

Group Project Proposal 2

Due: 11/09/2025 @ 11:59 PM

The web team must approve this!!

Each member must upload a copy to the designated Dropbox in i-College.

Group Members

- Harshita Karmungi

Proposal Requirements

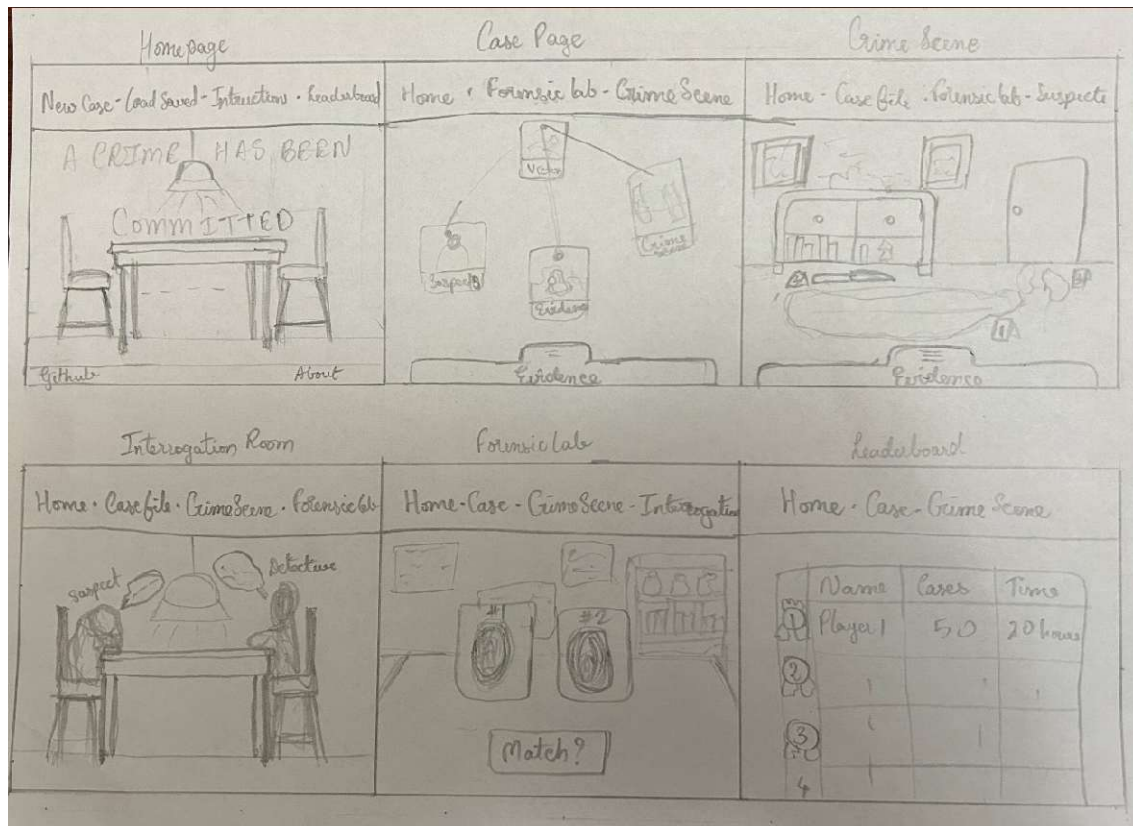
- Proposed Group Members
- Project Summary
- Proposed Wireframe - Visual representation of the detailed outline of the user interface (UI) and layout of an app.
 - Layouts - Number and name of unique screens in Project
 - Functionality - Proposed Use case from transitioning from screen to screen.
 - User Experience - Proposed Use cases for each Screen
 - Iterative Design – Test cases and approach to refine improvements.
- Proposed APIs you will integrate into your app (if applicable).

Project Summary: (Statement of topics and additional features that you will use): I plan to develop an interactive web-based mystery game called “**Cryptic Quest: Crime Scene Investigation**”. This project will combine storytelling, interactivity, and visual effects using HTML, CSS, and PHP. In this game, players are role-playing as crime scene investigators and solve a series of interconnected mystery cases. Each case builds upon the previous ones, creating a larger, overarching narrative to keep the players engaged. The game will include various interactive features, including forensic analysis, suspect interrogations, and evidence collection. The gameplay will also adapt to the player’s performance, which will be implemented through a dynamic difficulty scaling system, to make the game feel more personalized.

Target Audience: This game is targeted towards casual gamers, people who love solving puzzles, mysteries, or escape room games.

USP: Unlike many browser-based games, which use JavaScript or external game engines, this project will showcase how a well-functioning game can be developed by just using HTML, CSS, and PHP.

Proposed Wireframe:



- **Homepage details (intro):**

- **Layouts:** The homepage will serve as a landing page for users, featuring the game's title "Cryptic Quest: Crime Scene Investigation" and a navigation bar at the top with options like "New Case", "Load Saved Progress", "Instructions", "About", and "Leaderboard". The center of the page will feature a dark room, with a table and a chair to imitate an interrogation room, with an animated typewriter text saying "A crime has been committed..." and flickering lights.
- **Functionality:** When the user clicks New Case, a new PHP session will begin and redirect to the case file screen. Hovering over buttons will trigger a glowing neon animation effect using "@keyframes" and "transform: scale()". A slow fade-in transition will be used when moving across pages using "opacity" and "translateY()".

- **Each Page Details: (Explain the detailed information about the topic)**

- **Case Page Details:**

- **Layouts:** This screen will be the game's main page because it will contain:
 - A case summary: details of the case so far, victims, etc.

- A suspect list: clickable character cards with names, relations, and a button to interrogate them.
 - An evidence bag: a bar containing all the clues collected during the gameplay.
- **Functionality:** Hovering over the suspects will cause the cards to slightly scale up and glow, which will be implemented using the “transform: scale()” and “box-shadow”. Clicking “interrogate” will load the interrogating room page. The evidence bag will slide in and out of view using the “transform: translateX()” transitions when clicked, revealing collected items.
- **Crime Scene Page Details:**
 - **Layouts:** This page will display the crime scene with clickable clues. When clicked, it will open up a small pop-up with details about the clue. It will also have a navigation bar with:
 - Return to case file
 - Forensic lab
 - Interrogate suspect
 - **Functionality:** When the clue is clicked, it fades out using “@keyframes fadeout” and animates into the evidence bag icon, and the PHP session stores the clue name. The transitions between the scenes (forensic lab and crime scene) will use fade and slide animations.
- **Interrogation Room Page Details:**
 - **Layouts:** Each suspect will have a dialogue card with their portrait, name, and a few selectable dialogue options like “Where were you during [crime time]?”, “You seem nervous”, etc.
 - **Functionality:** Selecting a dialogue option will trigger a text fade-in using “@keyframes typeIn” to simulate a conversation. Suspect portraits can slightly shake to reflect emotions using “transform: rotateZ()”.
- **Forensic Lab Page Details:**
 - **Layouts:** This will have a clean, brightly lit lab environment to play:
 - Fingerprint Match: two images side by side with a “Match?” button.
 - Evidence comparison: drip-down menus allowing players to compare two pieces of evidence.
 - **Functionality:** When a correct match is made, the evidence cards will pulse green using the “@keyframes matchEffect” animation. For incorrect matches, a red glow will be displayed using “@keyframes errorFlash”.
- **Leaderboard Page Details:**

- **Layouts:** A simple table leaderboard that has ranks, names, cases solved, and time taken.
 - **Functionality:** Leaderboard data will be stored and extracted using PHP sessions. Hovering over a row highlights it using “transform: scale()” animation. If time permits, the top 3 players will have gold, silver, and bronze medals around the ranks with a glow using “@keyframes shimmer”.
- **Transition implementation details:** I plan to implement a fade and slide transition between main game screens using CSS animations. For in-page interactions, I will include glow effects (box-shadow, scale), smooth fades (opacity, translateY), and pop-in animations.
- **Transformations implementation details:** Main transformations will include Card Flip for suspects or evidence reveal using “transform: rotateY()”, Evidence Collection effects like fading into the evidence bad using “scale()”, and matching for mini-games using “scale()” and “translateY()”.
- **Animations implementation details:** Some of the planned animations include:
 - @keyframes fadeInScene – to fade in pages during transitions.
 - @keyframes glowEffect – to simulate flickering lights.
 - @keyframes clueCollect – to visually add a clue to the bag.
 - @keyframes matchEffect – a subtle pulsing green glow after successfully matching.
 - @keyframes typeIn – simulating texts appearing.
- **User Experience:** I aim to design an interface that balances storytelling, usability, and is visually engaging for the players. Each animation and transition will have a purpose, like highlighting a clue, guiding the player, etc. I will also implement accessibility features like colors and fonts to improve readability. The navigation bar will also remain consistent to easily switch between pages.

Test Cases:

- ✓ Conduct usability testing with a focus group to gather feedback on navigation and user interaction.
- ✓ Test the website's responsiveness on different devices and screen sizes.
- ✓ Approach to Refine Improvements:
- ✓ Incorporate user feedback to optimize the user interface and streamline the user experience.
- ✓ Iterate on design elements based on usability testing results to ensure intuitive navigation and clear information presentation.

Test Description	Expected Outcome
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Adaptable Webpage	Although this game will be designed to be played on a widescreen device, I will still make sure that slight resizing of the screen doesn't hinder the gameplay.
Navigate between pages	Smooth fade-in/fade-out transitions
Hover over buttons	Glow or scale animation plays
Click on the clue	Clue fades into the evidence bag
Check the evidence bag	Evidence bag appears, lists updated dynamically
Start a new case	Previous progress resets
Complete a mini-game match	Green pulse for success
Wrong match	Red glow for mismatch

Explain - Proposed APIs, if any: If time permits, I plan to explore integrating a database API that saves user progress and makes the sessions more personalized, or a leaderboard API, which makes users feel more competitive.

Statement:

We, the undersigned members of the group, acknowledge that we understand the conditions outlined in this proposal. We are committed to actively participating in the implementation of the group project from start to finish. We understand that individual grades may vary based on our contributions and performance, and we agree to present an important phase of the work collectively.

Signed proposal:

Name: FN_____Harshita_____ LN _____Karmungi_____ [11/9/2025]

This proposal outlines our plan to develop an interactive website that leverages CSS to create captivating user interfaces. We believe that this project aligns with the objectives of the web development class and offers an opportunity to explore CSS transformations, transitions, and animations in a practical setting. We are excited about the potential of this project and look forward to bringing our ideas to life.