Homework 1: (HTML)
Writing your Interactive Story

Assignment Goal:

Create your own interactive story. Use *Lab 1: HTML* as a reference for authoring HTML documents. This interactive story should contain headings, paragraphs, images, lists, tables, hyperlinks, etc. Your Story should contain at least 3 branch points.

Learning Objective:

You must perform presentation-related (HTML) decisions for content. You must effectively use HTML to design a compelling user experience.   You'll have to know how elements get placed on the page and how to navigate between pages. For some, this may be the first time "building" something on your own in HTML.

Implementation Advice:

Focus on the HTML elements to use, using what you've learned in the lab. Here's some tips to make it easier:

- Start with creating the structure and layout of the page. For instance, a typical story scene should contain a header, media (image,audio,video), and some description paragraphs, and hyperlinks or inputs to get to the next scene.
- Be creative & experiment!
- DON'T BE A PERFECTIONIST! You're just trying to make it enough.
- USE GOOGLE! You'll probably run into roadblocks where you can't figure it out.

Resources:

You may use **Lab 01** to start!

Showcases & Demos:

https://itch.io/games/html5/tag-interactive-fiction

Why Write an Interactive Story?

1. **HTML Practice:** Writing forces you to create many different HTML pages with a variety of elements and content.

2. **Portfolio project:** Employers and recruiters commonly prefer candidates who have project portfolios to demonstrate their technical capabilities. Passion and creative projects are often good additions.

Story Inspirations

- **Story based on real life experiences:**
  - *Use your own experiences to design a interactive story*
- **Story based on original ideas**
  - *Write from your own imagination and tell a story one scene at a time*
- **Story based on pre-existing work**
  - *Use your favorite movie or book as inspiration for a story*
- **Story based on a particular genre**
  - *Focus on a genre such as horror and create a story from there*
- **Story based on locations**
  - *A story that allows reader to experience a set of locations instead of scenes*

Advice for Interactive Stories

1. Find a Topic *[Make Concept decisions: requires Motivation]*
This choice shows off your passions & motivations. Some tips to help choose a suitable topic.

- *Scale: Less is More!* Try not to create too many story branches. Each branch should only be a short description with a choice.

- *Novelty: It's Really About You!* The topic doesn't really matter, what does matter is that you articulate the story using all the capabilities of HTML.

2. Write   *[Make Architecture decisions: requires Planning]*
Outline all possible choices before starting. Make a flowchart that shows the connections between all scenes.

3. Show   *[Make Presentation decisions: requires HTML]*
Consider the presentation of the scene. Avoid giant walls of unformatted text. Readers expect short text blocks broken up with visuals. Add subheaders, bullet points, images, quotes, codeblocks, section breaks and asides to add more visual appeal.

4. Controls   [*Make User Experience decisions: requires Input]*
Challenge the User with different sets of options or riddles to keep the experience fresh between scenes.

Homework 1: (CSS)
Style your Interactive Story

Assignment Goal:

To attractively style your interactive story using CSS while also adhering to good UI design methodologies such as themed colors & fonts. Use *Lab 2: CSS* as reference for the various CSS properties. Your interactive story should use a variety of CSS styles for colors, fonts, sizes, spacing, backgrounds, & alignments.

Learning Objective:

You must perform style-related (CSS) decisions for your content. You must effectively use CSS to design an attractive & professional user experience.   You'll have to know how to select HTML elements from the CSS and what properties you should set.

Implementation Advice:

Focus on the CSS properties, using what you've learned in the lab. Here's some tips to make it easier:

- Less is More! Don't use too many colors or fonts on a page. Limit yourself to three complimentary colors and two complimentary fonts.
- Be cohesive, try to have a running theme across all of your HTML pages
- Style each page for ambiance based on the events of that page.
- Break my suggested font limitation for story reasons that make sense!
  - Different fonts may be used for different character dialogue.
  - Different fonts may be used to highlight narrator observations or clues.
  - Different fonts may be used to depict story objects such as handwritten notes.
- Be creative & experiment!
- DON'T BE A PERFECTIONIST! You're just trying to make it enough.
- USE GOOGLE! You'll probably run into roadblocks where you can't figure it out.

Resources:

You may use **Lab 02** to start!

Showcases & Demos:

https://itch.io/games/html5/tag-interactive-fiction

Why Style your Interactive Story?

1. **CSS Practice:** By repeatedly styling HTML pages, you not only learn the vast collection of CSS properties available to you, but also how they display in the browser.

2. **Portfolio project:** Employers and recruiters commonly prefer candidates who have project portfolios to demonstrate their technical capabilities. This project should aim to illustrate that you are a competent designer who can make attractive web content.

Style Inspirations

● Style based on Story Environments
● Style based on a common theme, such as dark mode, light mode, etc.
● Style based on pre-existing works you like (codepen.io)
● Style based on interesting effects: scrolling transitions, parallax or other effects

Grading Rubric

```
Part 1: [  Write   ]  Story Flowchart (branches & riddles)      [  20%  ]
Part 2: [   Show    ]  Story Text, Media & Visuals              [  20%  ]
Part 3: [ Controls  ]  Story Inputs & Player controls           [  20%  ]
Part 4: [ Beautify  ]  CSS styles                               [  40%  ]
Part 5: [  Bonus    ]  Outstanding Submission;                  [ 0-20% ]
```

Submission:

Tools
You only need a Chrome browser to view your HTML/CSS documents and a code editor to author them.

Submission:
Compress all project folders and files into a zipped file and submit to Moodle.

Homework 1:
Create your own unique Interactive Story. Use various HTML elements and multiple HTML files. You must have at least 3 branches in your story. You must style your HTML documents using external CSS files.

Showcase Bonus:
Showcase bonus. You can receive up to 20 bonus points if your project is outstanding and novel. To be eligible for the Showcase bonus, you must host & deploy your web app onto Github Pages and share a hyperlink to it on the Discord #showcase channel.