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LMC 2700
Final Project Write-Up
Team 6

The title of our project is WeStory, which is a collaborative story building game where two players work together to create a story based on a prompt given. The basic premise is that players will be given a topic or a simple story line, and it is up to them to write a coherent story in the following pattern - Player A begins to write a sentence, but leaves the sentence unfinished for player B. Player B then finishes Player A's sentence and starts another sentence. Then player A finishes player B's sentence and so on. The game aspect of this story comes from the timed nature of the program, where the players have a certain amount of time to come up with a story based on the topics given, so they must be quick.

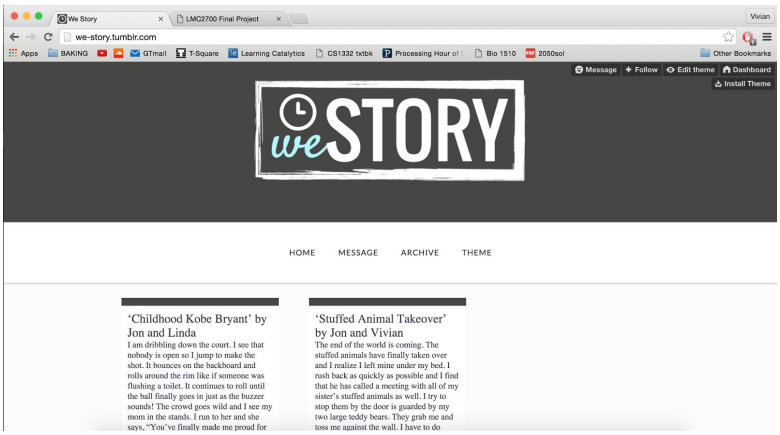
We decided to go with Javascript, HTML, and CSS for our project. Specifically within Javascript, we used the installations SocketIO and Node.js to help us with the real-time connection between users without having to share a computer. As long as the players are on the same wifi, one of the users can run the program and others can connect to a local server through putting the ip address of the wifi and a specific port within the URL on a web browser. Messages/actions from sockets (users) are sent to the server, which then send them out to either specific or any users that are connected to the server. This online capability of our program really enhanced the user experience and allowed stories to be created as quickly and creatively as possible. HTML and CSS were more of

the front-end side of the coding, which includes the layout of the page and the designs of the buttons/images brought in. We found it easy to incorporate our own designs within our code using HTML and CSS, which in return enhanced the presentation of our project as a whole. With little experience with each of these platforms, we had to research for hours before starting to code, but the knowledge gained from this project will definitely become useful within the near future.

Vivian Lee, our Concept Builder, came up with the idea of the game, created pictures/designs for the project, and figured out about being able to post the stories created online. Linda Zhang, our Craft Engineer, helped us keep a schedule in implementing our idea into code and combining our separate coded sections into one program. Jonathan King, our Affect Architect, worked with figuring out SocketIO and getting the different functions within the program to work with it to create the real-time connection we want for our project. Even though we had are assigned roles at the beginning of the project, we ended up supporting each other and just giving specific tasks out based on our skill sets.

Game play is simple and easy to pick up when entering the game for the first time. We included a pop-up/start screen when connecting to the server, which gives a detailed explanation of the concept of the game and an example of a prompt and response. When the players connect and you want to start the game, one of the

players clicks start and the timer will start. From that moment, the players will have 5 minutes to come up with the story based on one of the 40 prompts that appear in the box at the top of the screen. After finishing the story, if the players wish, they can post the story to www.we-story.tumblr.com after giving their story a title.



We played the game ourselves to see what it was like and what our experience would be like. Once I started the game, I immediately felt the pressure of the timer, and I discovered that 5 minutes is not as long as I had once thought. It was really hard to come up with words to finish up Jon's sentence and start my own. Following his ideas were tougher than I had anticipated and I found myself struggling to keep the story going. Ultimately though, it was fun to think of crazy ideas to make the story comical and I found myself laughing a lot as I struggled to write under a time constraint. It made for some pretty silly ideas and sentences.

The most surprising aspect of the game to us is the ability to have a real-time connection between two players. Rather than swapping the computers back and forth, players can simply connect to the same server in order to play the game. A future development that would definitely enhance the game would be the ability to run the game on a domain, to make it more permanent because right now, the game's javascript and html code has to be run by a person and players must connect to it using the IP address.