Semester Project

Project Name:
The Sleeper's Paradox

What is the point of the project?
 The Web App is some kind of nightmare simulator the user has to guide through to "wake up" and get a good ending

User Activities:
• reading and following the storyline
• escape the levels to "wake up" from the nightmares

USP:
• lighting atmosphere (flickering lights etc)

Target Audience:
• The game is mostly for people who like challenges.

CONTENT CREATION

Planned Content:
• **Fixed Content:**
  ▪ main storyline
  ▪ level structure
• **Dynamic Content:**
  ▪ what ending and when it ends

Project:
  ▪ startpage with informations
  ▪ user information input page
  ▪ different levels to navigate through and survive (questions, small minigames)
  ▪ leaderboard

DYNAMICS AND INTERACTION

Interaction Possibilities:

• JS Events: click- and hover-events for interacting and exploring

• Text Input: Username

What can the user influence on the page?

• Sounds: the volume