

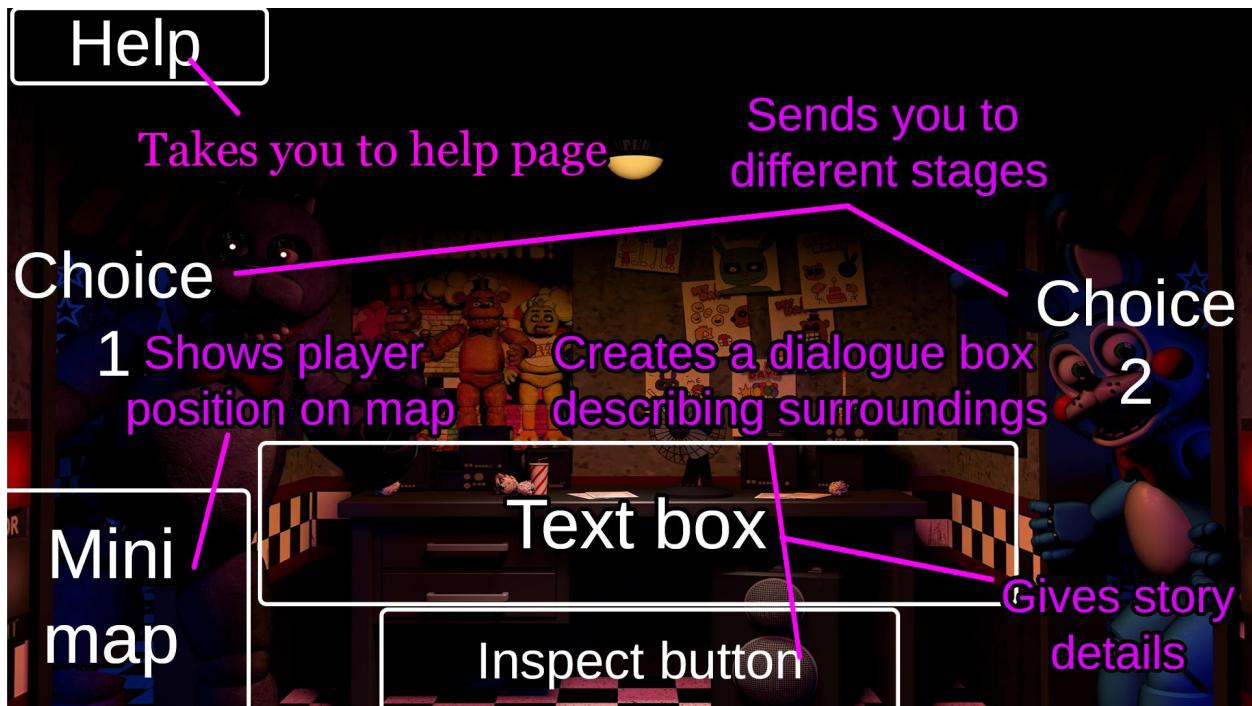
Final Project Documentation

Project Link:

https://courses.cadre.sjsu.edu/art101/a_kajikami/p4.html

https://courses.cadre.sjsu.edu/art101/d_gutierrez/index.html

Storyboard:



Proposal:

- The design of this project will be geared towards the idea of an interactive haunted house. The user will be tasked as a maid to clean up the haunted house and follow two different story paths. I will code one path and Deanna will code another. The two story paths are going to be divided into two parts. Part one is the beginning of the story and part two will be the continuation of the first story path. This project will feature point and click navigation where a series of choices will be presented to the viewer. There will be a button to describe the surroundings as well as a minimap to show where you are in the house, and a text box for setting up the scene.

The idea of this project is interface as a roleplaying device. So we are designing an interface to put the user in the place of a character in a story. Much of the area and context is explained through dialogue and you can determine the story based on your choices and exploration

Revised Artist Statement:

This collaborative final between Deanna and Alex is an interactive visual novel that uses point and click navigation to progress through the storyline. The story takes place in current time and the protagonist is a maid who is trying to survive in a world overrun by distorted beasts that were once human, but with an unexpected twist. The player will get to choose different options with dialogue that determine whether they survive or not and only progress if they make the right decision. There are a total of 11 scenes, including the help screen, but they are split up in two short chapters. Alex's part focuses on the maid cleaning and then escaping the house and Deanna's part is entirely about the main character exploring the neighboring town as a last effort to survive. The libraries we used were p5.sound, p5.scenemanager and p5.clickable. Something to note, the clickable library will send alerts through your browser, this is intended and part of the code.

Alex Role

I worked on the beginning scenes 1 - 5 (1 being the intro screen) as well as the help screen. I focused on making the maid interface more than the choose your own adventure side of the project. So I coded being able to scrub away the dust from each scene and then moving on. I also had the inspect and finish cleaning button cause sounds to play. The biggest challenge we faced with this project was stringing the code together into a cohesive singular project. Making sure our code didn't clash with each other we made sure to keep all our variables separate with separate names.

Deanna's Role

I worked with scenes 6 - 12, with my first scene beginning with the main character walking down the road and ending with them dying at the church. All of the images and sounds for those individual scenes are my assets as well as the storyline for that chapter. All of the code within that second chapter is also my contribution to this project. The greatest challenge for me was trying to learn how to use the clickables and understanding how to manipulate it! The second most challenging part was trying to

figure out how to work the sounds the way I wanted to throughout the story, but thankfully I got the most important components such as the background music to work.

Background photos

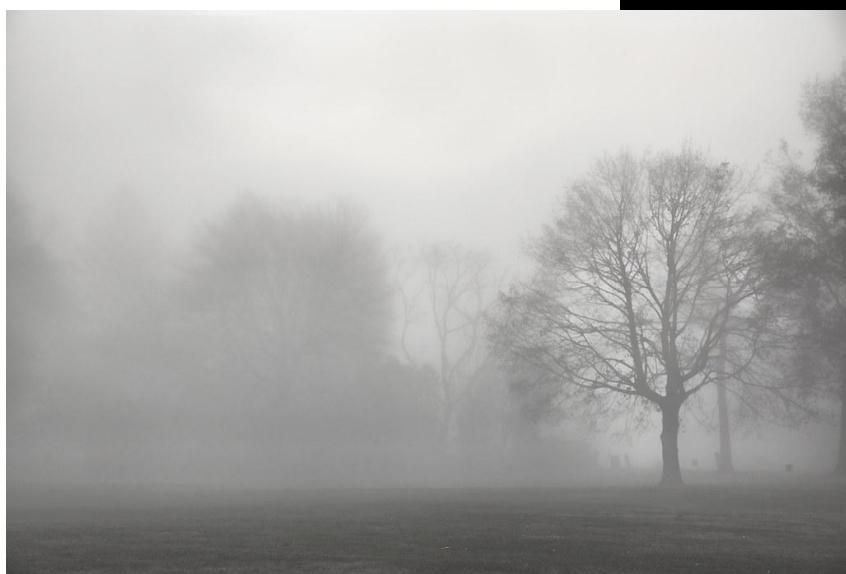


Image Links:

- Dim Bedroom:



<https://www.google.com/url?sa=i&url=https%3A%2F%2Ffishfacegames.itch.io%2Froom-303%2Fdevlog%2F40714%2Fwow-thanks-everyone&psig=AOvVaw3x3d0tsXovTH8iJhAGYPPD&ust=1638388601458000&source=images&cd=vfe&ved=0CAsQjRxqFwoTCLC9qKfvwPQCFQAAAAAdAAAAABAK>

- Dark Alleyway:

<https://c4.wallpaperflare.com/wallpaper/625/643/732/black-corridor-creepy-dark-wallpaper-preview.jpg>

- Foggy Backyard:

https://live.staticflickr.com/8057/8212715628_12bdea5044_b.jpg

- Foggy Frontyard:

<https://1.bp.blogspot.com/-DGETrKNsA7Q/TvNcZtXqcfl/AAAAAAAAXl/5LSSYIYymMM/s1600/Foggy+Neighborhood.JPG>

Moodboard:



Notes:

2. Interface as Formal System, Language and Role-Playing Device.

What are the signs and symbols that give your audience an understanding and approach for what is to happen. The interface can be based on something that has familiarity, or even a foreign quality to how you interact, navigate, etc. Think how you can mashup or mix different user interface conventions.

This option is all about creating your own language of interface. Perhaps starting over, but creating something that does something practical, but in a very different way. This should be a retake on popular programs but the process and interface language should be very different. You should almost be teaching a new language as well as a simple utility.