

As the final project for this course can be anything that inspires us, I decided to make a continuation of the first project. The game is set to follow the user who is a first-year student in the second book, Harry Potter and the Chamber of Secrets. I like the visual novel style of games that tells a story in a more interactive and dynamic way, so in this project, I'd like to make the game more dynamic by having more animated aspects.

In I plan on adding plugins and effects from jQuery libraries. Animating the text, for example, having it typed out, is typical of visual novels and it will make the game a lot less boring to go through as the player wouldn't just be reading text off a static screen. For that, I can use a jQuery plugging that creates the typewriter effect. Animating the background and certain elements would also add to the same effect, making the game a lot less boring to go through.

What makes a visual novel more of a game than a novel is the interactivity and the possibility for the player to either be included in the story, choose a path, meaning change the direction of a story based on choices they are given to make, or both. In this project, I will add both aspects.

The scene that I am representing in this small game is the sorting ceremony. This is the ceremony where each year, freshmen students are called to the front one after the other to put on the sorting hat. Based on personality traits, the sorting hat places each student in the Hogwarts house they belong in. For that, I will begin by asking the player

to enter a name and will be using that to include the player into the game; they will be called at the front and they will also meet a famous character from the house they've been sorted into. As for picking a path, the player will be asked 10 questions which's answers will determine the house they will be placed in. The result that the player gets is based on which answers they picked, and this result will dictate the path the game goes into.

On top of all that, adding sound effects on characters to make them react to the player, as if the player really is speaking or interacting with them is also a common visual novel trait. Typically, voice actors are hired to record the expression effects for different characters, but for this purpose, the ResponsiveVoice library shall do the trick. I will also be using this to announce the house that the player has been placed in, just like in the movie. The responsive voice may not be as expressive as needed for the full effect, but adding voice response will amplify the feeling of interactivity and the feeling of being more included into the story.

The game is meant to be a small representation of what it would be like to be at Hogwarts and meet the characters we know and love from the books and movies. I want to make it interactive, fun to use and definitely want it to feel somewhat magical, a little bit like the Pottermore quizzes that allow Harry Potter fans to immerse into that universe and see which house or wand they would get, or what their patronus would be. A moving background that shows all the floating candles of the great hall, or food appearing on the tables would definitely add more visuals, paired with a more realistic sound of people

talking and eating in the great hall would make for a much more immersive story than what I was able to do in my previous project as well as much more visually pleasing.

For the more technical aspect, for my prototype, I was able to modularize my code for it to work with more generic information, making it easier to add new scenes if needed. The challenge will be to calculate a result based on the player's answers and to seamlessly incorporate the effects and plugins needed to reach the end goal of the project. But I suspect there to simply be a need for more variables being tracked and to add some functions in the draw methods for the visual effects.

It may be difficult to represent a more interactive visual novel with sketches, so I have a visual representation of the paths drawn to help understand the underlying structure of the game.

My vision is to make this a fun little project that feels magical and fun to go through by making it visually appealing and keep it interesting by requiring player input and makes the player wonder what path they will get to see.

