

Edan McDevitt
Web Studio
NYU School of Engineering
Summer 2015

Project Plan

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, and solve a puzzle to finish the game. 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.

Content Requirements

My site will be composed of hallways and rooms, which have strange media in them: distorted audio tracks, strange video and small puzzles in order to progress. I will need around 4 videos, 4 audio tracks and 8 puzzle elements to make the game feel complete.

Technical Requirements

The site should only require HTML, CSS and Javascript in order to function properly.

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 solve the puzzle.

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.