Design Statement

"Rainstorm"is a Twine interactive narrative project set in the background of flood disaster caused by climate change and extreme weather. In order to survive in the disaster, participants are expected to arrive at the destination within 60 mins, otherwise they will drown in the flood. This project explores the possibilities, challenges and benefits of using Twine Story as a medium to delivery messages and interact with participants. The project creates dramatic experience for the interactor by leveraging expectations of the disaster genre within a time-limited scenario that elicits emotional urgent choices through clicking actions and provides an individual-customized script of the narrative.

I match algorithms and narrative elements to support the following design goals: Story-driven Emotional Choices, Scripting of the Interactor by Narrative, Awareness of Environment Protection.

I used following algorithms to sustain the narrative:
User data. A textbox requires participants to input their names at the beginning and the inputted data are set to a variable appearing in later passages to create a second-person narrative.
Time Tracking. The time-limited setting and different time-costs of various choices controlled by time variables, which are indicated through an array of clock images, reveal that participants are expected to make time-efficient choices of roads and items to collect in the urgent scenario.
Items Tracking. The array of items collected through clicking actions of participants leads them to distinguished narratives and results according to conditional (if-else) statements with the items.
Probability. The opportunity to enter the road that takes the minimum amount of time arriving the destination is less than entering the other two roads, which leads to a higher probability of

fail than the one of success, for the goal of highlighting the consequences of environmental deterioration and bringing conscious of environment protection.

In collaboration with narratives and algorithms, I create a bunch of images and add several audios, which are download from online free sources (http://www.orangefreesounds.com/), to emphasize dramatic immersion of the project.

Web link:
https://jemmayang.github.io/rainstorm-project/
http://yajingyang626.wixsite.com/yajingyang/project-design-rainstorm