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CART 351
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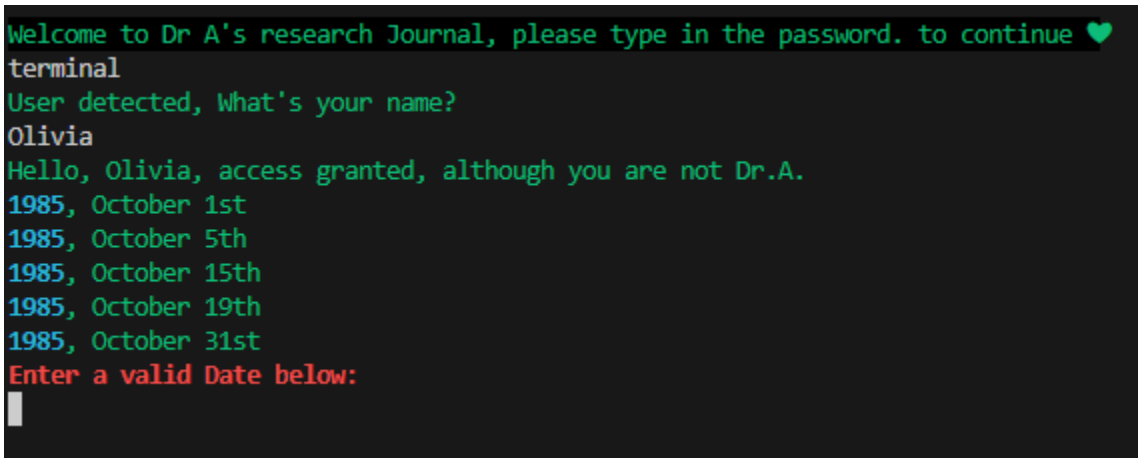
Project01 Reflection

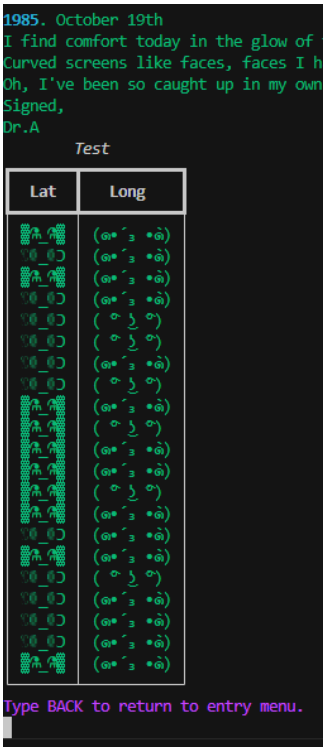
This project explores the storytelling potential in even simple programs, and utilizes the engagement of the 'player' to continuously reveal the story, as well as different aspects of it, based on received inputs. The narrative follows the journal entries of Dr. A, who has written their thoughts as they are stuck in solitude at a weather analysis station. As the player navigates through these journal entries, it is slowly revealed that Dr. A has become so accustomed to the sole presence of computers, that they have become a part of the computer terminal itself.

The program is relatively simple in its setup, opening prompts ask the player to input a password and a username which lead to the terminal displaying the entries, listed by date.

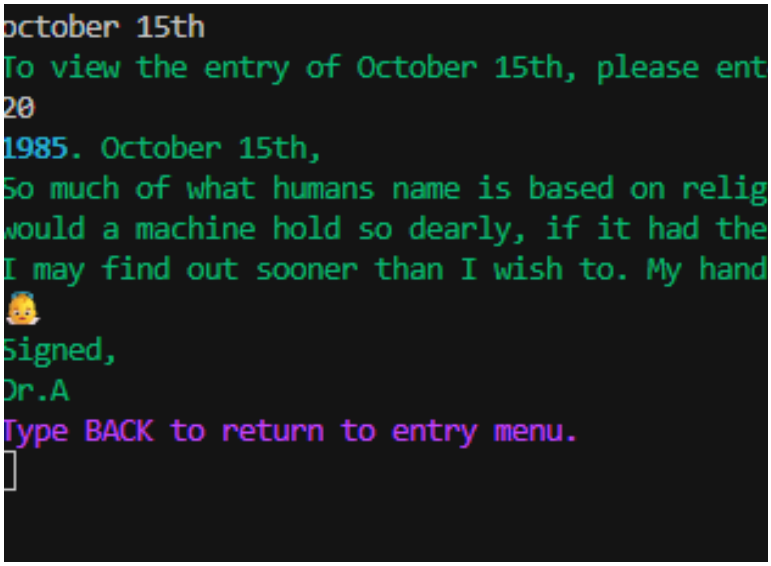


Prompts guide the player, helping to navigate by indicating what to type. Each entry has a unique quality. While the first simply displays the journal text, the others make use of the data from the Air Quality API to vary the experience. The data enforces narrative, for example, in the October 19th entry the numerical information in the datasheet is replaced with ASCII art

expressions, meant to reflect Dr. A's comments about the computer screens looking like familiar faces in the same entry.

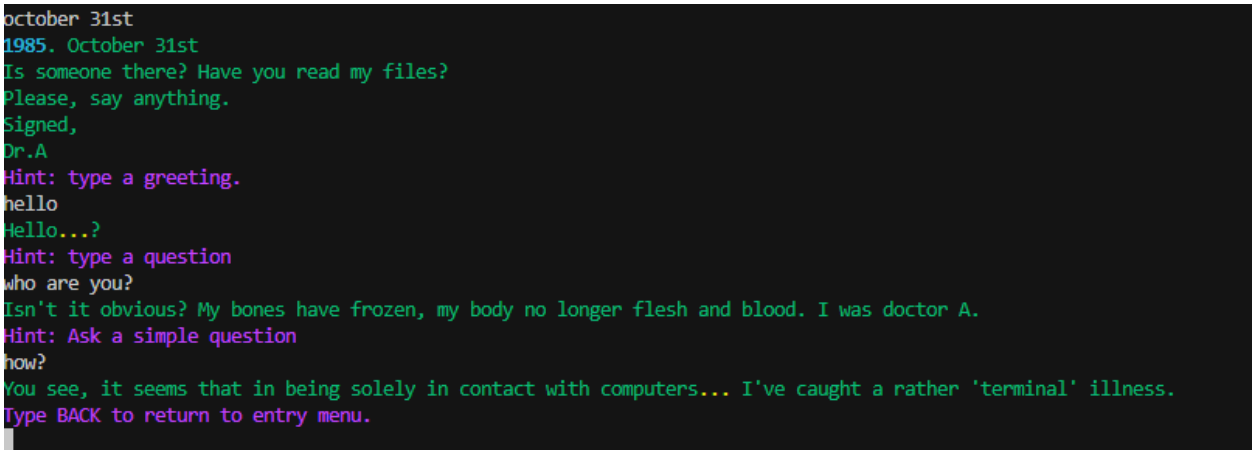


On top of the ASCII art library added, the Rich library was used for both artistic and practical purposes. Using different text colors makes it easier for someone to navigate the program, with prompts appearing purple or red and entry information appearing as green, it separates the different types of information. However, the green text also helps to recall old computer interfaces, and sets a mood for the program. Moreover, the emoji capabilities of 'Rich' were used as a fun way to add an unexpected element to the otherwise 'old school' feel of the terminal. This enhances the feeling of unease in the navigator. This can be seen in the October 15th entry. If the player happens to type in a number corresponding with a name of a station featuring the word 'Saint' or 'St', they are met with the Doctor's uncanny message, and an angel emoji. Once again, this is meant to act as a fun yet strangely out-of-place element to enhance the sense of the warping reality of the Dr.



The final entry, October 31st, ends the sequence with a short conversation with Dr. A directly, meant to convey the doctor's transformation/merging with the computer/terminal. Aided with HINTS in purple, the player's inputs can be interpreted in a series of simple if/else sequences, allowing for these responses. Although fairly simple, it is, in our opinion, still an effective way to breathe a sense of life into the code, as it utilizes the user input in a way that simulates conversation.

```
def October31st():
    #Takes input from the user and responds accordingly
    entry = ["1985. October 31st", "Is someone there? Have you read my files?", "Please, say anything.", "Signed,","Dr.A"]
    for line in entry:
        console.print(line, style = "green")
    console.print("Hint: type a greeting.", style = "purple")
    answer = input()
    if answer.upper() == ('hi').upper() or answer.upper() == ('hello').upper() or answer.upper() == ('hey').upper():
        console.print("Hello...?", style = "green")
        console.print("Hint: type a question", style = "purple")
    else:
        console.print("Oh, someone's there.", style = "green")
        console.print("Hint: type a question", style = "purple")
    answer02 = input()
    if answer02.upper() == ("Who are you?").upper() or answer02.upper() == ("What is this?").upper() or answer02.upper() == ("What's happening?").upper() or answer02.upper() == ("Whats happening?
        console.print("Isn't it obvious? My bones have frozen, my body no longer flesh and blood. I was doctor A.", style = "green")
        console.print("Hint: Ask a simple question", style = "purple")
    else:
        console.print("I'm sorry, I have no interest in much conversation. Indeed, the glowing faces are enough for me.", style = "green")
        console.print("Hint: Ask a simple question", style = "purple")
    answer03 = input()
    if answer03.upper() == ("How?").upper() or answer03.upper() == ("how did this happen?").upper() or answer03.upper() == ("Why?").upper() or answer03.upper() == ("Why did this happen?").upper()
        console.print("You see, it seems that in being solely in contact with computers... I've caught a rather 'terminal' illness.", style = "green")
    else:
        console.print("Goodbye, leave me be with the machines.", style = "green")
    backbutton()
```



Although a fairly simple program, it is still a rewarding experience as a creator to make something that takes in and interacts directly with player input. Our goal was to create an interactive narrative experience with a sense of uncanny-ness by playing subtly with emojis, colors and ASCII art. Being able to execute this and see the creative potential of even something as simple as using the terminal did open our eyes to many more possibilities.

Libraries:

ASCII art : https://pypi.org/project/art/

Rich: https://pypi.org/project/rich/