

Guidance for “Interactive Story”

Help Documentation

Forehand knowledge

This project basically centres around the user manually controlling the pace of the story, other than specifically specified sections, the webpage is quite user friendly and accessible after moderations. The persona the user follows along with comes from an archaeological background and through the medium of the red jadeite bracelet, triggered a remembrance of previous lives (being the case for the four characters).

Tutorial

The webpage of the game should look like this after it is refreshed and loaded fully, with the gradual appearance of a bamboo slip at the bottom-left corner of the screen. It is suggested that the user could first click on the menu button at the top-right corner to trigger the background music into playing, then return to this page and proceed on (through clicking the return button that appears after the menu page shows up).



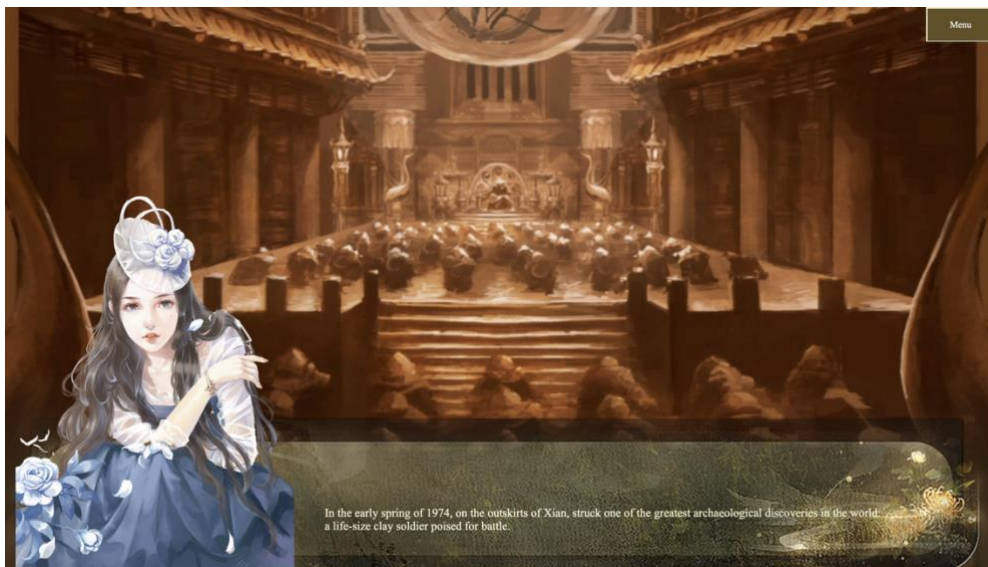
This is an example of the animation of for the cover background taking place and a shift in the text on the bamboo slip after the user interacts (ie clicks) on the webpage.



This is when the begin button appears on the bottom-left corner after the prologue section finishes and the main part of the game actually starts. This step would occur after all the text has been played and the user clicks on the screen when the background image of the tree turns dark (to ensure user comprehends all forehand knowledge before proceeding onwards).



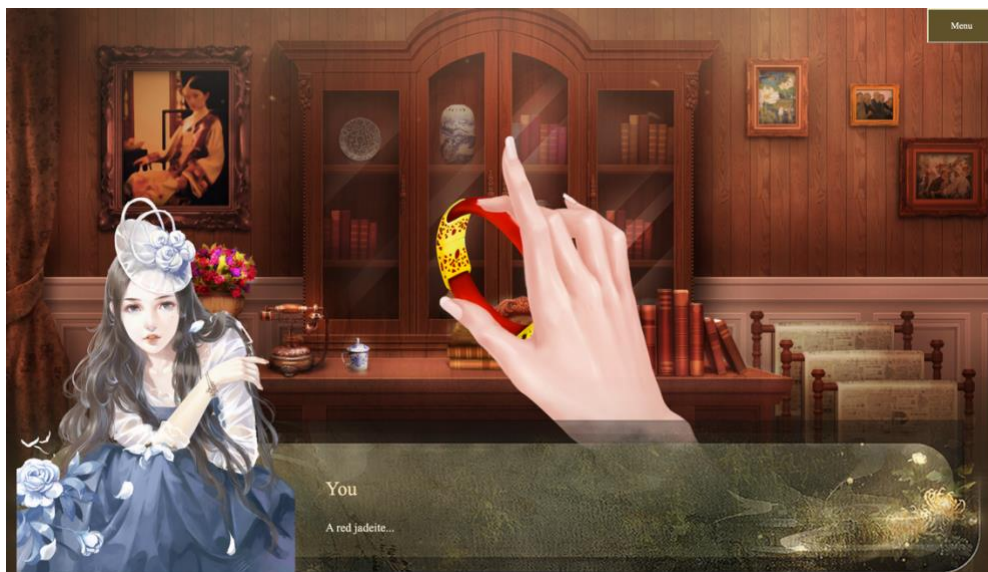
This is an example of the first variation of main function (nextLine) of the code with and without a character the persona converses with, with a text box that presents to the user the story. And could be triggered to the next line through a click on the webpage.



Below is an image for an animation, this condition is typically when the code is set to only trigger the next line if the animation is finished.



This is an example of when the animation of the text box (next line function) automatically appears when the hover function is triggered. So there is a deliberate lag in between.



On this page after the section with the governor finishes, the user should click on any part of the webpage other than the menu button to trigger the character selection section.



This is the character selection page, the images are translucent and only opaque if user mouse hovers any character.



An example of the character page with the generated character image and the corresponding identity.



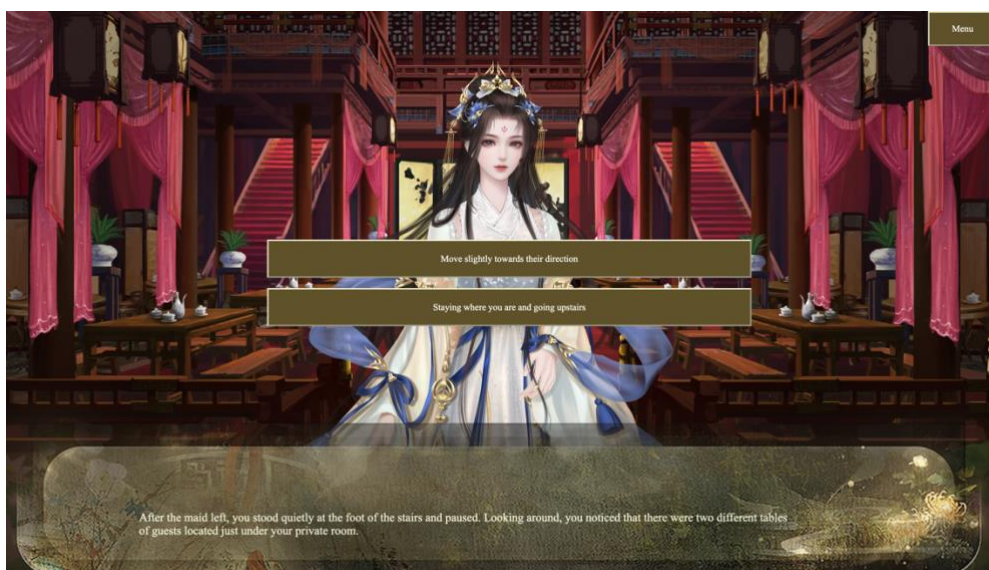
Corresponding image of the map and buttons would appear, the characters should only have one button appearing at a time. Follow the showed buttons and proceed onwards.



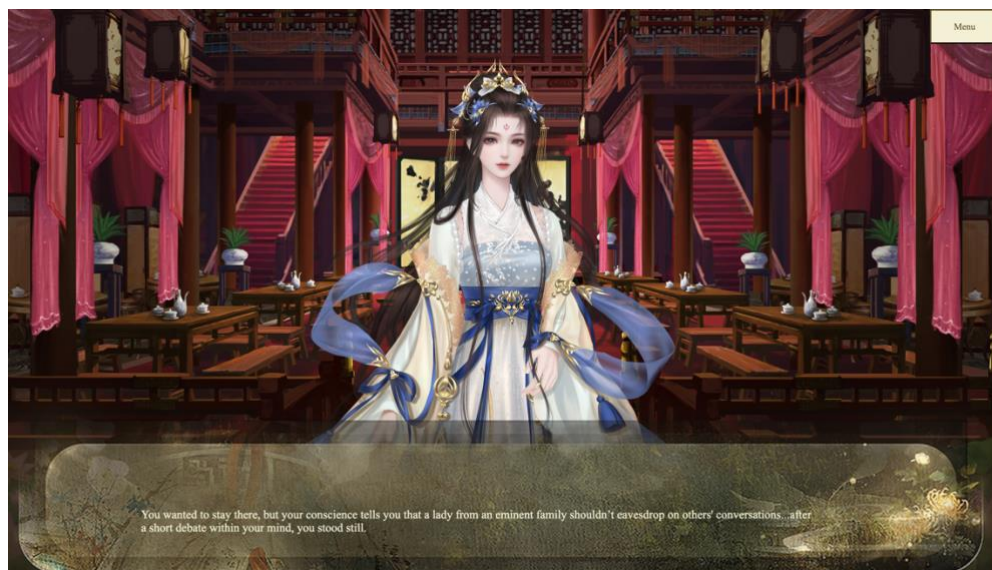
Example of an animation lag designed for the user to see the image clearly first.



This is when the choices shows up, during this phase, the user would not be able to click and trigger to the next line. After choosing an option, the user could then trigger the code further.

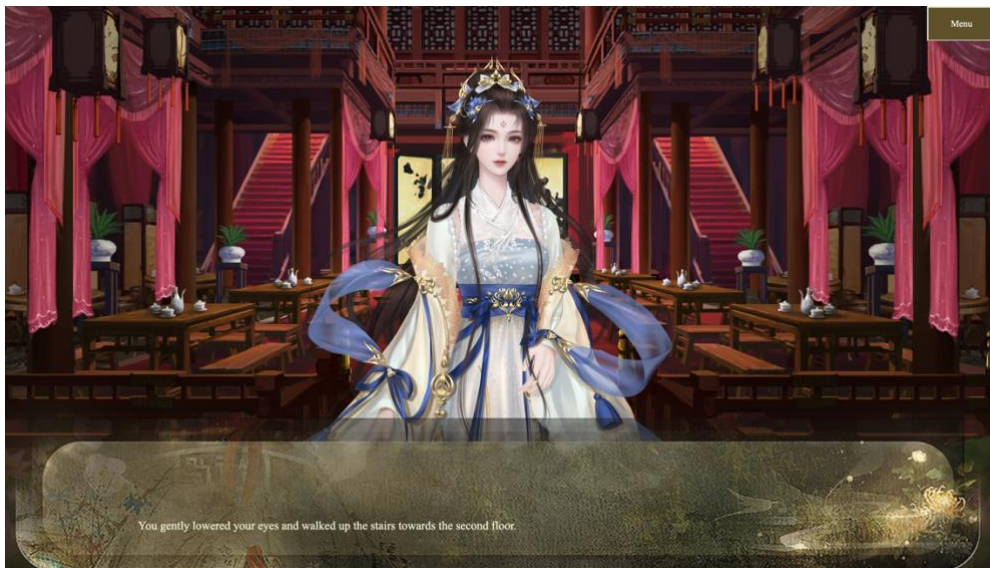


If the user chooses the wrong option, then there will be a change in the colour of the menu button to notify the user of an update in the array. Opening the menu page, there will be a new line of description explaining why the choice is wrong. And after the user returns to the main webpage, the menu button would change back in colour.

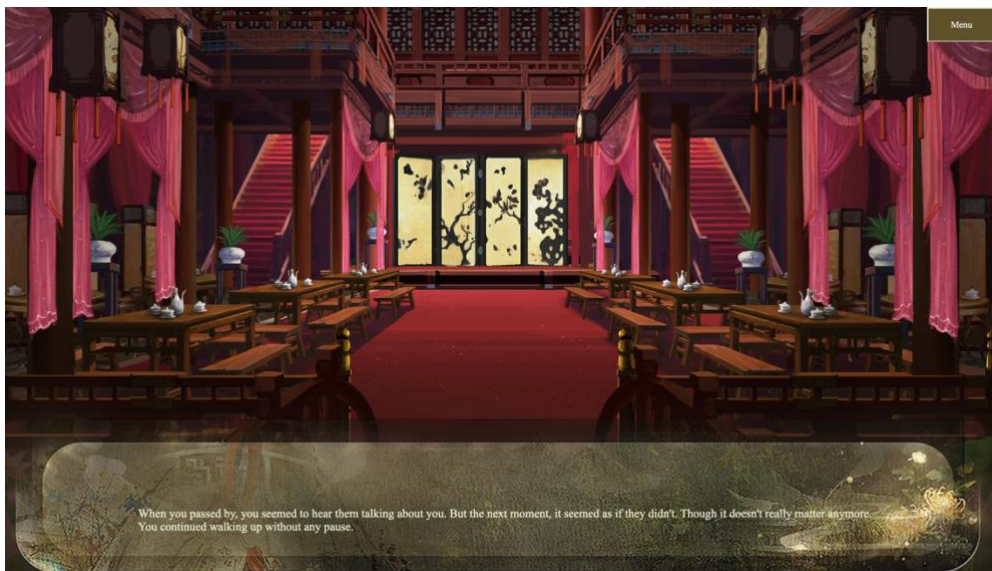




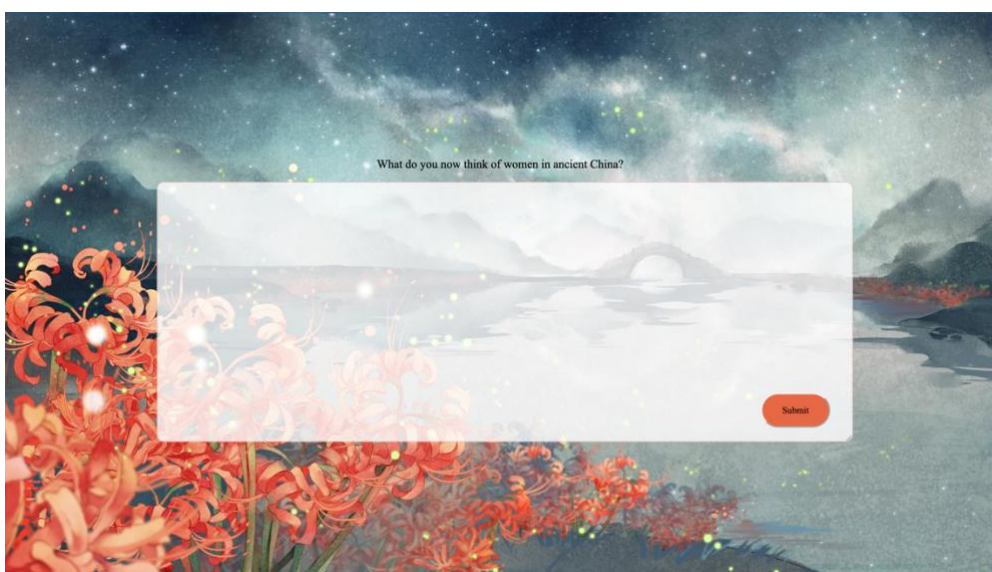
If you choose the correct answer, there would be no change to the menu button and page. The plotline would proceed onwards.

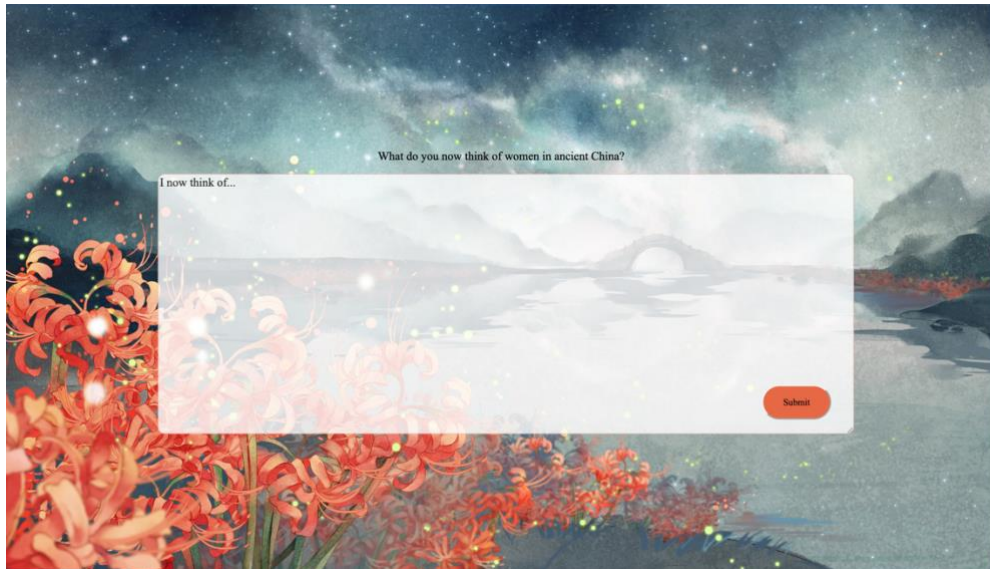


This is the only section that requires the user to manually click then the animation shows up, usually it would automatically show through the hover function then the user could click to trigger. This is deliberately tailored so the user could experience a sense of control over how long the persona walks for etc.

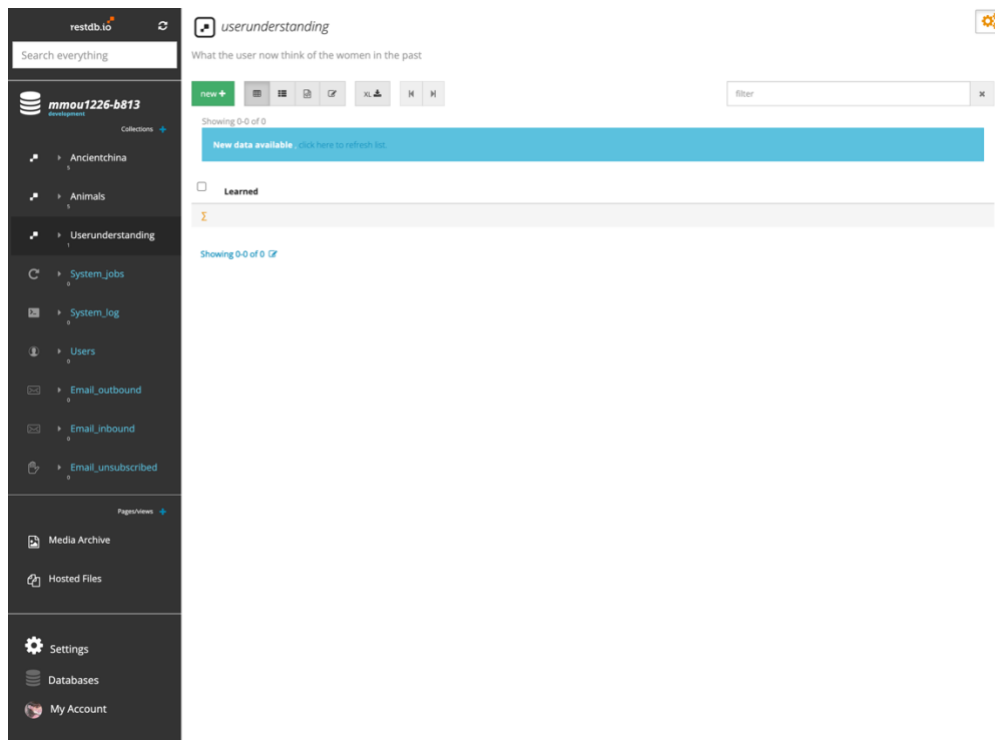


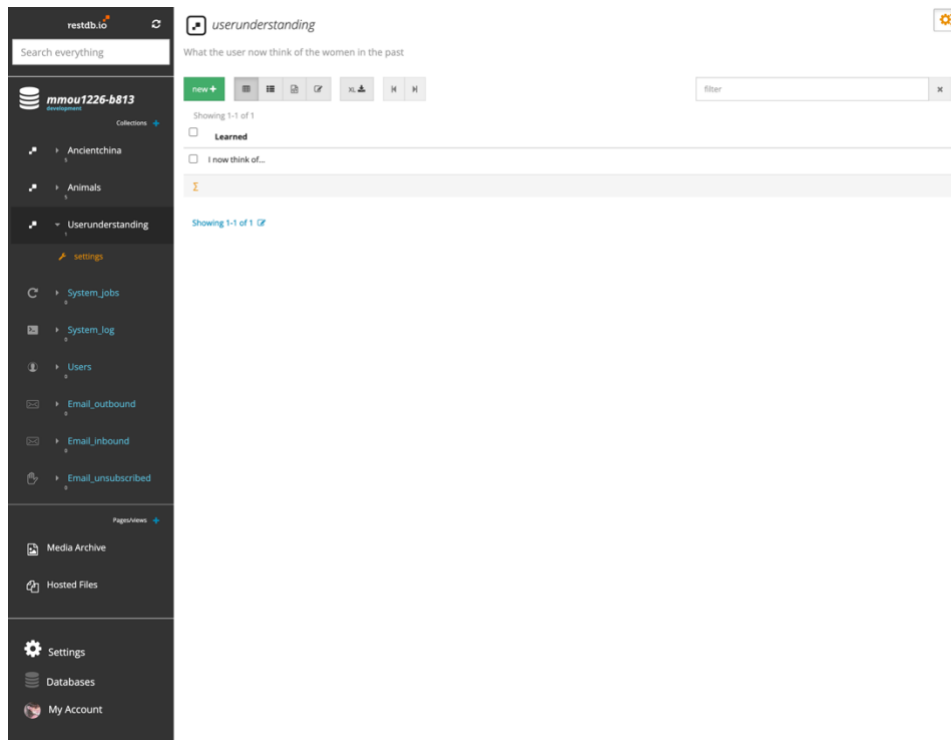
After the user completed the storyline, the conclusion function would be called, and the page below would come up with an input text area and submit button for the user.





What happens with the database collection for user understanding, shown below.





Ending

The original aim of this game was to let users learn something new about the ancient Chinese society, particularly around societal expectations. Hence the database collection for user understanding.

Tips

1. Suggest going through using the local file because some of the images are of too high quality so it may lag for a while using the live link (but the live link still works).
2. Could click on webpage immediately after refreshing the page – though it would be better to wait for the webpage to fully load out before proceeding on.
3. Most of the code supports very quick skipping through (ie continuously, rapidly clicking on the webpage without waiting to read the storyline) but some parts are locked in just so the animation works properly.
4. First character choosing the correct choice – includes the only section where the user needs to manually click on the webpage otherwise the plot would not automatically hover out (purposely did this just so the user could have a sense over controlling how long the character has actually walked for).
5. There are music effects and sound effects – suggest using headphones for better experience.
6. Sometimes there is a deliberate lag for users to carefully scan through the image present on the screen so do not worry if the animation (typically the appearance of the text box) did not appear straight away.
7. Some of the background music has been cut off in the middle just so a new bgm could be inserted to match the storyline progress – most bgm are calculated to just fit perfectly in but if user clicked too fast or slow, there might be a period of overlapping or pure emptiness.
8. For best experience – refresh page and click on menu to activate background music then click return and start going through (web browsers are forced to first have user interaction before any sound track could be played automatically).