

WEB TECH PART 1 ASSESMENT

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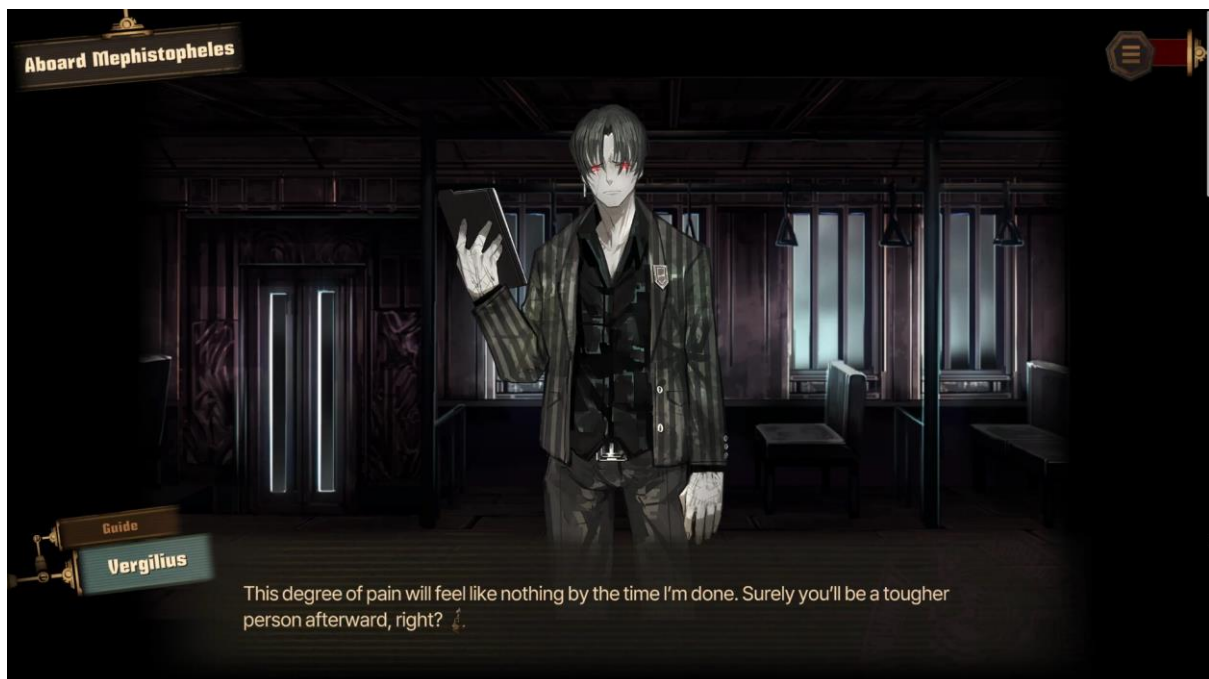
Contents

INITIAL CONCEPT AND GOALS	2
RESEARCH, LIBRARIES,APIS	3
List features and why	4
Site organisation/ navigation tree diagram	6
Project Plan	8

INITIAL CONCEPT AND GOALS

Novels are a form of entertainment from books to audio books. This also many forms of media like novels. An example of this is choose your own adventure where its in a format of a novel but the reader can dictate the direction of the story by doing certain decisions which can affect the wider narrative such as the characters, world building and plot as an example. Then there's an entire genre of game also known as visual novels. Visual novels are a form of game, but many consider them a form of novels. Visual novels have very minimal gameplay which involves reading the text and pressing buttons to progress the story and occasionally make decisions that will dictate the story or give more depth/insight to the story characters. Decisions in Visual novels usually have consequences depending on what decision the player makes from simply the player dying or how characters perceive the player.

Here are some examples on how I want the visual novel to be portrayed or look like. Notice how there's a character model, background art and a textbox to supplement and move the story along.



I want the game to look like this in the end or at least hit the basic concepts at the end.



Now when it comes to visual novel stories. They are very similarly formatted like choose your own adventure except they have more visualisation.

Another goal is to create an engaging story that will have unexpected outcomes using the medium. The idea of the story I want to create is to take a simple mundane task and make it somewhat engaging and very weird plus over the top.

To simply put the goal of the site is to create a small visual novel that has branching paths. This is the bare minimum goal for the site.

RESEARCH, LIBRARIES, APIS

Whilst there is very little on Visual Novels being made with HTML CSS JAVA since there are many visual novels made using visual novel engines which are more efficient and specifically built for this possibility. Meaning the method, I'm doing is inefficient but still doable.

When it comes to API, research and libraries can change depending on the direction I take and the challenges it faces

CSS- Cascading Style Sheets is a language that is used to make HTML more presentable by rendering it. It is rendered by using HTML and coding what parts need to be rendered and what's not. It's also used to separate CSS and HTML. This will result in making the website more accessible due to its presentation thus making it more enjoyable for the average user

HTML- Hypertext Markup Language which is how websites displayed to the user. Its used along side with CSS for presentation and JavaScript for interactivity. This can display the webpage with text, images, video. This will be the basis on how the webpage functions and how the visual novel uses it as a foundation for it. This can be used to create the text boxes and images plus buttons. It serves to be integrated along side with html and java.

Javascript- This plays a vital role in the interactivity of the game since visual novels are based of interactivity and user input from the user. This will handle many aspects like user input for certain choices or animation effects plus handling audio and control.

<https://www.sololearn.com/en/compiler-playground/WQwJmg40Vtas/?ref=app>- This link here shows the goal that I want to reach or something similar such as Decision making with branching paths and endings along with a story to supplement. The code also does a good job of portraying the setting without a real explanation due to background image contextualising the situation.

<https://github.com/ker0chan/VisualNovelTemplate>- A visual novel template it will show a table of contents.

<https://app.qoom.io/tutorials/vnengine/guide.md>- A template that will show on how to create a visual novel

List features and why.

Branching paths regarding the story. This is essentials required for most vns in some regards significant or not.

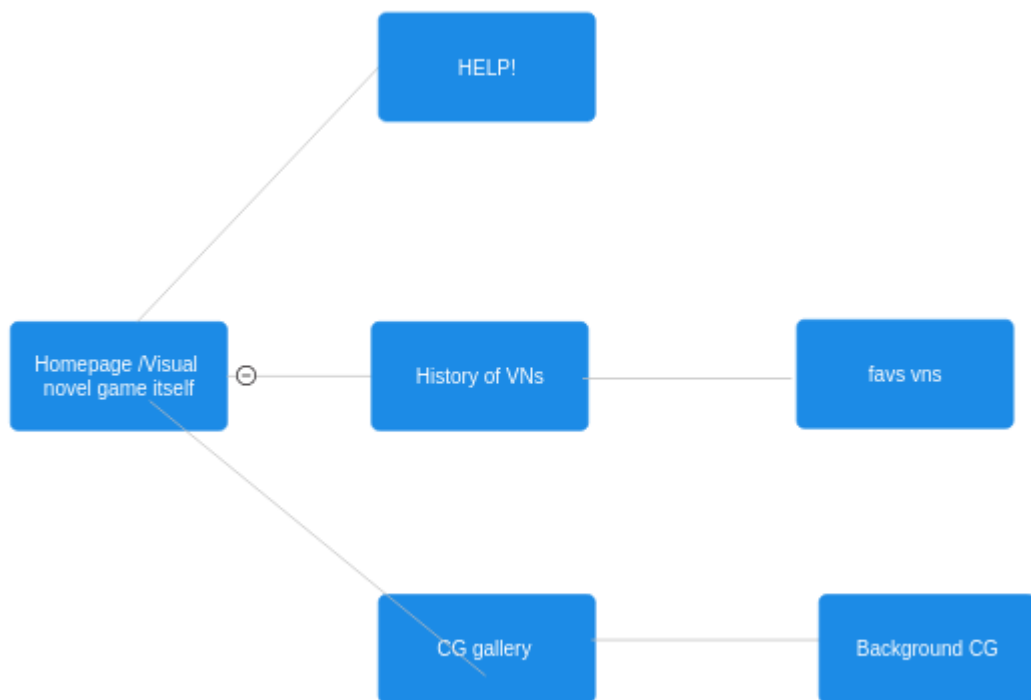
- Sprite features and visualisation of the story is needed for the medium to work. Implementing images will make the story more engaging.
- If possible, sprite expression in some way. An example of this would be a sprite such as a businessman being happy to sad. Simply switching pngs to show expression.
- During the Vns gameplay. I would like to play some sfx during some sequences to enhance the experience since adding sfx will make more scenes impactful.
- Multiple webpages to enhance the experience like a CG gallery for pictures or known sprites that users wanted to see.



Alot of these features are thing I do want to add but getting the game working with branching paths is highest priority. And some of the features will be changed or not even be added this will be explained in another document once its completed.

Site organisation/ navigation tree diagram

This here will show how the user will navigate from one page to another this will be subject to change. The boxes represent a webpage, and the lines represent if on a certain webpage what other webpages can it navigate to if on that webpage. Such as if you're on history of vns you can navigate back to homepage or go to favourite vns.



Homepage/Visual novel game itself- This will include game an a centre point and a way to get to the other webpages. Using a menu bar or something similar

HELP! - It will give the user instructions and how to navigate the visual novel interface and the website as well if required

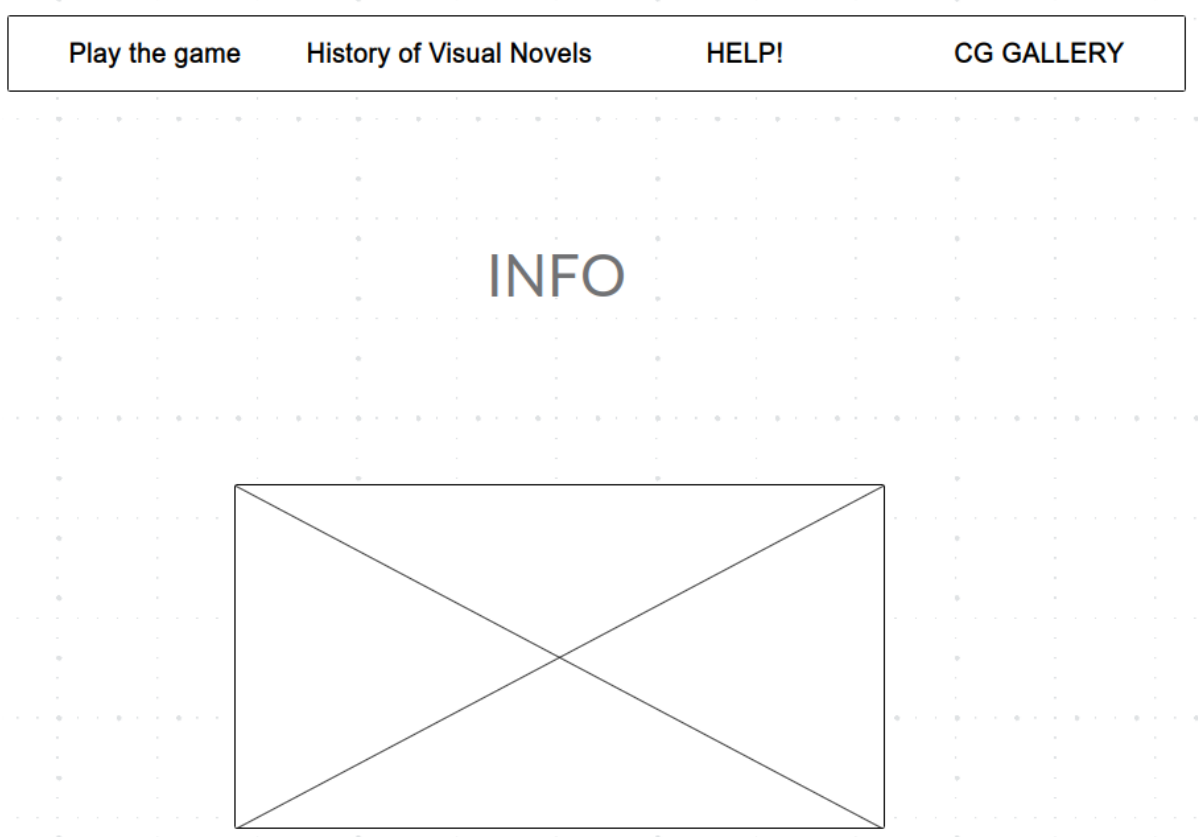
History Vns- A brief explanation on their origins and effects on gaming

Favs Vns- Simple recommendation of ones I played.in a

CG gallery- A gallery of sprites that was used. Helps the user to go back and see their favourites.

Background CG- A gallery of background images that was used. Helps the user to see their favourite background.

Wireframe



This here is a low fidelity prototype. It's a rough idea of what I want it to look like.

As for the main and landing page I'm planning on either giving a introduction on the purpose of the page or simply putting the game first as the 1st thing the user sees when it comes to the landing page. Most of the features that I want will be addressed in the game itself, however.

Project Plan

To simply put the focus and main task for the website is the visual novel itself.

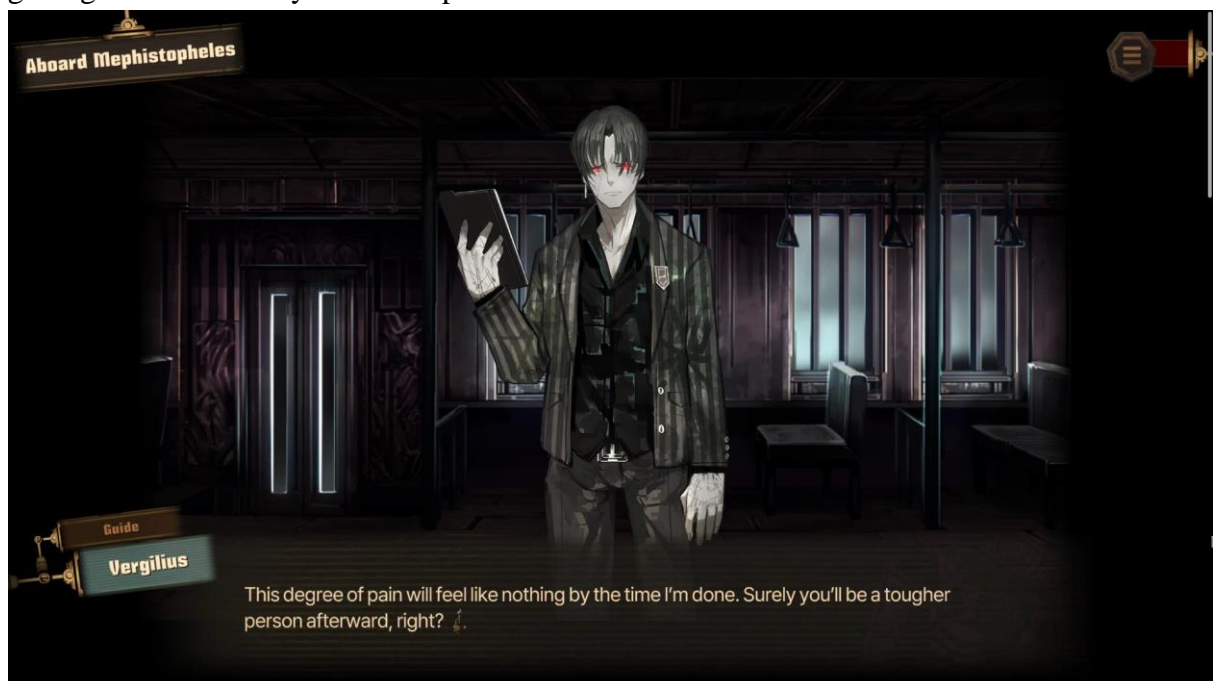
As for the planning there will be a to do list going in order of high priority to lowest

STORYBOARDING PLANNING

1. Before doing any coding or design a story must be created at this moment a story hasn't be thought only the rough idea. It will be a very simple flowchart where some choices lead to a bad end or some continues on

DEVELOPMENT

2. Getting the visual novel working and having its necessities such as a functional game and UI alongside with basic branching paths will remain its top priority and will be prioritised. The image below will show what it needs. Such as the text box on the bottom and the sprite (the character in the middle) plus the background image. But during this time no story will be written or basic parts. This phase will prioritize getting the interactivity and basic premises done first.



WRITING AND PRESENTATION

3. Improving the presentation such as adding sfx and changing sprites to add more visual flair to the visual novel this is not needed but will enhance the user experience and ensure the user enjoys a lot more. During this phase writing will be integrated. The story will basically be integrated in this phase.

THE REST

4. Adding the rest of the webpages will be easy and enhance the user experience easily and adding simple JavaScript will help with this and CSS will help with the presentation.

Additional

During each phase there will be testing involved to ensure each part is working fine

I would achieve all of these goals by simply using external resources to assist me refer to the research, libraries and apis above.