## Non-Linear Narrative

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Story

#### Story Choice

For this Project, I have chosen to create an interactive web experience based on the classic Harry Potter and the Goblet of Fire. Specifically, I want to focus on the final task in the movie where Harry Potter and the other contestants in the triwizard cup enter the maze to find the trophy. Throughout the experience, I want to create alternate outcomes that are unexpected and factual according to the movie and the books, using real characters and obstacles. In terms of design, I want to create an eary, scary experience to make it authentic to the movie. The aim of the interactive website is to provide a fun yet immersive experience to make users feel as if they are actually in the dangerous maze.



#### Story Summary

The third task is a maze of 20 foot high hedges on the quidditch pitch, with the Triwizard cup placed in the center. The first to reach it will be the winner of the Triwizard tournament.

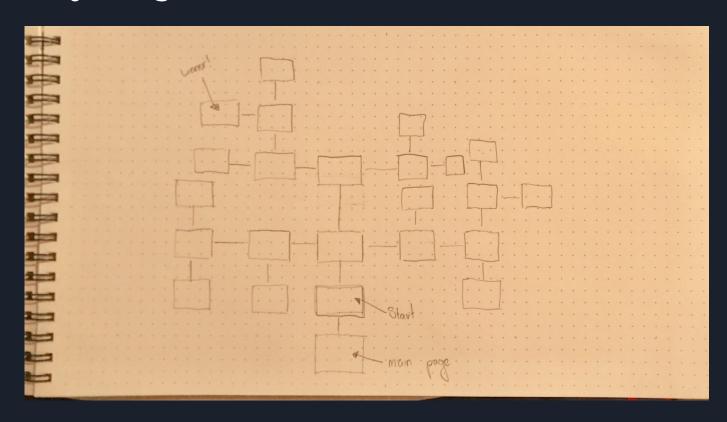
The maze was populated by various obstacles and dangers that each Champion had to overcome. During the task, Cedric encountered a Blast-Ended Skrewt, from which he barely escaped. Harry had to deal with a Boggart in the form of a Dementor and overcame an odd golden mist which turned things upside-down. Crouch Jr, however, was leaving nothing to chance. Using Moody's magical eye, he watched events unfold in the maze, keeping the more dangerous obstacles out of Harry's path. He also Stunned Fleur and placed the Imperius Curse on Viktor. He used Viktor to attack Cedric with the Cruciatus Curse in order to clear Harry's path to the Cup.

Full Story: <a href="https://harrypotter.fandom.com/wiki/Triwizard Tournament">https://harrypotter.fandom.com/wiki/Triwizard Tournament</a>

## Story References



## Story Diagram



#### Story Diagram Explained

Because Harry Potter is such a well know story, I want my website to be less of a story and more of a game. I will still incorporate text that explains the story, but the immersive experience is intended to be a game. Right now, my diagram consists of 24 different pages, and there will be only one way to win (or claim the cup). The aim is to find the cup. If users go the wrong way, they will encounter dangerous magic monsters or dead ends and be forced to start over. There will be no turning back in the game as I want users to really consider their choices and create a sense of danger.

## Artwork Examples



This is the kind of setting I aim to create for my website. Dark, dangerous, and scary

### Website examples



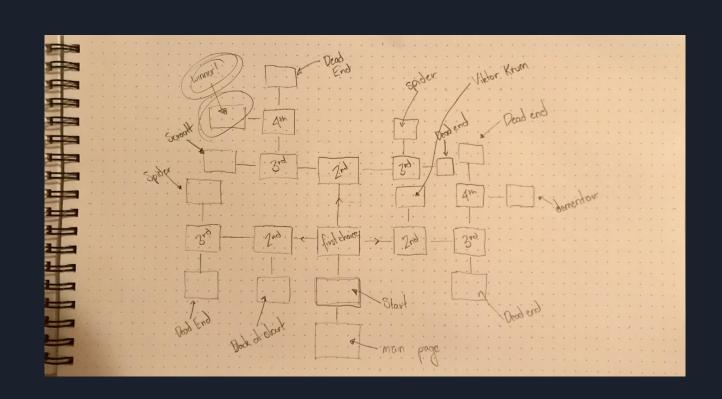
This website is good for it's first person interactivity. This is what i will try to emulate

#### Story Concept

The overall concept of this website is to provide alternate endings to the story of Harry Potter's final task in the Goblet of Fire and give an entertaining interactive experience for users. It will be less of a story and more of a game. My target audience are millennials who grew up with this movie/story. I aim to create a first person experience where the audience will be immersed in the maze and have to make choices of which way to go to find the triwizard cup. I want users to feel the pressure and danger involved in the maze just like the movie. Through this website, I hope to convey a factual representation of the movie/books and my love for Harry Potter! The key elements and concepts behind this site will be the decisions involved in when faced with various possible directions to go. Which way will you turn?

# Wireframes and Mockups

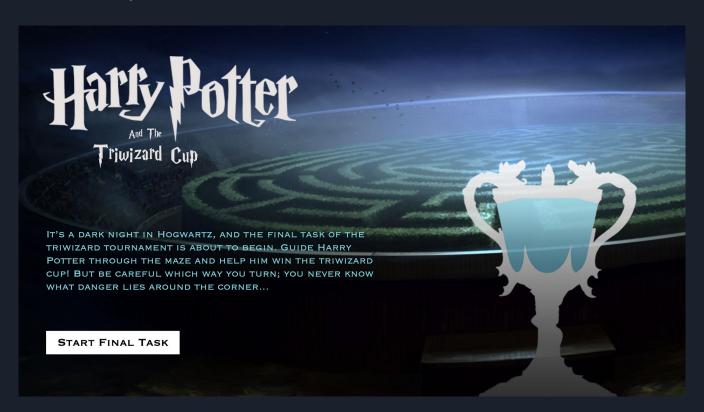
## Wireframe



#### Mockups



#### Mockups



## Mockups



## Pseudocode

#### Pseudocode

```
1 k!DOCTYPE html>
<html lang="en" dir="ltr">
   <meta charset="utf-8">
  <title>First Choice</title>
   <link rel="stylesheet" href="first.css">
   <div class="text">
     You've come to the first crossroad in the maze, Harry Potter. There is only one way to the cup. Be
     <a href="second1.html" class="arrow up">Up</a>
     <a href="third1.html" class="arrow left">Left</a>
      <a href="fourth1.html" class="arrow right">Right</a>
```

I want the arrows to act as anchors to the next pages so that users will use the arrows to navigate through the maze