The Forum TDD

Content

[Main idea 1](#_Toc209713241)

[Technical stack 1](#_Toc209713242)

[Exactly what I want to do 1](#_Toc209713243)

[Environment 1](#_Toc209713244)

[Control 2](#_Toc209713245)

[Player actions 2](#_Toc209713246)

[Visuals 2](#_Toc209713247)

[Music & Sounds 2](#_Toc209713248)

## Main idea

A website singleplayer game, which is basically a visual novel, except it happens on some online forum like Reddit. Story tells about a chronically online guy, who is spiralling down on this forum and commits something terrible in the name of the self-destructive ideology he was following. 10-20 mins long

## Technical stack

React and Tailwind CSS, some component library

Aim for static website without server, but mb we will have to implement some server things, so ASP.NET Core is my pick for that.

## Exactly what I want to do

Idea is, player is gonna take role of a mentally unstable, chronically online forum user and follow his story.

### Environment

* So, the whole website will be a forum built out of real html ui elements, not some image or embedded unity game. Players are going to spend all their time there, maybe have other websites opening (maybe fake ones too).
* Player probably is gonna have a fake notebook, when he will be writing his inner thoughts (breaking 4th wall like mr.robot maybe?).
* The whole thing will be limited to SPA, except external links.
* Website is gonna have navbar on top and left. This should be playable on mobile too.
* Some profile pages should be made too.
* Players at some points in the game will be able to scroll his feed, which will be limited by infinite spinner when it ends, possibly also be able to see top 3 “liked” comments and some responses to them.

### Control

* Basically, buttons that aren’t meant to be pressed just yet will do nothing on press. Same for input fields, they will show nothing if u type in them unless u supposed to.
* UI should be intuitive, maybe first few minutes should be tutorialish for user to understand where everything is and how to use it.
* Player should pick up cues from the game narrative, where he should be going.

### Player actions

* Whole interaction is gonna be scripted and limited, no multiple choices (although, romb choices is an option, like multiple choices, but only one is the correct one, or give choices that don’t really matter).
* Players need to be able to save a game at any point. (or just auto-save him every time he performs an action?).
* When player types his response to game actions (like he is texting someone or something) his inputs won’t matter “response” will be typed out for him as he types. So, he can type random letters and still “type” the response.
* Some notifications for players to click on, to get to the exact point where game wants him to be.

### Visuals

* Animations for UI elements: not only some generic ones like pop ups, but also some custom made, which will reflect how main hero feels at this point (like ui elements falling, mixing or shaking)
* Visual effects if it’s even possible in browser, like screen shake or screen glitches or blurring, smth like this
* Programmed visuals, like color changing, background changing any other programmed animations I can come up with.

### Music & Sounds

* Some ambient bg music maybe? Or no music at all, not sure yet
* Sounds of keycaps clacking when user is typing anything
* UI sounds like for notifications
* Eerie sounds and music when user goes through some mental breakdowns.