Development Document

In this brief my task was to develop an interactive non-linear story shorter than 10 mins with multiple different branching narrative paths all to be coded in html5. The story must also include at least one image. The story must be able to be controlled by the user through choices they make as the story happens.

I decided to base the story in the Doctor Who universe due to the fact that I am a big fan of the show and one aspect I wish would get more stories covered was the great time war that happened between the Time Lords and the Daleks. I decided to create a story around the very first attack that started the war in the first place from the perspective of just an ordinary person swept up in this first conflict. In the story it places the user in the perspective of a simple technician aboard a Gallifreyan station. In the story I have created it is done through clicking on links to various pages that show the next part of the story and therefore your able to explore the story through these choices.

The narrative structure of the story starts with the reader awakening in a burning room and then from that point are given three choices to explore, wait or call for help from their it adds three drastically different chains of events afterward. Along the path of waiting it will just make you choose one of the other two options due to you waiting means you are doing nothing as the story working through you choosing options and experiencing the consequences of those actions. It will then leave you two decisions the first is calling for help this will lead you to figuring out what has happened to the station and then from there being able to choose three options: running, hiding or escaping. If you hide it will lead to suffocating due to the smoke or flames if you choose the other two options it will lead to you recklessly running into your death. The other option you could choose at the start or after waiting is the choice to explore the station making that choice will lead you to another choice to either follow a strange man or ignore him and continue onward making this choice will lead to you dying due to the threat however making the choice to follow him will lead to you being able to leave the station and surviving.

How my story works is through simply linking together all the pages that make up the story through links on each page this then links them together and also allows you to navigate through the story in a linear way therefore making it easier for the user to be able to navigate through a non-linear story in an easily comprehensible way. Each webpage has links that ae labelled with decisions when this links are clicked on it sends the user to the relevant webpage corresponding to the choice the user made with the labelled links. With the design of the story I used CSS styling sheets to make the process easier. I used only one styling sheet throughout the story and all the pages call upon that styling to make the story have a consistent style throughout. I decided to style it as if you where looking at a Gallifreyan computer and because of that I decided to use the default font as it is in a style which I believe is suitable of the Gallifreyan ancient look. Despite that however I did make changes to the font and background colour. In the story the background is brown with orange text. I made this choice as often throughout the show this is the primary colours used by the Time Lords. I also did consider changing the colour of the links to the same colour however I decided against this because I through the blue would be like making navigational choices through the story much like how the blue Tardis’ used by the timelords are used to navigate through space and time. I also made the decision to include images on every page of the story I did this so that it would act as an aid for the user to help visualise the story therefore making it a more immersive experience for the user to explore especially as the story is told from the user’s perspective. This was done through HTML and is achieved by the code simply calling upon the existing image within the files of the project and displaying them. Some of the images I used within the project where too large to fit in the page so within the HTML I also had to dictate what size they would be displayed as so that they would appear as similar sizes and not take up to much of the screen space.

The main improvement I would have liked to make to the story would to be to increase the length of it especially increasing the length and impact the doctor would have in the story. As the story currently is the doctor only appears shortly in the story and only in one path of the story, I would have liked him to possibly appear in more of the branches if only in brief appearances and in the current branch of the story that he appears him I would have liked to extend the amount of time he appears for possibly being able to display his whimsical nature and have a more time within the Tardis and also make it more clear about which regeneration the doctor was currently in. Another change I would have liked to make to the story would be the addition of another branch that would possibly lead to survival however this would have proven a challenge as one of the reasons I included only one specific route to survival was to emphasise the deadliness of the Daleks and another route of survival would have been hard to include without deemphasising this point.

<https://github.com/SaulBooth/Hypertext-Story>