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Project Plan (rev. 2)

Project Statement

A choose-your own adventure game in the style of an old dungeon crawler game. The player will be prompted to choose between different paths as they navigate the level, with a limited amount of rooms they can visit. Their choices in what puzzles they complete will prompt different endings. This could be a unique experience for the player as the experiences of web browsing and playing a video game are fused.

My Motivation

I'm fascinated with game design as well as web design and have been interested in creating a fun, and unique game on the web. I want to explore the line between playing a game and simply clicking buttons, and test the player's ability to pick up on small, but vital pieces of information throughout the level

Target Audience

This site will be for people with an interest in games outside of the normal conventions of game design. I hope to capture the interests of players of new avant-garde games as well as old-school point-and-click gamers.

Competitive Analysis

chooseyourstory.com is the most notable choose-your-own-adventure site but the games hosted there are largely text-based. moonshades is a similar experience to what I have planned but it is a fully-functional RPG, coded in webGL. My site will be differentiated in being more puzzle-based and narrative-driven, but I hope to draw inspiration from the old-school aesthetics of moonshades.

Content Requirements

The site's layout will be composed of 4 hallways and 8 rooms, with an end screen. Each room will contain a simple puzzle based on a bit of content; the content for the rooms are:

MP3 of water drops (stereo)

Video of birds flying (distorted)

MP3 of C-major scale on piano

Time lapse of flower growing (distorted)

MP3 of clock ticking

Video of ink in water

MP3 of music (distant, faded)

Video of code scrolling

Technical Requirements

The site should only require HTML, CSS and Javascript in order to function properly. It will function on one page in order to avoid breaking immersion with page loads.

Creative Brief

The site's visual design will be a strange blend of illogical, dada-like elements paired with clean geometric design in the style of Material Design. I hope for the feel of the site to be strange and otherworldly, with clean angles, colorful rooms, and nonsensical elements that come together to draw the player into solving the puzzles.

Future Iterations

Making a more fully-functional game like moonshades is a possibility, but I would like to focus first on refining the visual design of the site and adding more content before this.

Risks

The main risk of the project is failing to generate enough content in time, but my limited knowledge of javascript could also be an issue. Failing to create seamless transitions between rooms could also ruin the immersion of the game and cause the game to be sub-optimal.