

Assignment 8 - Final Project Write-Up

Website URL: https://peiyutsai.github.io/assignment_8/index.html

Website Repository: https://github.com/peiyutsai/peiyutsai.github.io/tree/master/assignment_8

1. Website Description:

This website is built to teach potentially interested board game enthusiasts about a game called *Ten Candles*. It's a very simple and easy to pick-up game where players work together to tell a story about a group of characters' inevitable demise. Those who are interested in role-playing, horror, or storytelling may find *Ten Candles* an interesting experience to have with a group of friends.

However, the trouble many non-digital games has is its inability to for its key game mechanics to be quickly conveyed, leading to people getting turned simply from the explanation of the rules. For example, the PDF file of this game's rulebook is almost 100 pages long. Nobody has the time or patience in the world to read that especially when people are going to have their own house rules anyway.

To avoid deterring people from this experience that I really do wish other people can enjoy, I built a website that teaches people the bare minimum rules and guidelines that they need to be able to participate and enjoy a game of *Ten Candles*. As this is a simplified demonstration of the game's rules, there are only two main sections: one section that talks about dice and one section that talks about tools one can use to affect the results of said dice. I also populated each section with interactive examples.

At the very end, I linked a couple of my favorite *Ten Candles* stories in a vain attempt to convince people that this form of storytelling is compelling and exciting.

2. Implemented Interactions:

- First Conflict Box:
 - Click on "Roll Dice" to roll all 10 dice.
 - An animation should play for each dice. "1" will end up black, "6" will end up white, and the rest will end up red.
 - If you have at least one "6", the "Conflict Result" next to the dice will animate and say "Conflict Succeeded". Otherwise, "Conflict Failed".
 - Click on "Refresh Dice" to reset the box and its elements to their original position.
- Gameflow and Scenarios Box:
 - Move the slider to move dice from the "Your Dice" section to the "Gamemaster's Dice" section.
 - Resets all dice, changes the Scenario card to the appropriate one, resets the rest of the divs to their default states.
 - Click on "Roll Dice" to roll all 10 dice.
 - Same function as before, but all "1"s in "Your Dice" are lost.
 - If Your "6"s > 0 and > Gamemaster's "6"s, "Conflict Succeeded"
 - If Your "6"s > 0 but ≤ Gamemaster's "6"s, "Compromised Success"

- If Your “6”s=0, “Conflict Failed”
- The text boxes to the right also change depending on where your slider is and what kind of result you have.
- “Refresh Chapter” keeps the slider position but refreshes dice faces.
- Cards
 - Click on “Burn” to animate and reveal bottom text layer. Click on “Unburn” to bring the top text layer back. Simple as that.
- Youtube Links
 - Added so people can watch videos related to my topic. Doesn’t really count as an interaction, but I like it.

3. *External Tools and Frameworks:*

- Anime.js
 - Used to breathe life into my interactions and build an eerie mood to my webpage. It’s also an easy library with clear documentation that I can learn in a timely manner.
 - For example, the opacity of a gradient layer is animated to go down and up, altering the brightness of the website as if the website were “breathing” or “pulsating”.
 - Dice were animated to better convey change.
 - Cards were animated to better convey the metaphor of “burning away”.
 - It adds life, animation, and an identity to an already boring website.
- JQuery
 - Just used to make my life slightly easier. The syntax is shorter and sometimes allows me to more conveniently climb the DOM tree and access the selectors that I want to use.
 - Miscellaneously used to save time and access elements that I wanted to use.
 - Frankly, I didn’t use it much. It’s more a supporting tool.
 - It saved a few hours on my project. That’s what it added to my website.

4. *Changes from Proposal (Assignment 7):*

Initially, I had a very ambitious plan where I’ll illustrate the 12 principles of animation with adjustable parameters through interactive sliders. I was way out of my weight class and decided that I needed to do something that I’m interested in and can handle. I changed my plan completely (refer to part 1) and coded from scratch. I iterated on my website by showing my peers and my TA some tech demos to see what they thought of some of the little code blocks I had.

5. *Implementation Challenges:*

- Learning a library and learning its syntax
- Getting async to work because Javascript is a pedantic event-based language and I hate programming
- Getting sliders, dice, and HTML to work together in the Gameflow and Scenario box

- Not being able to implement a bunch of other things and use a bunch of assets I wanted to use because I suck at coding.