When I heard that this project is focused on interactive art I thought of the new media artist presentation I did, Alice Yuan Zhang. Her interactive art reminds me of video games even though they talk about more prominent topics like technologies relationship with nature. While my idea won't talk about social issues I want to structure my project like a video game. I want the user to be able to navigate through a makeup world I created and complete tasks along the way.
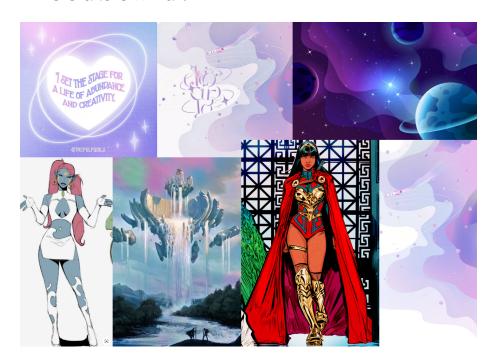
The project I really liked of hers was *Eat Me* a website that allowed the user to travel through the body and explore our digital consumption. I like how I could travel through the body just like I would if I was actually inside. As I "walked" around different images and text showed up guiding the viewers to different ideas. In my interactive experience I want to create a world where the user can travel in whichever direction they wanted and take different paths to the same outcome. While it will be hard to code different situations into one end I think it will be beneficial for my project to keep the user interested in my website. Another element I was interested in was the voiceover narration in this project. I felt immersed in the game and almost forgot I was still in my room. I want to create this atmosphere on my website through sound and text. Along with this interactive element, I will have a sound element to accompany my game. My biggest goal for this project is to make the user feel like they are in a different world, an escape from reality.

For the concept behind my project, I was reminded of the book I read when I was younger, *I Am Princess X* by Cherie Priest. The storyline of the book is that two childhood best friends created a story about a princess/heroine that only the two of them know about. When one of them goes missing the other best friend's life goes on without them until they start seeing stickers of the character they create connected with a website around town. They decided to solve the mystery of who is behind the website and if her best friend is really dead.

What I like about this book was the concept of creating a character. I read this book at the same time I was obsessed with comic books and started to develop a character of my own. I never fully developed the idea so I wanted to go back to it in this project. The problem is I never documented my ideas so the only material I have is a sketch of her superhero costume in an old sketchbook of mine. The story of my superhero is that she is from another dimension that that energy source became her power when the whole planet was attacked. She has the power to jump dimensions and create weapons at the touch of her fingertips.

Combining the book concept with the concept of the superhero I created I want my website to act like a mystery roleplay game. While Princess X was the main character of the mystery the superhero I created is the main character of my video game. The story of the character will be the mystery the user has to solve. The different tasks will be different puzzles to solve. The way the book is structured is that the text is interrupted by comic panels switching between reality and the story of the character. I don't want to switch stories on my website but I like the idea of switching between mostly text puzzles to more visual comic book panel-like puzzles.

Moodboard:

Mind Map: