

# **Project 1: State Machines and Audience Interactions**

Stephanie Grasso

The intended audience I chose for my project is young kids specifically ones around 8 or 11 years old who are at an age where they are getting more involved with the internet. These are kids who are at an age where they are becoming a little bit more independent, but still need preparation and guidance. With this in mind an educational game that is able to prepare them for the online world could be a good benefit to them. Physically I would see this project being used in educational settings, more specifically in a school computer class or library computer, and anywhere where there is computer access for kids in an educational environment.

The project itself is set as a simplified "Choose-your-own-Adventure" game. Upon landing on the instruction screen, the player is briefed on their role as a "Junior Agent" to a top secret spy agency, they are given one task they are expected to complete which is to gather secret files from an enemy spy organization. To do this the player is thrown into different choices and tasks that they must complete in order to get to their objective. In order to make this a little less linear, some choices diverge from the main story branch. Ultimately there are three possible endings a player could experience, either they made a perfect run, messed up a few choices, or missed all questions altogether. After getting an ending players are then prompted if they want to play again to which they will be brought back to the beginning of the game.

The aesthetic approach I took was inspired by what I remember from educational games I used to play when I was the same age. This is done by the silly anthropomorphic characters I added into the setting, much like series such as "Arthur" and "the Berenstain Bears" so that they could appeal to a younger audience more. I also tried to also emphasize my audience through the language I used and how I worded their prompts. Also since my project is intended to be a game I used features such as static dialogue boxes and multiple choice options to reflect it. In order to create a game for my intended audience of kids I took all of these things into consideration when creating each state of the project.