AINT151 – Web Game Technologies

Freya Beggs

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GIT Repository: https://github.com/flbeggs/FreyaBeggs

Live Game: https://flbeggs.github.io/ (Different to the files in the other repository. Submitting player name had to be removed because a 405 error kept occurring. Likely because it linked to a separate webpage.)

Proposal

For this assessment a hypertext fiction minigame had to be created using HTML, CSS and JavaScript. The plan was to make a game with multiple endings, depending on what choices the player made, rather than having a linear path. The game would also have a fantasy setting, so the CSS styles would have to reflect this theme. Initial planning for the game was done by making a diagram of the narrative branches, and a top-down perspective of the game areas (shown below).
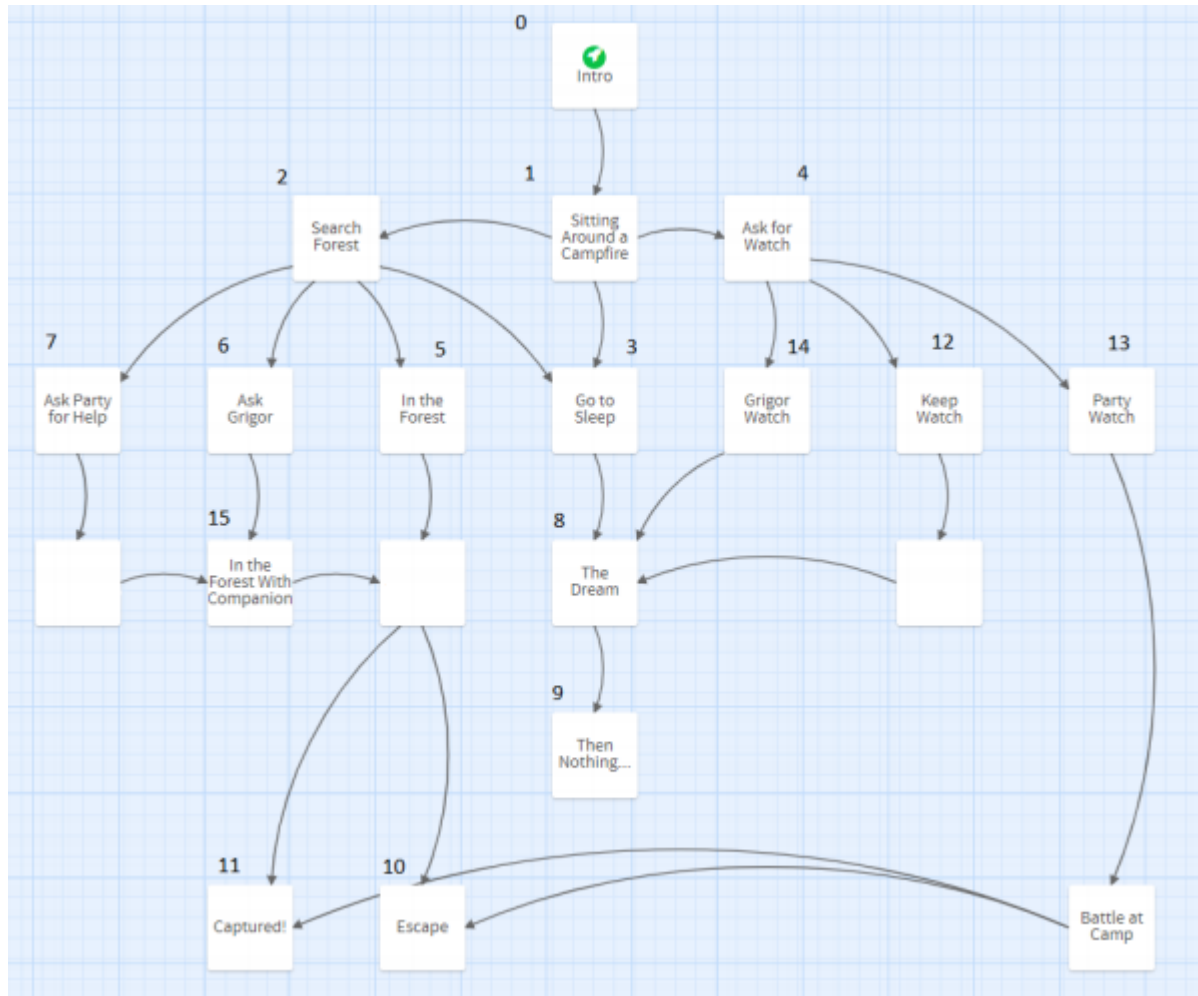
The game would then be created as a website using this diagram as a guide, making changes where appropriate.

Peer Review

Greg Rogers: "Some options just continue with a single option until the end. More choices would have improved some narrative paths."

Other Comments (from playtest session):

"Could do with being more concise. Many slides could have been condensed into one."

"The multiple endings are a nice touch, just need to be fleshed out more."

"Could have made it so text or options change depending on what companion you chose."