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Proposal

For this project, I would like to play around with the idea of a treasure hunt and book ciphers. The goal of the game/experience would be to find a word from a text like in book ciphers with the line/paragraph and the number of character (ex: 2:18 would be the 18th character of the 2nd paragraph). However, to make the experience more interesting and original, I would like to create a program where not only does the user have to look at the letters' coordinates in the text, but first, they would have to find said coordinates by doing some small challenges, games or maybe experiencing some kind of element (image, animation, video, audio, …).

To create those clues and challenges, I would like to use mostly p5.js canvas, jQuery, and potentially phaser 3.

The way I see the project coming together is by putting everything (or almost) in dialog boxes using jQuery UI. I want to create the impression of an overwhelming amount of information and make the user need to really take the time to go through the finding of the code and then the decoding of the word. I also want to present the viewer with many small-scale projects to try and have at least one thing that they will enjoy while going through the process.

For the technical challenges, I think that the biggest one will be to work with many different libraries and incorporate them into the program. Another potential difficulty will be how to create the book cipher code and have the word in the text with the appropriate coordinates (which is the main focus of my prototype). Lastly, although not really a technical problem, I will have to work quickly if I want to create many different small experiences with different libraries.

Something I am still unsure of is how I want the game to start. I know that I want to use dialog boxes for the clues and even the text and potentially the place where the user inputs their answer, but how to get there and the order of apparition of the dialog boxes is still to be decided. I am thinking of maybe starting the whole

experience with a single button with no explanation and slowly letting the user understand what to do, what is going on and what the goal is.

Start with only a button (empty button? Three dots? Start?):
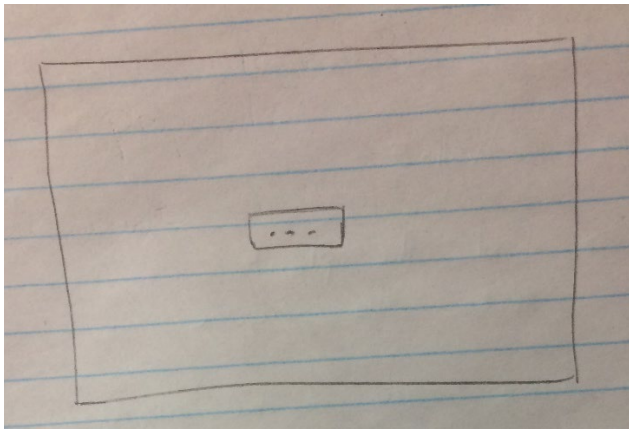
When the button is clicked, it opens the text's dialog box and another one for the encoded word. That 2nd dialog is not legible because instead of the code, some random symbols are displayed (to go with the idea of the user only gradually figuring out what the program is about):
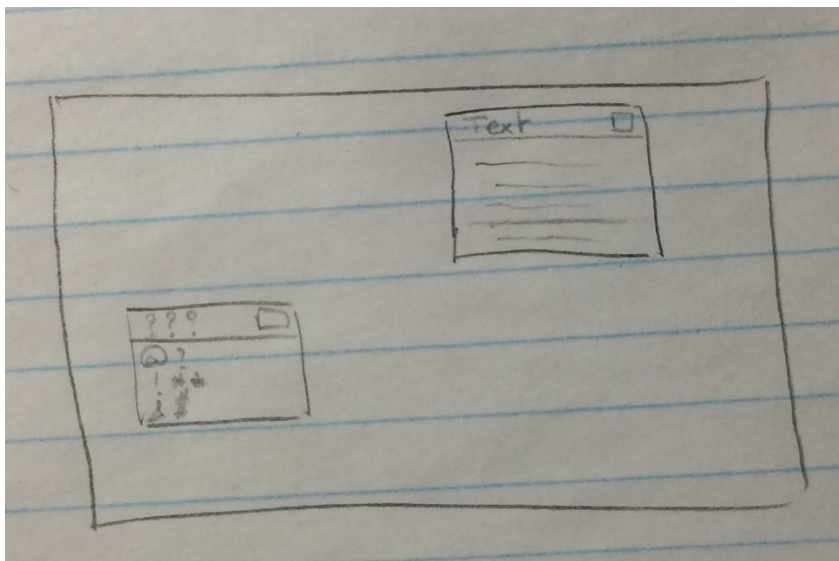
A button in the encoded word dialog box opens some of the clues dialog boxes. The user has to figure out what they need to put in the input of the clue's dialog box (the

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code/coordinates for one letter. If it is correct, these coordinates appear in the encoded word dialog box at its right position. Another number of clues can then pop up so the user has more things to figure out.