**Assignment 8 Write-Up - Dark Patterns Forest Game**

**Part 1:**

* Dark Patterns Forest is a 2-d retro click-through game designed to teach students and designers alike about dark patterns, or \_\_\_\_().
* Through gameplay, players will face a main antagonist (two established dark patterns – confirshaming and misdirection), which is concealed in the guise as a monster, and represented as a “Subscribe Now” box on screen. If players defeat the monster, named Misinformation, they have the option to learn more about each dark pattern.
* The game presents information about a combination of dark patterns that is embedded in a fictional narrative, where the player adventures through a “forest” and faces a monster before they can proceed further. In this way, the game utilizes obfuscation as an embedded design technique to frame the game’s true intentions not as a learning tool, but hopefully as an entertaining, amusing, and maybe even challenging walkthrough game (see Geoff Kaufman in References). Furthermore, I lent the UI a pixelated 80’s style to evoke the retro arcade game format.
* The target audience are primarily students and designers, in order to teach people how dark patterns may manifest and manipulate in real life, as well as showing how we as designers may pass on or perpetuate these dark patterns in our work. I also hope that perhaps with further iterations, the game will be fun enough that regular PC gamers will enjoy playing.

**Part 2:**

* Start Page
  + Click on Play button to begin game
    - Title and Play button will slide out, unknown dark patterns monster will slide in
  + Click on Treasure Chest to view the treasure chest
    - Full-page sliding transition
    - Will be empty until Misinformation monster is defeated and the information is added to the chest
  + Click on About to learn more about me
    - Full-page sliding transition
  + Treasure Chest and About buttons are available on every page.
* Monster Intro Page
  + Modal of monster and game introduction
  + Click Engage button to continue to dark patterns challenge
* Subscription Intro Page
  + Click Go button to start the challenge
* Subscription Game page
  + Click “No, I don’t like being interesting” to win/proceed to success screens
  + Click “Subscribe to this newsletter” button to lose/proceed to fail screens
    - Will show “Uh oh, you clicked the wrong button” modal
  + Waiting for more than 10 seconds to make decision will also result in redirecting to fail screens
    - Will show “Oh no! You ran out of time!” modal
* Fail Screen 1
  + Modal of monster explaining that you lost (and it will likely eat you)
  + Click Ok button to continue
* Fail Screen 2
  + “Game Over” text. Will redirect automatically to Start Page.
* Success Screen 1
  + Modal of monster explaining that you won
  + Click Ok button to continue
* Success Screen 2
  + Modal of monster explaining further game expectations
  + Click Ok button to continue
* Success Screen 3
  + Monster automatically disappears and is replaced by a small explosion.
  + Small explosion disappears.
  + Modal explaining that a new pattern was added to the Treasure Chest
* Success Screen 4
  + Click Continue button to continue
* Success Screen 5
  + The End for now…thanks for playing!
  + Single “Tree” square rotating in middle
  + Automatically redirects to Start Page
* About Page
  + Click on left arrow to return to current page
    - Full-page sliding transition
  + Click on references links to open up new window and learn more
* Treasure Chest
  + Click on right arrow to return to current page
    - Full-page sliding transition
  + When boxes are non-empty, click on a box to open up Dark Patterns Specific Information page
    - Full-page animation – should be “X” instead of arrow??
    - Redirects to Success Screen 4
* Dark Patterns Specific Information
  + Click on right arrow to return to Treasure Chest
    - Full-page animation

**Part 3:**

* Tools used: Bootstrap modals and CSS animations
* Modals were a necessity to my game, owing to how much information could be best represented in pop-up boxes. CSS animations were also essential to providing a game-worthy look and feel, and help retain a lively style.
* How did I use them?
* What do they add?

**Part 4:**

My initial HW7 submission is vastly different and bears no resemblance to the dark patterns game that is currently built. The original concept was an informative website about the *Skyr* (Icelandic yogurt)-making process. However, I began feeling no affinity for this idea, and decided to follow Jason Hong’s advice (shoot for the stars, do what you’re really interested in, etc.). Realizing I was excited about understanding dark patterns, and with my TA Fanglin’s approval, I used my graphic design skills to make a very high-fidelity mockup (complete with flip-book-like animation) which I was able translate quite directly into the coding process. Attached is the InVision file for the re-done Assignment 7: https://invis.io/GXP20SJURMS#/330694254\_Screen1

**Part 5:**

In CSS, understanding what styling takes dominance or precedence was still difficult to parse out in order to place objects around the screen, such as with *display: flex*. Implementing JavaScript and JQuery also remains the primary difficulty. It was challenging to figure out full-page slide transitions, individual sliding elements, the countdown timer, local storage, and modals.

**References**

Katelyn Duncan, MHCI colleague

* HTML/CSS and JavaScript help as well as knowledge about Dark Patterns.

BootStrap Modals

* This website

CSS Animations

* This website

Countdown Timer

* https://www.w3schools.com/jsref/met\_win\_setinterval.asp
* https://www.w3schools.com/jsref/met\_win\_clearinterval.asp
* https://stackoverflow.com/questions/31106189/create-a-simple-10-second-countdown

Rotating Tree

* http://jsfiddle.net/9Ryvs/8/