Michael Greco

Dr. Best

ENGLIT 0512

10 December 2019

Author’s Note

The goal of my project was to adapt the movie *The Goonies* into an interactive hypertext game. *The Goonies* debuted in 1985, a time when the internet was becoming more mainstream in society, and hypertext and interactive fiction was a popular form of narrative discourse. I chose *The Goonies* as my narrative for a few reasons. For starters, I really enjoy it and is one of my favorite movies, and also because I wanted to make choose a narrative that was from that time period, early 1980s, to make a hypertext game because I thought it would make sense for this type of game to have been created on a narrative from the 1980s. Also, since the main plot of the movie is kids going on a treasure hunt, I thought it would be very conducive to an interactive hypertext game.

My overall goals were to make my hypertext fiction game as comprehensive as possible and to take the player through the entire narrative of the movie. My adaptation of the movie follows the plot fairly close, however I added a few different passageways and some different endings that really add to the interactivity of the game. I did not want to just follow the plot of the movie but make it hypertext because then that would be a bit boring and not be all that interactive. So, by making it more of a game with different endings and ways in which the player can lose the game allows for a more enjoyable and interactive experience.

While I wanted to make my game as comprehensive and as close to the movie as possible, I still had to focus my attention on certain aspects of the plot and leave out some smaller plot lines. I decided to focus especially on the treasure hunt since that is the main storyline and that would be the most entertaining and interactive part of the plot. By focusing on the treasure hunt I left out most of the romantic side plots. There are a few love stories in the movie between Brand and Andy and of course the one between Chunk and Sloth. I touched on the one between Chunk and Sloth a little however it was really just to show that they were together in the same room and make it clear that they were not with the rest of the Goonies. I felt that the romantic scenes were less important to achieving the goal of the game, a movie is typically a few hours however a game is likely to be played in under an hour and therefore it is not as necessary to have these additional plotlines. One feature I would have liked to implement but struggled to figure out how and with time constraints could not, but I wanted to add a point system to the game, similar to one in *Zork*. In *Zork* players earned points by picking up items and stashing them in their inventory. I would have liked to implement a similar one where the points are not very necessary or mean all that much but are just there as an added bonus for the gameplay. In order to do this I would have had to change the style a little and probably add an inventory as well as items to pick up throughout the game.

Another way to I wanted to meet my goal of making my game as interactive and immersive as possible was to add pictures, gifs, and audio to my game. The hypertext pieces we looked at in class were had images for the most part, but mostly lacked any type of audio, which I think adds a whole other immersive element to the narrative being told. I tried to add music and sounds on pages where I believe it would make the most sense. For example, when the player travels through the tunnel I added a creepy “walking through tunnel” sound on those pages. I also added the music from the opening scene of the movie to the beginning screen of my game to get the player excited about the experience they were about to have. I wanted to add these different media types in order to make the game a more realistic and immersive experience. By having the music and images the player is able to more clearly see the story line and feel the emotions of the characters. I also felt that adding images and sound would make players more interested in each page as it would diversify the slides and help with element of surprise that some paths led to.

While creating my interactive hypertext I faced some problems along the way. First, I had to learn some html coding on the fly in order to embed the audio and images into my project. This luckily was not too challenging as there are a lot of resources online and I have some coding experience. Another challenge I faced was deciding which parts to leave out and which to keep. I wanted to make sure the story was extensive and had a solid beginning middle and end, however, didn’t want to get too tedious with every detail that was part of the movie. I had to keep only the parts that were the most important to the story and that would translate well to a hypertext format.

One other goal I had was to make it a fun treasure hunt game even if the player has never seen the movie. I think I was able to do that by making the scenes on each page in enough detail to visualize as well as adding the audio and images to really create the scene. I had a few people play it who have not seen the movie and they seemed to enjoy and even made them want to watch the film. I think making the point of view first person helped with this aspect. The player gets to play alongside the Goonies and go on the adventure with them, which I thought was an important feature to have to make the experience more fun. Overall, I enjoyed creating an adaptation of one of my favorite movies.