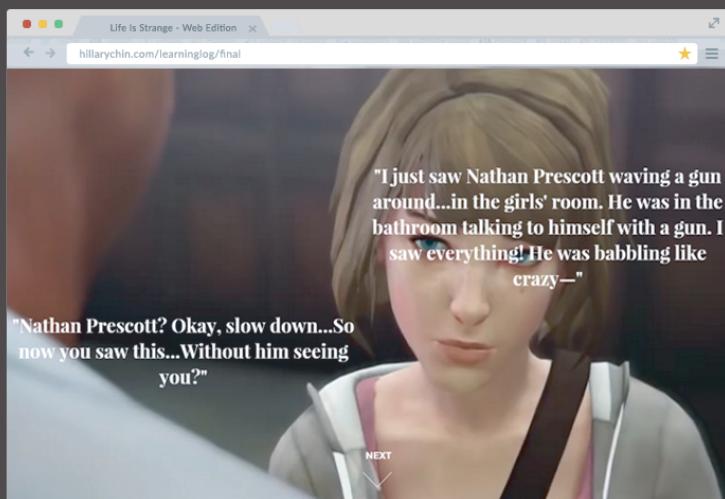
...or on the background image itself. The navigation is pretty intuitive but at the same time interactive and interesting.

designs

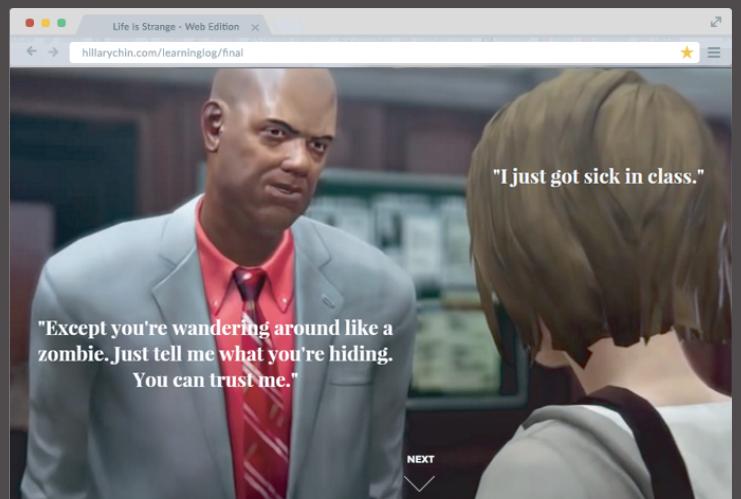
The decisions that the user makes can have significant consequences on the storyline. The website remembers the choices made.



An example of how the story changes based on a decision.

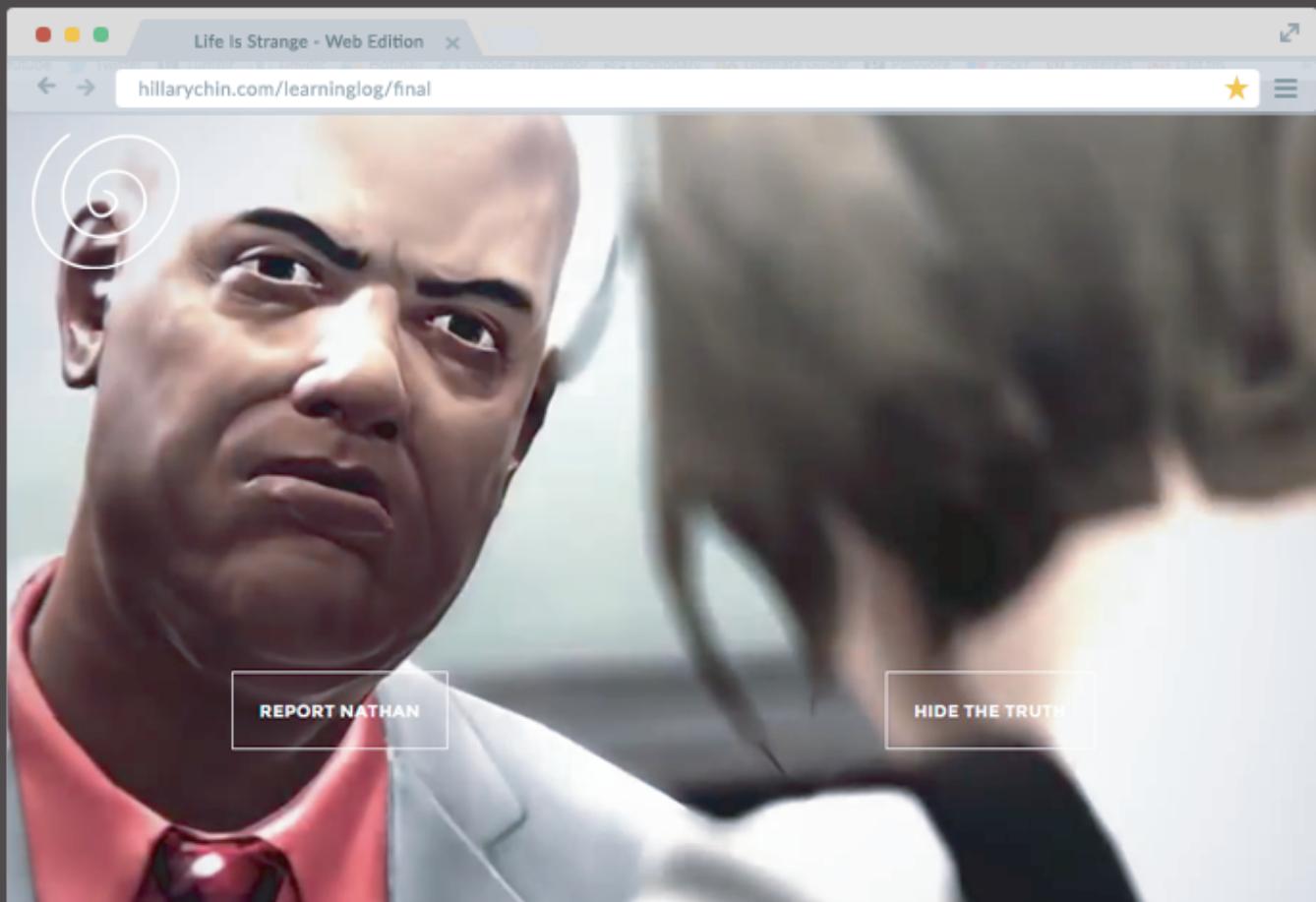


Report Nathan



Hide the truth

designs



When the user rewinds a decision, a white spiral appears in the top left corner, indicating that they have rewinded.

This feature adds a degree of interactivity, as the user can not only make decisions, but go back and explore the paths of the other choices.

code

<http://hillarychin.com/learninglog/final>

The website was coded in HTML5, CSS3, and Javascript.

```
<body>
  <div class="container">
    <div class="links"><ul><li><a class="tutorial-btn">How To Play</a></li>
      <li><a href="documentation.html">Overview</a></li></ul></div>
    <div class="logo-container wow fadeIn data-wow-duration="4s">
      
      <span>Web Edition</span>
    </div>

    <button class="close-btn">&times;</button>

    <div class="play wow fadeInUp data-wow-duration="4s"><a href="#">
      <div class="tutorial-overlay"><div class="tutorial-overlay-content">
        episodic interactive video game, Life is Strange. This website depicts
        Navigate through the site by scrolling down, pressing the down arrow
        to progress the story. The story line is non-linear, so the outcome depends
        on the choices you make.</p><p class="scene-caption">This is a caption or a
        </p> <p class="scene-choice">This is a choice you can make by clicking
    </div>

    <script type="text/javascript" src="js/jquery-2.1.1.js"></script>
```

index.html

```
31 #section, .container{
32   background:url('../img/homepage.jpg') no-repeat center center;
33   width:100%;
34   min-height:720px;
35   background-size: cover;
36   -moz-background-size: cover;
37   -webkit-background-size: cover;
38   -o-background-size: cover;
39   position:relative;
40   z-index:0;
41 }
42 #section1{
43   background:url('../img/classroom.jpg') no-repeat center center;
44 }
45 .logo-container{
46   margin:0 auto;
47   text-align:center;
48   font-family: 'Playfair Display', serif;
49   font-weight:700;
50   letter-spacing:10px;
51 }
```

style.css

The most interesting Javascript I wrote was the code that remembers the user's decisions. The choice that the user clicked would be stored in session storage and retrieved later when the decision impacted what would happen next.

```
1 //console.log("is it working at all");
2
3 $('[store-player-choice]').on('click', function(){
4   //console.log("please work");
5   var clicked = $(event.target).attr('class');
6   sessionStorage.setItem('player-choice', clicked);
7   //console.log(clicked);
8   var playerChosen = sessionStorage.getItem('player-choice');
9   //console.log(playerChosen);
10});
```

scripts.js

```
3
4 <script type="text/javascript" src="js/jquery-2.1.1.js"></script>
5 <script type="text/javascript" src="js/scripts.js"></script>
6 <script>
7
8 $( document ).ready(function() {
9   var playerChosen = sessionStorage.getItem('player-choice');
10  //console.log("Checking if it works");
11  //console.log(playerChosen);
12  if( playerChosen == 'rewind-container'){
13    $('.rewinded-container').css('display', 'block');
14  }
15 });
16
17 </script>
18 <script src="js-wow.js"></script>
19 <script>
20   new WOW().init();
21 </script>
22
23 </head>
```

principal2.html

decision tree

