



Roundtable Presentation

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Horror Story

Interactive Narrative

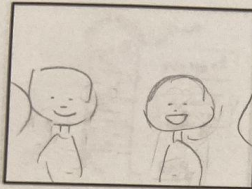


bathroom
get + smoked

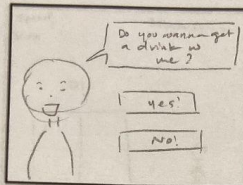
TITLE/SCENE: Horror Story

Using: - images
- sound
- text

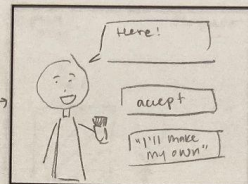
PAGE: Interactive Story



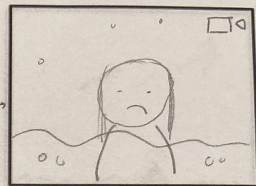
First person POV - sitting
talking with friends.



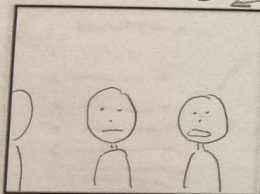
friend asks to get a drink
yes → go to the kitchen
no → stay at the party



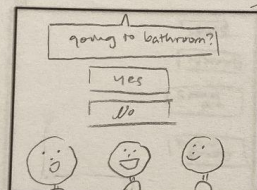
Offers a drink in kitchen
Y → poisoned
N → make your own, go back
to party



Camera Turns on
screen floods green from
poison



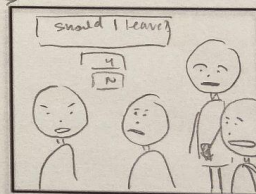
mood is different now
you say you need to use the
bathroom, mood lifts



Yes → they smoke you in
No → stay at the party



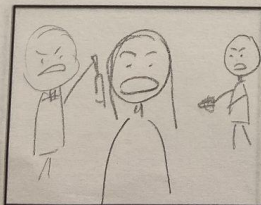
Smoke particle effect
camera turns on
with objects and arrays



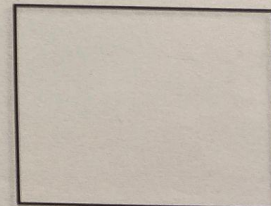
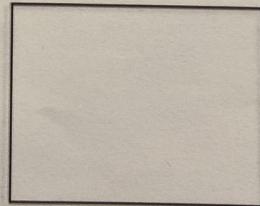
friends getting irritated
more, vibes are weird
leave? Y → they chase you
N → they stab you



- knife's going back & forth
they stab you
- very bloody



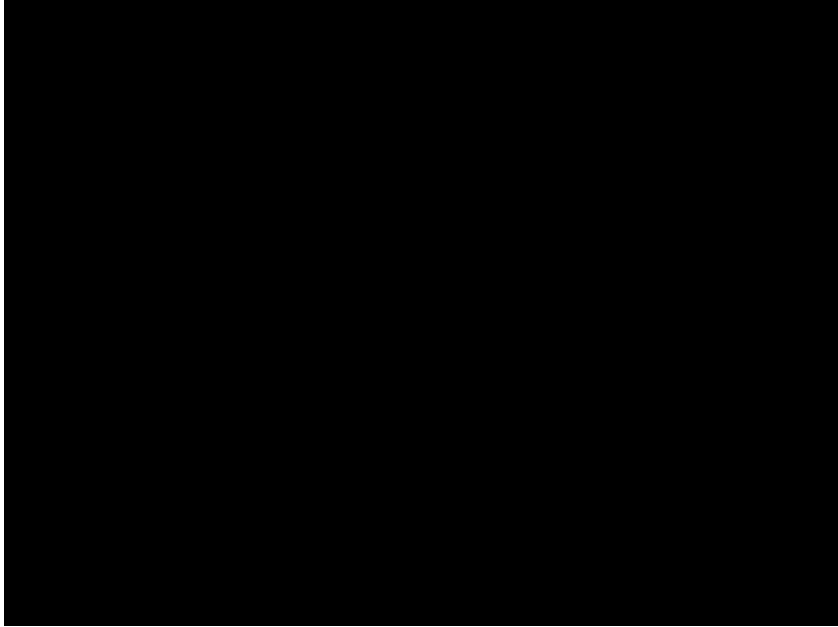
- they come on screen
and chase you



calling
on something
call video
to get the end
player
gets video
call

NOTES:

Outside Inspirations



- “Unknown Caller” horror Webtoon
- <https://openprocessing.org/sketch/1504042>
 - Involves the camera and an interactive element using p5.js

Implementation Within Code

- Images
- Sound
- Text
- Camera
- Interactivity
- Change over time



Escape the House

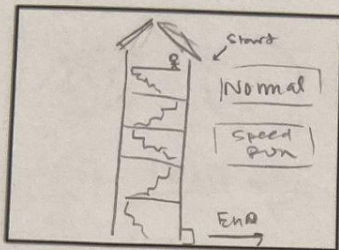
High Score



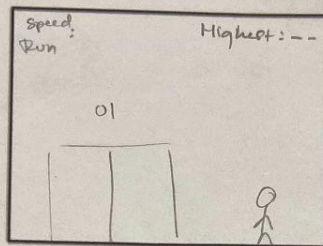
TITLE/SCENE:

Escape the House

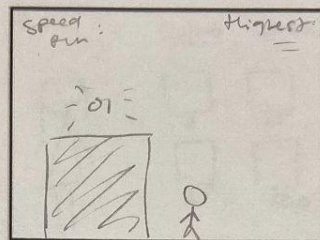
PAGE: High Score



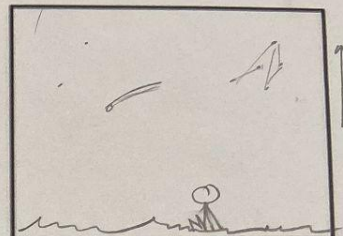
- goal is to escape
- arrows to move character
- mouse to click on screen things



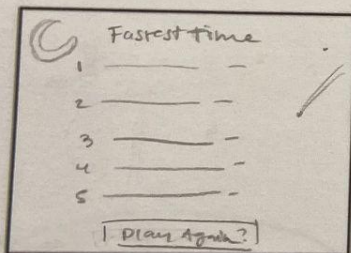
high score in top right
if speedrun, then time on top left



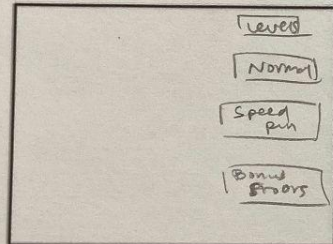
5 floors (for now) when puzzle on each floor is solved, door opens



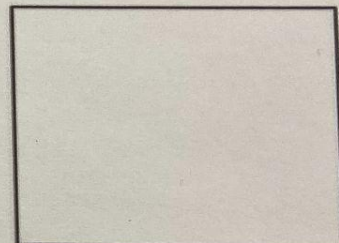
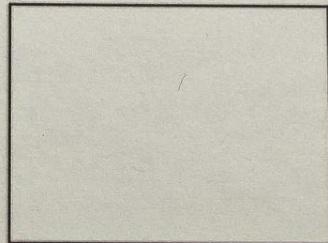
after last floor, sit on grass watching stars, screen moves up



End Screen: Displays high scores, play again?



Bonus floors can be opened after 1st speedrun under a certain time - also levels button?



Outside Inspirations



- Bart Bonte's game - 40xEscape
 - <https://www.coolmathgames.com/0-40xescape>
 - <https://www.youtube.com/watch?v=xdhmjhP4xPU>
- Escape rooms



Implementation Within Code

- Sound
- Text
- Control structures (using if-statements to determine user points and to save high scores)
- Change over time
- Graphics
- Multiplayer (seeing other people's highest times on the leaderboard)



Space Run

High Score

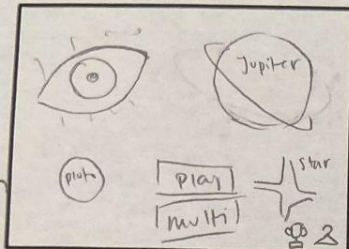


TITLE/SCENE:

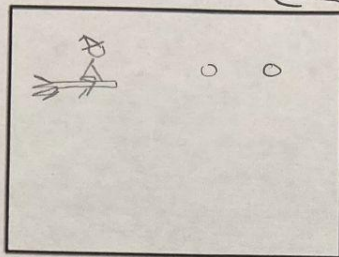
- Subway Surfer

PAGE: High Score

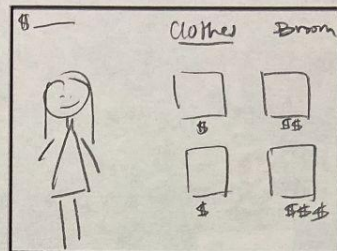
Multiplayer -
Race other people



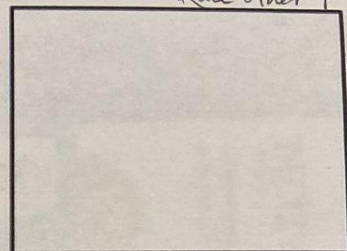
- moving collage of images
home screen
- shop



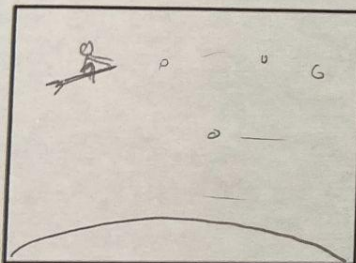
- collage in bg, use arrow
keys to move, collect
coins, avoid obstacles



- Shop screen - use the
coins to buy items



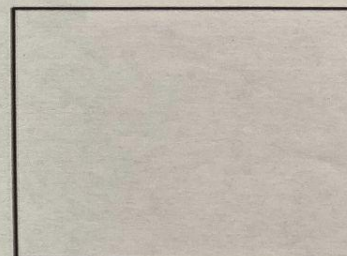
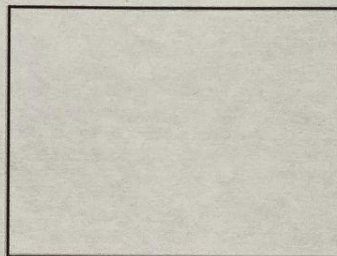
OR
Compete
for
collecting
most
coins



Different planets give
different setting

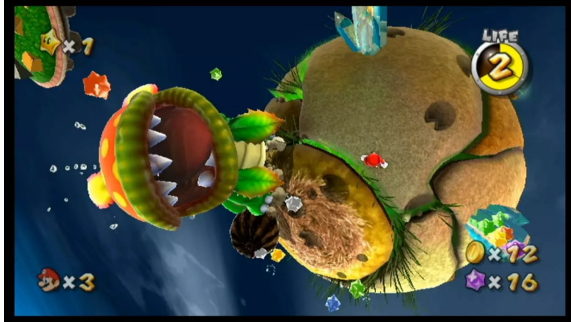
Leaderboard		
Jupiter	Pluto	Star
1 -	1 -	1 -
2 -	2 -	2 -
3 -	3 -	3 -
4 -	4 -	4 -

leaderboard for most
amount of coins
collected



Outside Inspirations

- Super Mario Galaxy
- Subway Surfers
- Jetpack Joyride



Implementation Within Code

- Images
- Sound
- Text
- Camera
- Change over time (as the screen moves, more objects will pop up that the user can interact with)
- Multiplayer (racing against other people, seeing the most amount of coins collected per race on the leaderboard)
 - Or two people racing each other on the same keyboard

Extra Ideas



- Select the wrong color (inspired by that one Instagram filter)
 - There will also be a Zen mode where the player can just color a photo that they want by number
- A game where you're a dog walker but all the dogs run away, so you have to complete a puzzle for each dog to get them back and be the best dog walker of them all (puzzles would be like a maze, pinball machine, etc)
- Dating sim (interactive narrative - players get to pick options for whichever route they want, and then at the end the camera will pop up showing them with whichever character they end up with)
 - Similar to Mystic Messenger or Episode/Choices
- A game where there are two people on the same keyboard and they have to use the keys to solve puzzles together (like Fireboy and Watergirl)