CART 263

PROJECT 2 ANYTHING (WINTER 2021) PROPOSAL-

STEVE BERTHIAUME

For my project 2 this semester, I'd like to explore a test of some ideas for a project I'd seriously wish to create over the summer with my girlfriend: a visual novel. The exact aesthetic or storyline is currently nonexistent as the project is more of a possibility that'd use my writing and programming paired with her drawing and animating. My main goal as such would be to explore what options I would have if I were to build such a thing on a webpage, seeing as the engine I typically use for games is far from ideal when it comes to dialogue as it lacks written code. The main technical challenge for me would be to explore the use of JSON to store text and having a dynamic system fetch the exact required lines- all of which within an html page, which I've not yet done.

I do have a few ideas as to how I would approach the code- my main goal with working on this for a project would be to really explore html, css and the jquery libraries to discover their viability for a text-based adventure. They seem ideal on a surface level, but my concerns lie in the visual aspect- and whether animations on character stills would be possible, seeing as it is something we'd like to do for our project. Visual novels as a genre do occasionally offer a chance to branch out into other genres- such as point and click adventure games or mysteries, which both necessitate a lot of versatility and simplicity in the code. This of course would come from experience with the languages and a generally well thought out structure, but I'd be playing a particularly close attention to whether something would be better done on another platform, seeing as there would be an immense amount of time that would need to be invested in such a project, and the idea of working harder than is necessary isn't particularly reassuring.

Background

Character

Textbox example
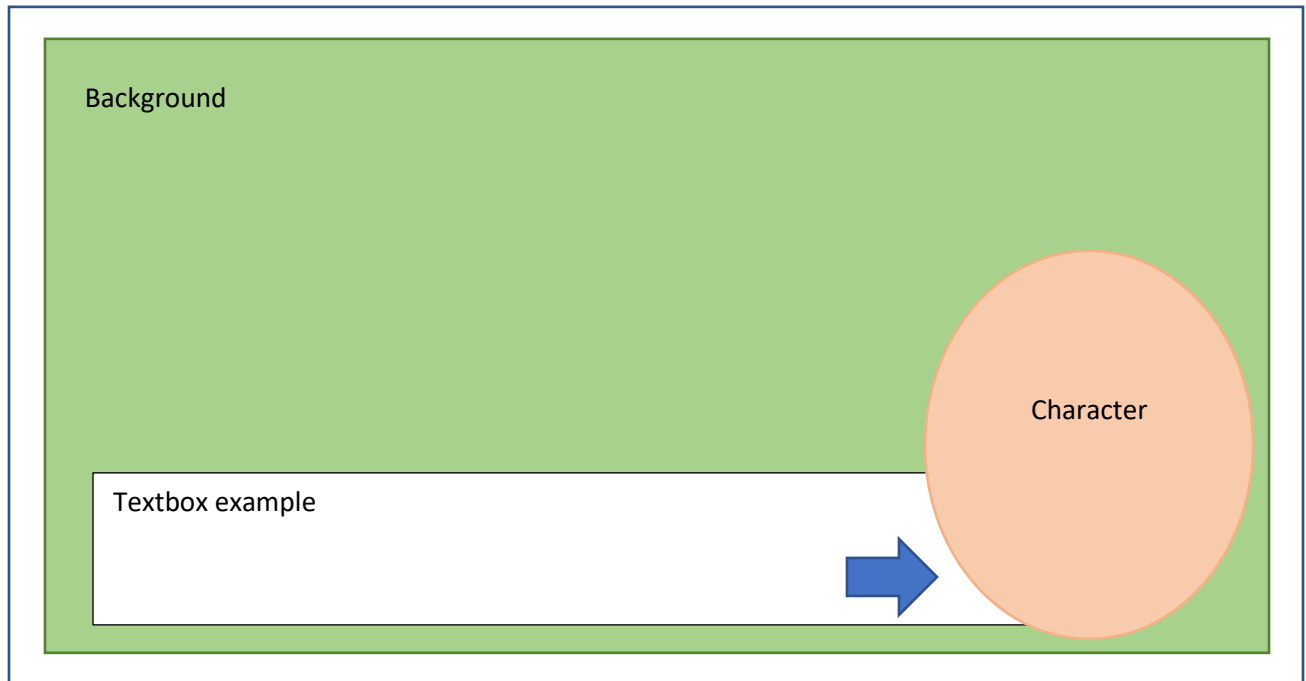
The final would ideally look something like the example above. The arrow would be the means of advancing the text. The white box surrounding the background represents the webpage. In terms of making the project display properly across different monitors, I'll likely have to rely on jQuery or use the CSS properties for screen width and height, or block off access from said different monitors. My end goal with this isn't to create a full experience per se, but a tech demo that can answer the simple question of whether we would want to create our project over the summer using a webpage format.