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ART 321

Interaction Assignment

Dec 4, 2018 (revised, upgraded version)

Gravity Bone

Task 1

1. There seems to be a sort of rooftop business party with Lego block like character dressed in formal business attire. As my character enters, the classical instrumental music resonates with the environment, however, there are beats with what sounds like very irritating muted cuckoos in between. As my character approaches and further explores the rooftop, it walks towards a door. Unable to open it, a “teletran” service note says to go to the furnace room.

Branch: At this point, the character could have kept on walking around and went up the stairs which are further down on the rooftop or walked around to investigate other areas of rooftop.

1. The character walks around the area (as I’m trying to get hang of the buttons at this point – A,S,D,W). I figured the W key makes the character walk forward while moving the mouse around navigates the character gaze. I differentiate between the types pf people there, based on their dressing. I see a waiter, so the character follows the waiter up these stairs located further deep into the location.

Branch: At this point, the character could have followed another waiter to see where to go or any of the other party attenders to find the furnace room.

1. The waiter enters a semi kitchen like area and I see a door saying furnace. The character walks up to the door and that is when I learn about an addition key feature through a sign posted beside the wall of the door – the E key opens door and allows the character to grab items too.

Branch: At this point, the character could have decided to go up the additional set of stairs beside the first kitchen door, where the waiter entered from.

1. As the character enters the furnace room, it opens up to a secret passage way and another key is discovered – space bar allows jumping. Through jumping towards a cell like shelf within the wall of the room, the character opens (through key E) a DJ music like machine which vocalizes (annoying music stops) to deliver a drink to man with red hair. The drink and a waiter uniform are right beside this machine. The character grabs the drink and wears the suit to deliver the drink (key E).

Branch: The character could have not spotted the vocalizing machine and would not have known what to do.

1. I noticed that all of the surrounding figures have dark coloured hair (brown or black). The character goes back down stairs and out of the furnace room to search for the red haired. I figured he is not in the downstairs portion where the character first entered in. I remember the additional stairs that go further up located beside the kitchen door. The character walks up there and spots the man and delivers the drink (through key E).
2. As soon as that is done, the “teletran” service note pops up on the screen again and instructs the character to find the exit promptly. In search of the exit, the character goes down all of the stairs and I remember the first door the character came across was the exit. Character goes out of the exit door (key E) and the screen says that the mission is complete mission, the message says the character received $3 400 for this mission.

Task 2

I realize the prompts and keys function in a similar manner for this second mission. The furnace room is detected but further actions are added – clicking enables the character to use a retrieved object while moving the mouse up and down switches the objects for use. I gave up and could not complete this mission as the new feature of switching the objects prevented my character from getting the certain object (metal corrosive spray, hammer) to open locks on a set of doors after going to the furnace room. When I did move the mouse up and down it would bring me back to the same object and I would not be able to switch with the other one. This went on for fifteen minutes and I could not spend any more time as I had already spent fifteen minutes on task one.

In one case below (that is, for ONE of the interactive narratives below), play through the story and answer:

1. How does the allowed interaction keep the narrative on track? How does it permit variations and branches?

It keeps the narrative on track by engaging the player (me) on a mission and commanding the character various tasks to complete through on screen pop up instructions and prompts.

2. Describe the nature of the graphical quality and how it is relevant to the story.

The graphical quality reminds me of video games *Minecraft* and the recently popular *Fortnite*. The characters of this game as described in task one (step 1) have similar graphical quality to characters in Minecraft. The story mimics that of the video game *GTA 5*. All these ties together as that is what video games in the past have presented – similar graphics and storyline means mission styled games.

3. Describe the nature of the interaction and how it influences choices and how the player feels.

The interaction put me (player) in sort of an action movie mode. It felt as if I was inside of an action movie. The missions influence me in a way that it provides a variety of choices (more choices and elements as the tasks get tougher). This is quite important as these choices is what keeps the player engaged and inside of the game as opposed to just watching it run like a story.

