PROJECT BRIEF

GOAL

The goal of this project is to create and design a "choose your own story" game, built in HTML and CSS, using the design process.

TIMELINE

Feb. 23
to
Mar. 10

FINAL PRODUCT

The final product will be a time travel themed game, that allows you to choose actions that impact the story. It will be meant to be played through a browser.

AUDIENCE

Ages: 12+
People who enjoy a time twisting adventure

DELIVERABLES

A compressed folder containing the HTML document of the game, a CSS stylesheet, and the images used in the game.

JOY SIMMONS
ASSIGNMENT 1
DES 327

GAME BRIEF

CHARACTERS

Oliver
Main character, discovers the time machine and journeys home

Julia
Second main character, discovers the time machine and journeys home

Abraham Milton
Time machine inventor

Lucas Milton
Time machine inventor's descendant

STORY

Two friends from a quaint, sleepy town discover a time machine. They are accidentally transported 100 years into the future, with no knowledge of how to get back home. The two friends encounter various characters and challenges as they attempt to find a descendent of the time machine, hoping they can aid them in returning to their proper time.
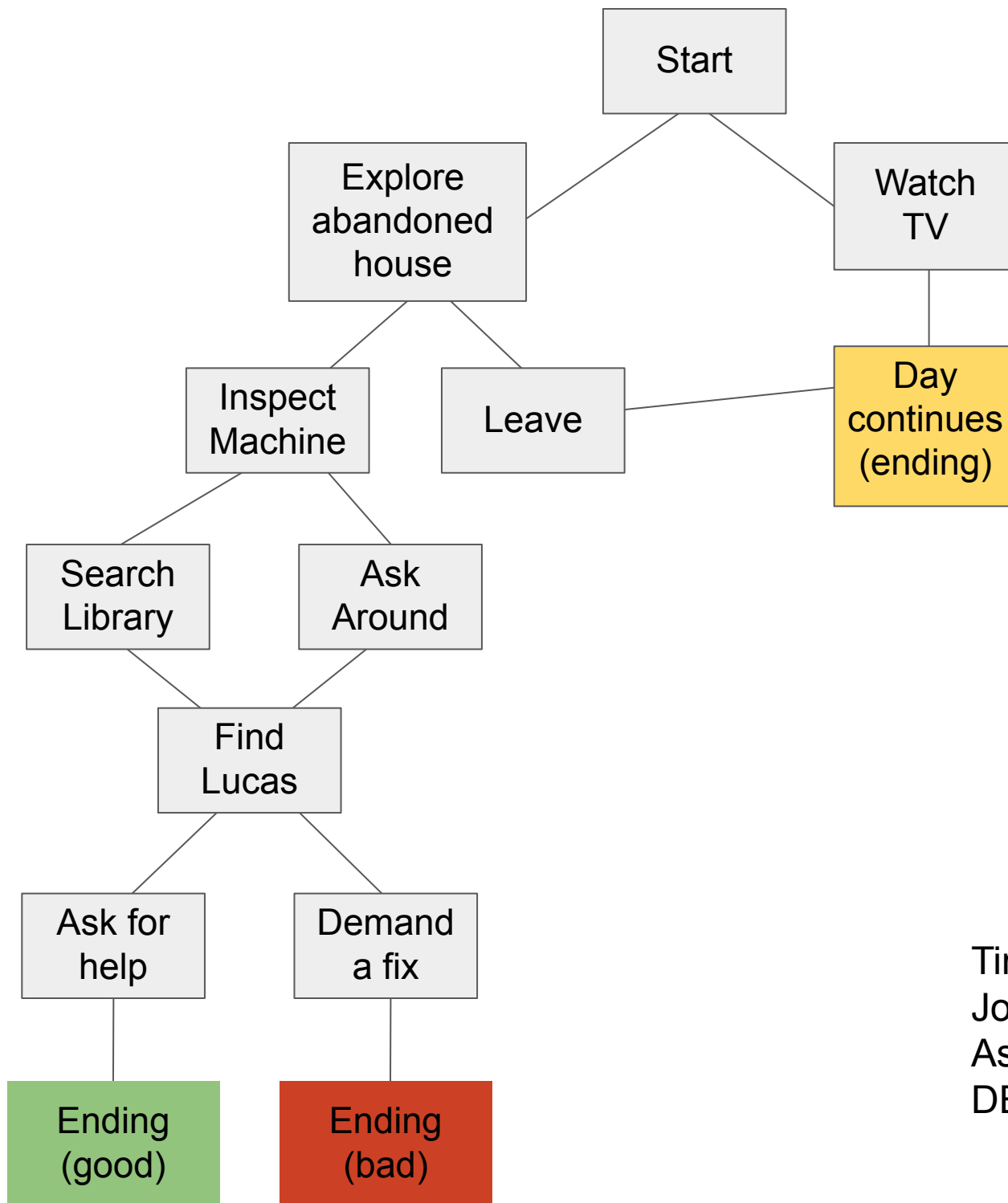
GAMEPLAY

User will read story content on each page

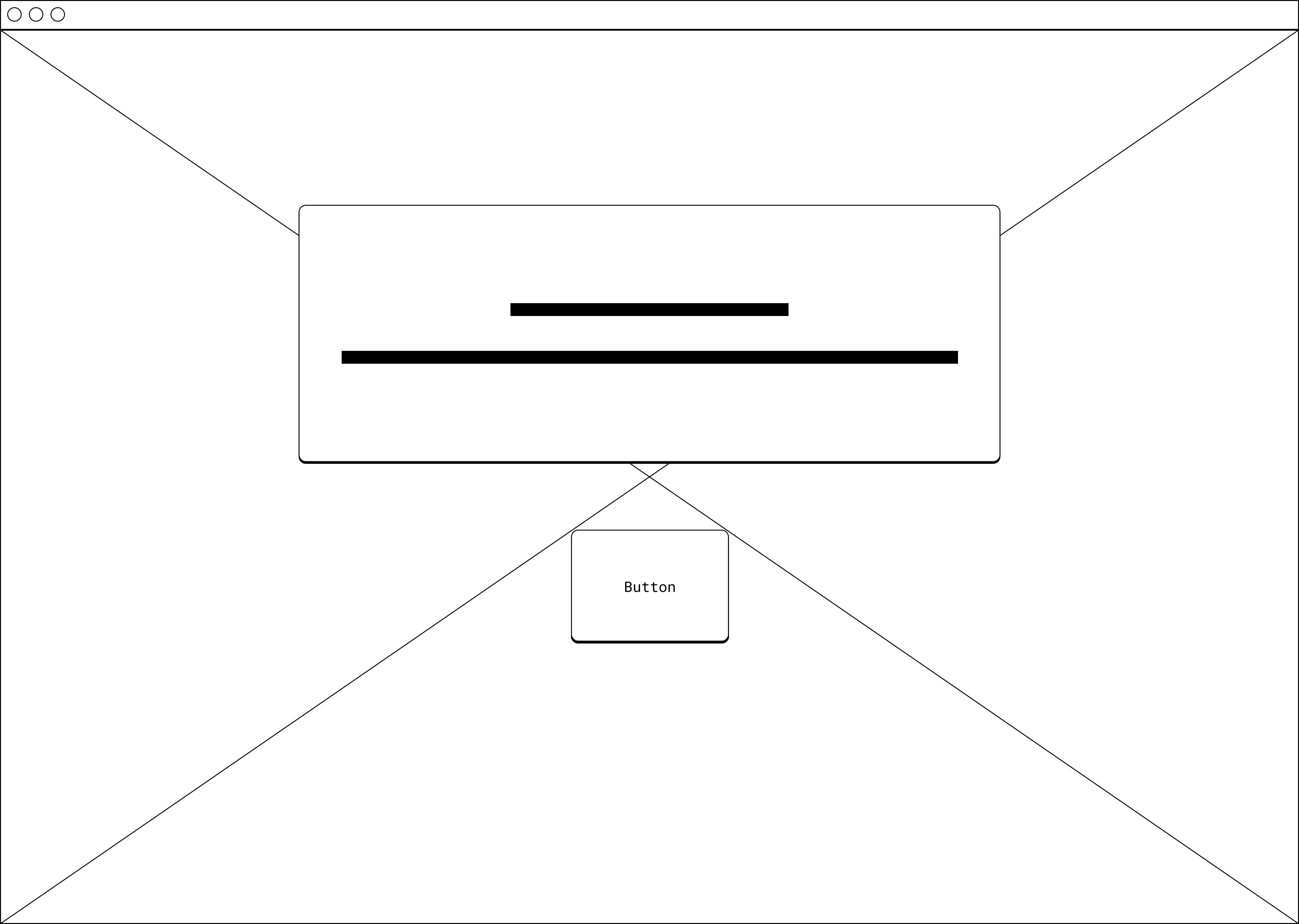Click on one of 2-3 options that alter the story progression

VISUAL ART

The art-style will be 2D vector/cartoon images sourced from free programs

The font style will be reminiscent of Back to the Future, and futuristic styles

JOY SIMMONS
ASSIGNMENT 1
DES 327

```
                              Start

        Explore                        Watch
        abandoned                      TV
        house

    Inspect              Leave                Day
    Machine                                   continues
                                              (ending)

  Search          Ask
  Library         Around

            Find
            Lucas

  Ask for          Demand
  help             a fix

  Ending           Ending
  (good)           (bad)
```

Time Traveler's Journey
Joy Simmons
Assignment 1: Story Map
DES 327

Button

Button

Button