



The Hogventure Slideshow Framework

An on- & offline
Editor and Viewer
to create & play
storytelling games



The Game Engine

Slideshow with slides (rooms)

use objects as verbs

slide with dialogs, objects and background image

- Dialog and Object driven games
- Dialog If - Adventure like storytelling
- Hogventue Modus (Hidden Object)



The Global Paradigm

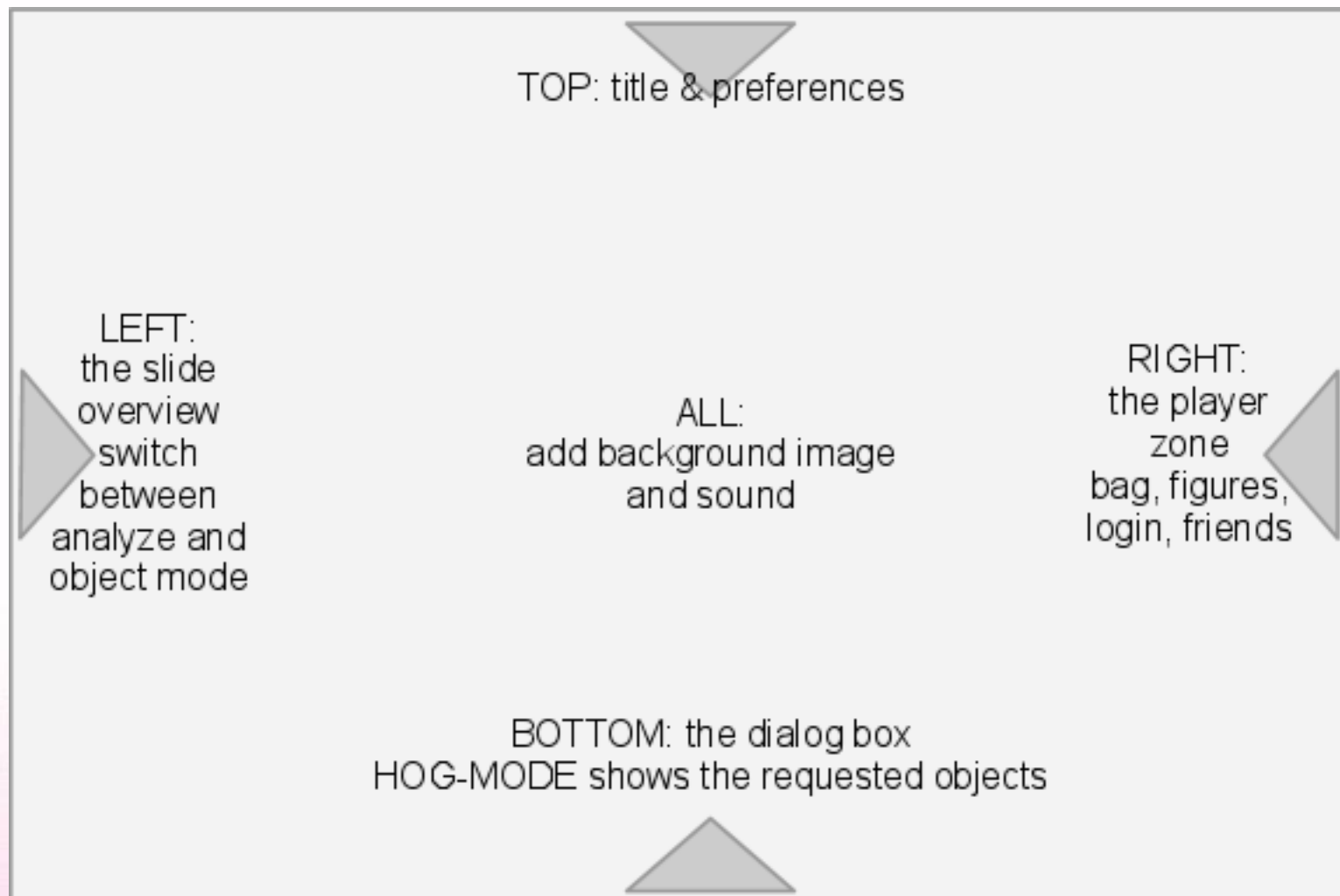
The five zones

- **Top** title, preferences
- **Left** slides
- **Bottom** dialogs
- **Right** player
- **Center** (All) background, objects

The paradigm is used for both game and editor



The Global Paradigm





The Viewer

The HSF follows some simple rules:

- high accessibility - only using low, easy technical standards
- easy usability - simple to understand by following the kiss paradigm
- great availability - easy to access, social (twitter, facebook ...), widely to communicate



The Viewer

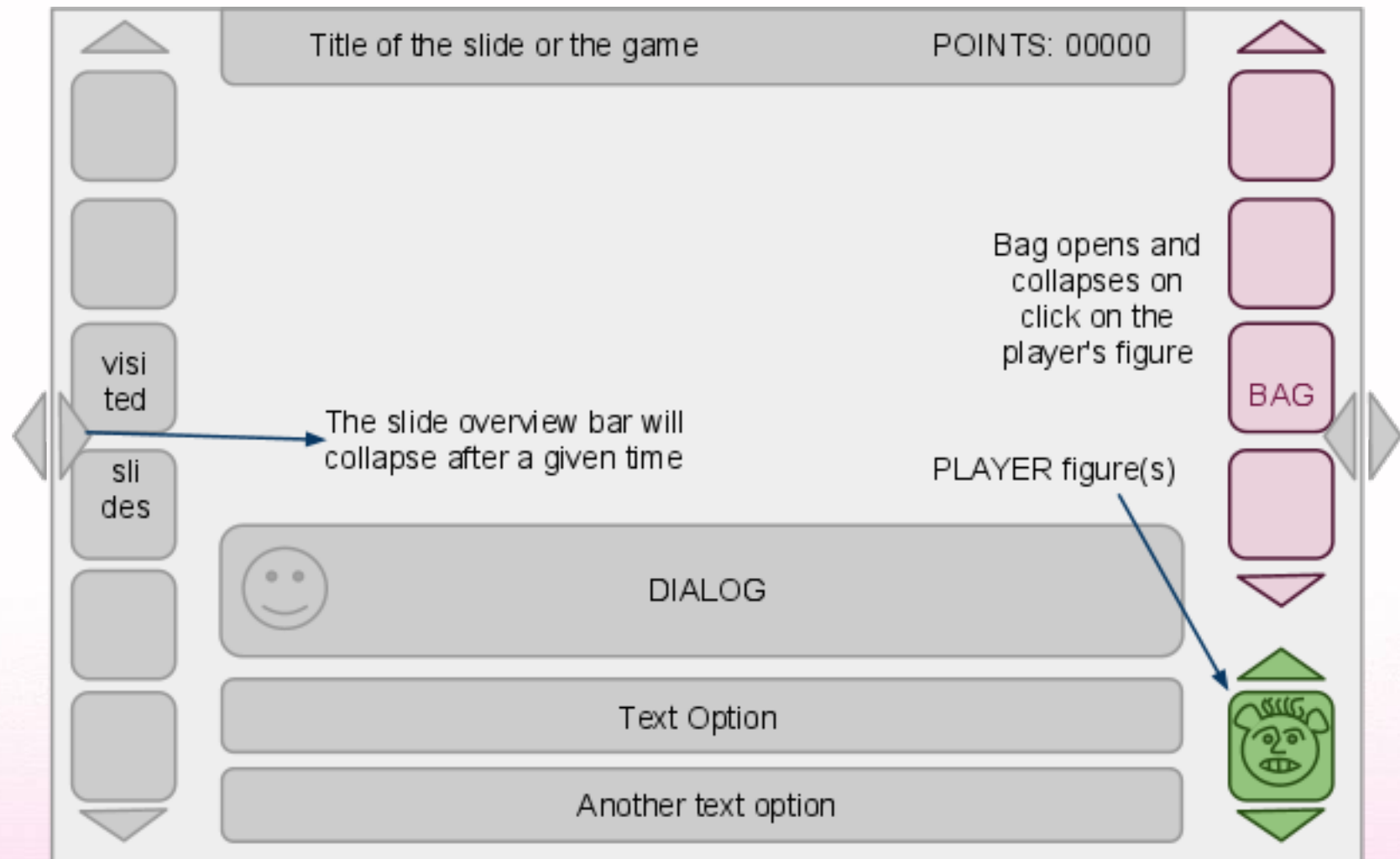
The framework comes with a player for the games, which is also implemented in HTML and javascript, and a server sided storage solution. Local and session storage is provided by the modern browsers.

The creation of single- and multi-player-games is possible.

The basic idea is to enable the user of this framework to learn how to create new media. Understanding these new culture techniques provides a benefit any social community and the world.



The Viewer





The Editor

The HSF allows you to create story driven interactive multimedia artwork - games.

There are 4 different main ways to do this:

- text, speech and dialog
- pictures - background, object and icons
- sound and music
- environmental



The Editor

The new title of this slide

preferences

The slide title. Mouse click to edit.

preferences

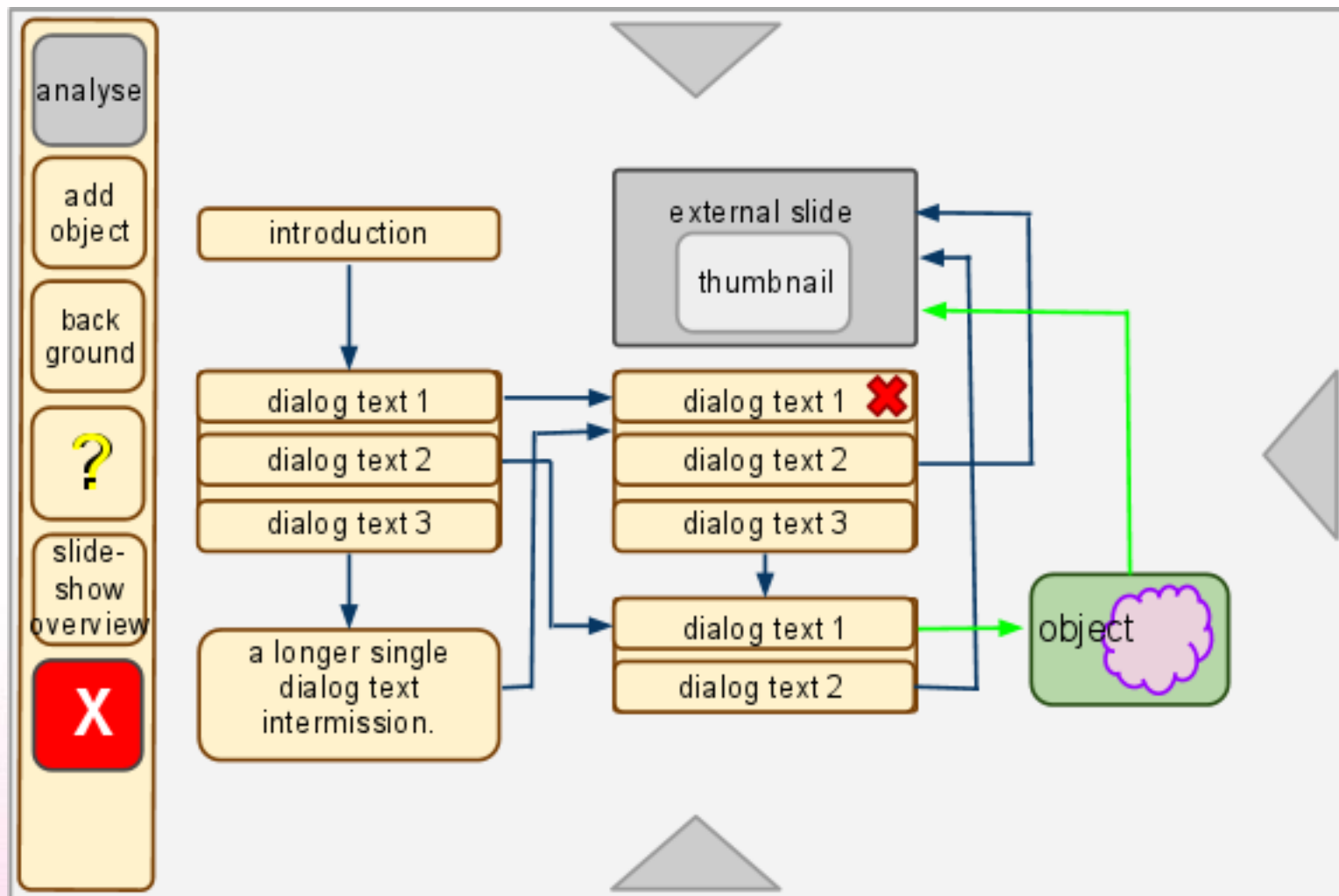


mouseover activates button
onclick shows the title box



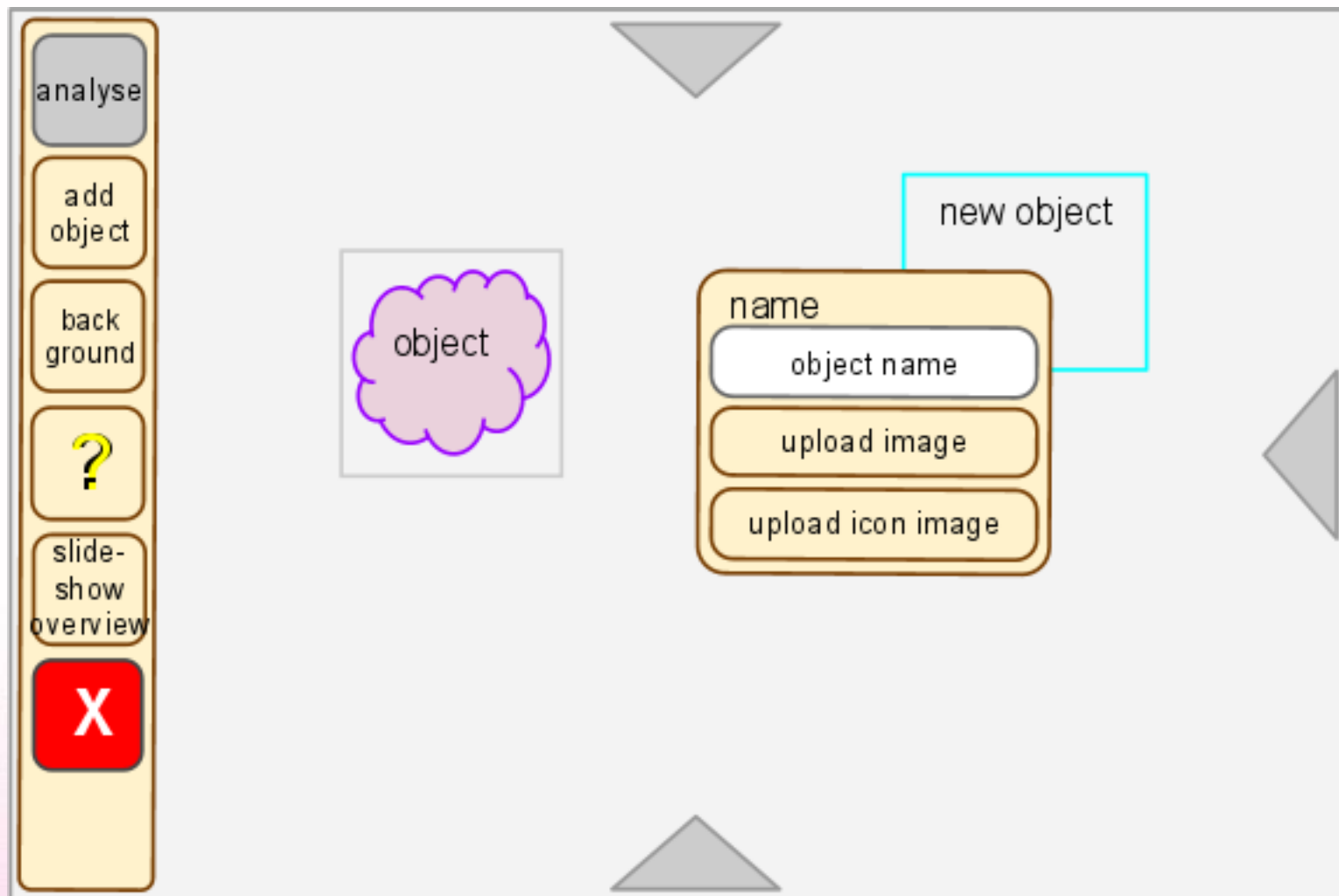


The Editor





The Editor





The Editor

The diagram illustrates the 'The Editor' interface, which is a central panel with a light gray background and a thin gray border. The panel is divided into several sections. At the top, there is a large white text input field with the placeholder text 'Enter a new line of text here'. Below this, there is a yellow rectangular area containing two buttons: 'Select a text to remove' on the left and 'add text' on the right. Below this yellow area is another white text input field with the text 'A new line of text for the dialog. You should set a target.' To the right of this text is a gray button labeled 'add target'. Below this is a yellow rectangular area containing two lines of text: 'More lore ipsum test text bla bla.' and 'A click makes this selected and editable.' To the right of this text is a gray button labeled 'edit target'. Below this yellow area is a large empty yellow rectangular area. At the bottom of the panel, there is a yellow rectangular area containing four buttons: 'add dialog', 'edit dialog', 'remove dialog', and a red button with a white 'X'. To the right of the panel, there is a gray arrow pointing left towards the 'add target' and 'edit target' buttons, with the text 'mouseenter shows target infos' next to it. To the left of the panel, there is a gray arrow pointing right towards the 'add target' and 'edit target' buttons. Above the panel, there is a gray arrow pointing down towards the top of the panel.

Enter a new line of text here

Select a text to remove

add text

A new line of text for the dialog. You should set a target.

add target

More lore ipsum test text bla bla.
A click makes this selected and editable.

edit target

mouseenter shows target infos

add dialog

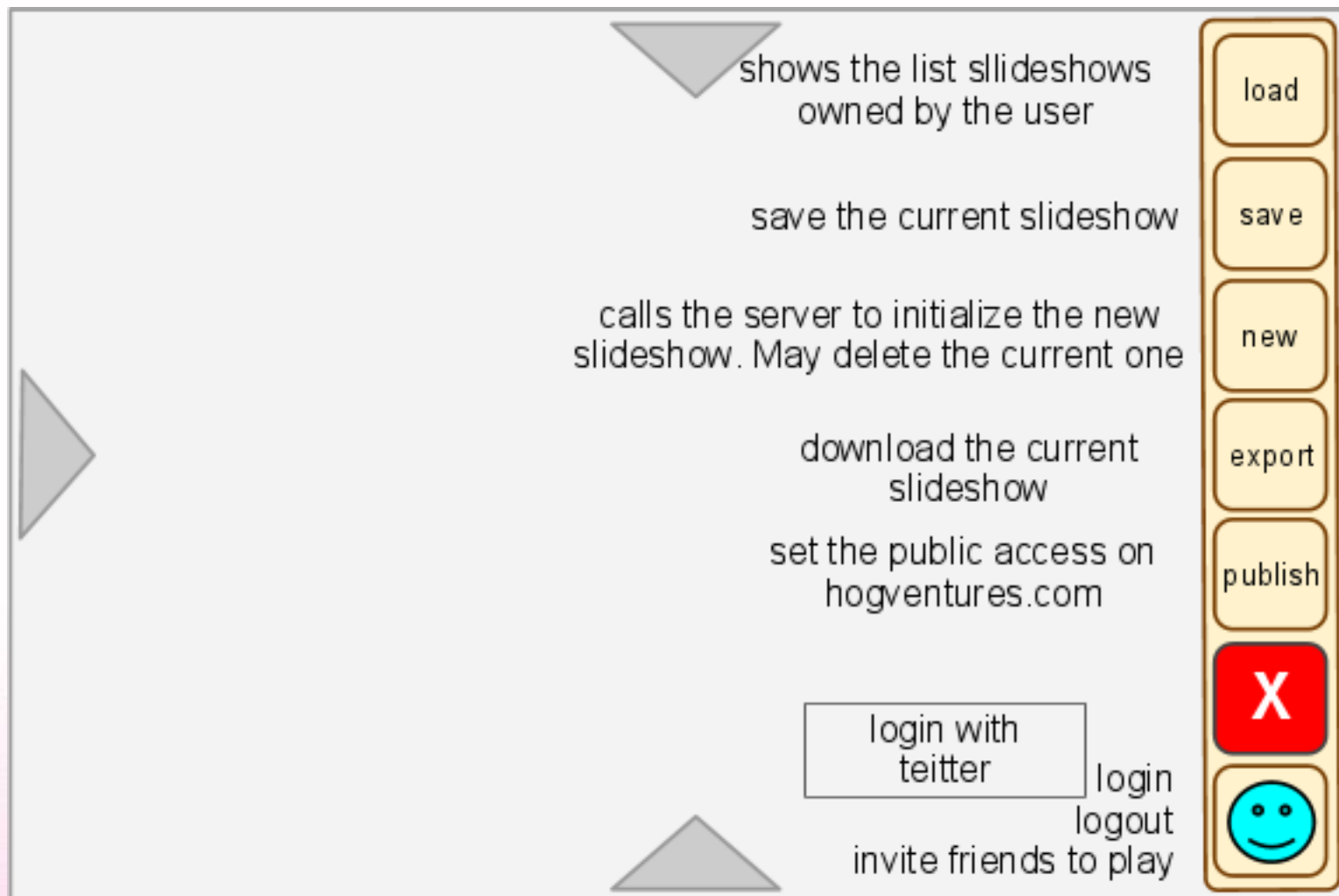
edit dialog

remove dialog

X



The Editor



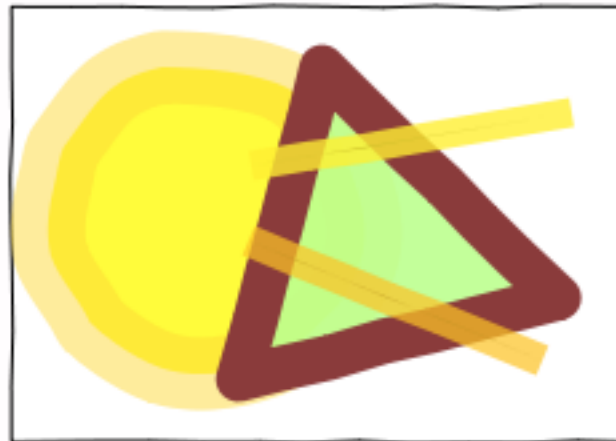


The Editor

The framework comes with some editor programs. The basic editor, one for images, an other one for simple 3d content and should have one to record sound and music in the future. The last editor program enables you to write javascript based plug-ins. With these tools you can publish your game as a HTML webpage. In the future no flash or equal will be required. This depends on the speed the HTML technique evolves.



The Editor



title:

▼

toolbox

front color

back color

drip drop

smooth

paint

fill

sketch

rubber

clear

more possible tools in the toolbox:
a dripdrop brush (smooth arc with default minimum size of 5px and soft edge, but dense center), maybe a bezier curve
'smooth' brush

palette

color

white

black

a

l

p

h

a

b

a

s

r

c

front color



The Release Plan

this version **anorexic aardvark**

- b-girl boar
- crepe salope
- double cross deal(doggy dog)
- early pearly
- farrow marrow
- grumpy gamer
- hot dog, hog ventourist



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