

Maker Project Proposal - Benjamin Wong

I want to make a piece of [interactive fiction](#) in the SF genre. The story will follow a crew of bounty hunting space-poachers. The reader will take decisions as the captain of a spaceship crew that has been hired to poach rare minerals from an abandoned, restricted-access planet. I've made an extremely short proof of concept for this format of storytelling and uploaded it on YouTube here: <https://www.youtube.com/watch?v=UtFjGIN9zoU>. I'll deliver my project as a website which has both the source code for the program as well as a link to a youtube video of several of my classmates playing through the story. I'm going to be making it alone. However, the technology listed below is going to help me. The story is designed to immerse players in an unknown situation within an SF setting and see what decisions they would make as the captain of a crew of space-poachers. Through dialogue, I will strive to create a sense of verisimilitude. In other words, the story will estrange the reader's cognition. It will reflect an understanding of the SF genre both in the content and themes of the fiction. The writing and characters will explore the central theme of how individuals react to the unknown. This theme captures Scholes's and Suvin's characterizations of SF. The classic trappings of SF will be explored through the setting. The ability for SF to answer questions about humanity will be addressed through the plot.

References & Tools:

1. The [Python programming language](#) and libraries such as `sys`, `time`, and `climate` will be used in order to properly display text and images.
2. Zoom or equivalent will be used to record playthroughs.
3. YouTube will be used to post playthrough videos (with the consent of all actors of course).
4. The course texts will serve as thematic inspiration.

5. [Donjon](#) is a website that has deterministic random generators for things like plots, names, places, and planets. It's *not* AI-based and is essentially a big dice-rolling computer program. I'll use it for inspiration and to generate pictures of fictitious planets.
6. I'll use the ubiquitous version control software [Github](#). The source code for my Maker Project is here: <https://github.com/benjaminwwong/novum>. The website for the project is here: <https://benjaminwwong.github.io/novum/>. The website will remain woefully incomplete until near the deadline. After the deadline it will have links to everything and instructions on how to play.
7. I'll be editing videos with either QuickTime Player, Kdenlive, or equivalent.