

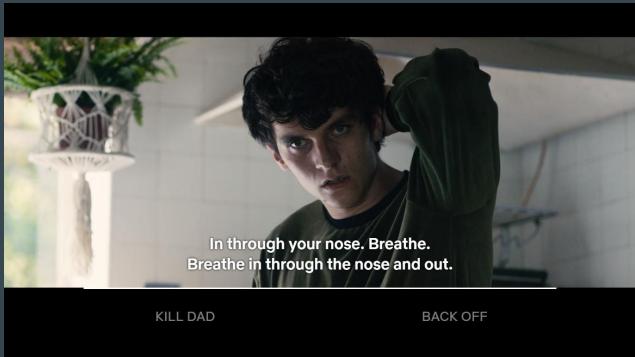
Final Project Ideas

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Riley Griem

Idea 1 - Mystery Adventure

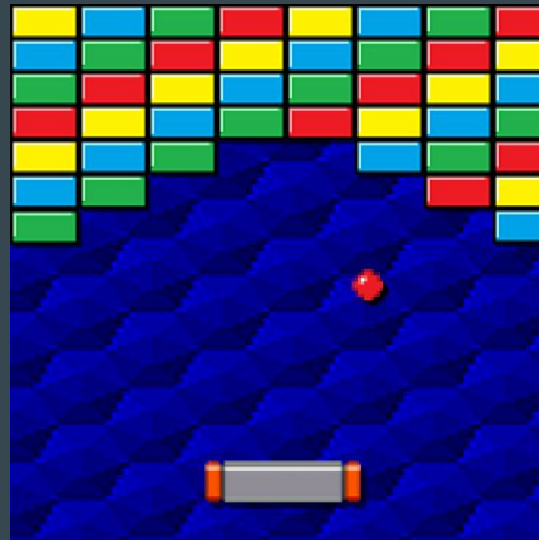
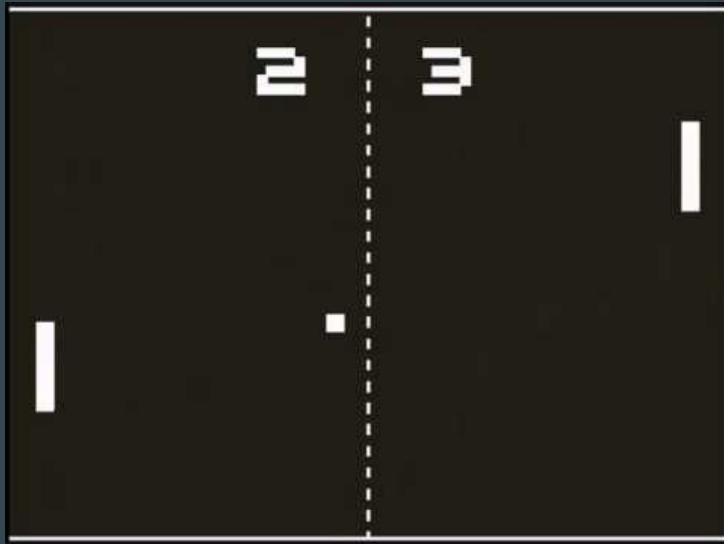
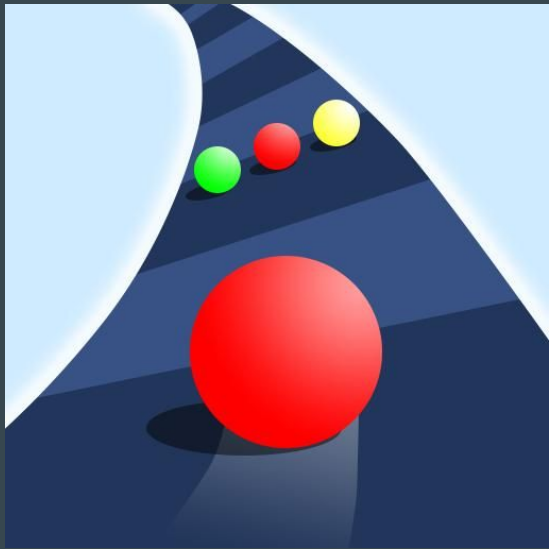
- Interactive Narrative
- Primarily video/audio based
- Basic concept:
 - At a party, socializing, simple choices like drinks and food
 - Someone goes missing from the party and you want to go find them
 - Some people are reassuring and try to convince you to just stay and have a good time
 - Missing person ends up not turning up that night and is still gone the next morning
 - Must track them down and the more time you wait, the less likely it is you'll find them.

[illegible]

Idea 2 - Color Paddle Game

- Interactive High-Score game
- Primarily code-based
- Basic concept:
 - Ball is bouncing back and forth between paddle and color blocks at the top of the screen
 - Keyboard keys 1-5 correspond to a different color
 - When the ball hits the top of the screen, it changes color
 - User must change the paddle color before the ball hits it
 - Ball will get faster over time
 - Colors at the top of the screen will change position at higher levels

Inspired by:



Idea 3 - Timed Cave Puzzle

- Interactive Narrative
- Primarily photo/audio based
- Basic concept:
 - Starts with a light that slowly goes out after explaining directions
 - Puzzles on the walls with some audio instructions/riddles
 - User must complete the puzzles and get out of the cave before it gets completely black and they can't get out.

Inspired by:

