

PROJECT 2 - CHOOSE YOUR OWN ADVENTURE

Due: Oct 31th 11:55pm

“Choose Your Own Adventure” stories are gender-neutral romps in worlds where there are no obviously right or wrong moral choices. You will create a CYOA story of your own that will then be developed into an HTML project. Your story should focus around a spooky or Halloween based theme. The user should read through your story and make decisions along the way. As the creator, you need to provide two different endings to the story (you can provide multiple different endings if you would like to do so).

Make sure that you design your adventure to help tell the story. Creating a “theme” for your game will help you create a consistent feel and atmosphere to the game. You may use free graphics or create your own for the story. You will map out the journey of user before you make the game. This will help you map out the file architecture for the project.

Requirements

- Start Page
 - First thing the user will see
 - Must play audio file in background
 - Include links to references, assets, credits...
- Each page must include at least one (1) choice or navigation for the user
 - yes/no
 - a/b/c
 - left/right/up/down
 - Continue or next
- Minimum of eight (8) pages
- Include a minimum of eight (8) graphics
 - May be an and/or CSS background image
- Include two endings
 - Add a way to “restart” the game or return to start page
- Game must use a responsive layout
 - Use of Skeleton or Foundation is allowed
 - Three (3) custom media queries must be used in code

Submission

- User journey map and story script
- Wireframe templates

- Packaged HTML project (*firstname_lastname_project_2*)

Resources

1. <https://www.atlasobscura.com/articles/cyoa-choose-your-own-adventure-maps>
2. <http://freemusicarchive.org/>

Examples

1. http://veronicab.com.au/wp/wp-content/uploads/articulate_uploads/Survive-long-/story_html5.html
2. http://demo.wolflearningconsulting.com/BranchedScenario/story_html5.html
3. http://www.danielletoth.com/elh181/story_html5.html

Timeline

Oct 17 - User Maps due in class

- Develop basic storyline with user actions
- Map out storyline and choices

Oct 24 - Storyboard of game

- Basic layout of pages (high-fidelity wireframes)
- Finalize story and include in wireframes
- Ideas for design (color palette, design style, typography)

Oct 29 - Project Architecture

- All pages, styles, and assets are organized
- All pages have been created and named appropriately
 - boilerplate templates can be used and renamed
- Start page and a minimum of three (3) pages are functional, styled, and responsive

Oct 31 - Project is DUE

- Lab time during class to fix last minute issues
- Submit project by 11:55pm