For this assignment I choose The Hunt for the Gay Planet by Anna Anthropy. the story of one female character's trip through in space framework to find a spot expressly for lesbians. The reader relies upon action choices, such as going left or creating, or examining various figures in the story to move along in the story. The reader needs to pick what happens, paying little heed to there simply being one finishing. With reading content there are no photographs, simply black background and white, purple text you click on, and yellow substance. I tested on different occasions with the principal set of decisions: The four planets to start our inquiry. Regardless of which planets you pick, and paying little heed to the request you pick them in, the outcomes are something very similar – the last planet has the bar where a benefactor will guide you to Lesbionica. You could never realize this except if you played it once, however in any case, the player actually gets to re-read the clever and clever narrating. This story was not difficult to follow and utilize the hypertext to overcome and open up new universes on the movements looking for a home. The storyline was interesting, funny and the steady new development. Overall to me The hunt for the gay planet was not like game just follow the hypertext link. For this assignment Compare to other link in this story doesn’t anything to play with just has a text and hyperlink for to follow the story.

Final

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