

# The Craving

By Ethan Buckner

What is this?

The Craving is an html game that I created in my free time in a few hours. The story is very simple, you crave sugar. Why do you crave the sweet treat that is honey rocks is a question that is too complex for the simple developer to know, only inside you, the player, will you find this answer. You can play *The Craving* at your own pace, this story is very very linear so if you fail, that's part of the process! There are both Audio and Images being used on certain pages to add more depth to the game, although the only real way to progress is through the clicking of links.

Technical Framework used:

I used a mix of CSS, Javascript, and html to create the game, and I used anchor tags with links to push the game forward. Each option on each page is in its own container to make the UI look alot cleaner! The basic framework for each page, regardless of the content on each page, is structured the same way, a CSS reference, a Javascript reference, and the contents in the body, which is also structured the same way in each website.

How to run *The Craving*:

You can run the craving immediately after downloading it, run ***index.html*** to start the game! All you need is to run the internet and even then, you can still run it! To play the game just click on the option you want to continue with, more specifically click on the link inside the text!

How Each Node is stored and how we switch from Node to Node: //Need to put more meat on this paragraph

In my understanding, each node is stored as an html file, and transferring from one Node to Another uses anchor tags with a reference to another html file! We changed from one state to another different state, that is being stored as another html file.

Reflection:

The more I thought about using html for this project, the more it felt like html was the worst language to use for this. The fact I had to make a new html file each time the state changed is what made it feel less like changing the state, and more like transferring from one file to another. Although after thinking about it and reading the lab documentation, I felt more confidence in how the state really *is* getting changed, the state is literally the html page, that is what's changing state. What I learned is anything can be a state, and that changing states is a vital component to any basic Computer Science class. I also learned that in HTML to change from one state to another, an anchor tag can be used to reference another html file, and *that* is a transition.

My proudest part:

I am so so so proud of the entire sleeping portion of the game. I had so much fun being sleep deprived and working with my roommates, I knew the game portion of the game wasn't going to be graded super harshly, so I used my big brain to come up with a very convincing and engaging plot! The Audio too! I had my roommate Alex voice the narrator and I loved how weird it came out. The Plot isn't very good and I love it for that very reason.

I would love to get more engine development with real code out of this class, but understand that we would need to know the basics before being able to do anything really cool.