## AWT

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## Introduction

The aim of this assessment is to design, create and evaluate a web application using python flask microframework. The website being designed will be an adventure game based on a murder mystery story. To create a good user-experience an understandable and simplistic user interface will be used as well as

## Description of Site

The murder mystery website will follow a text-adventure game format. The standard approach for this is to have the user input text to control a character or the environment around it (Rollings & Ernest, 2010). In this case, the user will follow a murder mystery story and, depending upon their responses, will determine how the rest of the story is played. There will be a forum page for users to discuss their own game experience and share their own choices they made. This will also mean setting up user profiles to enable people to communicate about the game.

## Background Research

For inspiration for the adventure game website, there was exploration into similarly created games. ("adventures-in-text", 2013)

-cookies

-flask and bootstrap

## Features

To play on the website will require users to create their own account and log in using their own credentials.

-play game with or without account

-however, need login to save progress/chat to other users

-persistent, save progress

-administration

-security

## Navigation Tree

### Navigation between Website Pages

### Wireframe

A screenshot of a cell phone

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Image :

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Figure :

## User Interface

### Website Design

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## References

adventures-in-text. (2013). Retrieved 25 October 2019, from https://github.com/becdot/adventures-in-text

Rollings, A., & Ernest, A. (2010). Artificial Life and Puzzle Games. Retrieved 25 October 2019, from http://wps.prenhall.com/bp\_gamedev\_1/54/14053/3597646.cw/index.html