

The College Dorm Mystery

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Art 101

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A page summarizing your project with a description and link to the working prototype

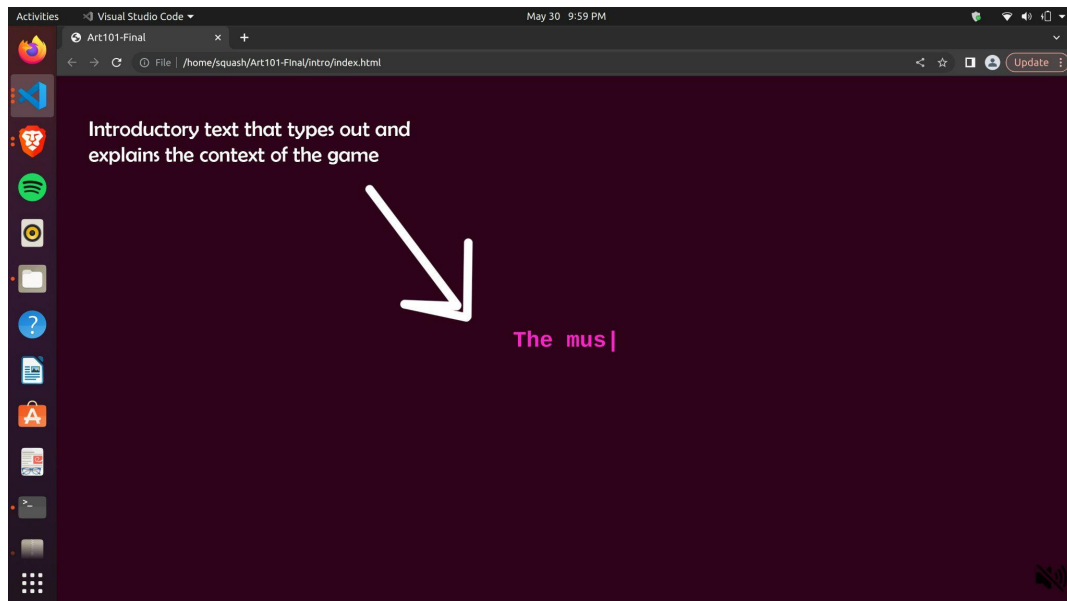
Link to working prototype: <https://calebnoir.github.io/Art101-FInal/>

Our project is a clickable murder mystery game. We devised the idea of constructing a desk with various objects piled on top. The protagonist is a college student who wishes to leave an event but ends up rummaging through an entire desk. The player in this Scooby-Doo-related story discovers a number of extremely suspicious items scattered across the desk. After going through each item on top of the desk, the player discovers the key and gains access to the locked drawer. Opening the drawer reveals a mundane and normal explanation for each seemingly extremely suspicious item. The red stains were caused by ketchup and hair dye, and the sheath we discovered on top of the table was actually a letter opener. After the player's suspicions are dispelled and the mystery is solved, the game concludes with all of the desk's loose ends explained by objects inside the initially locked drawer.

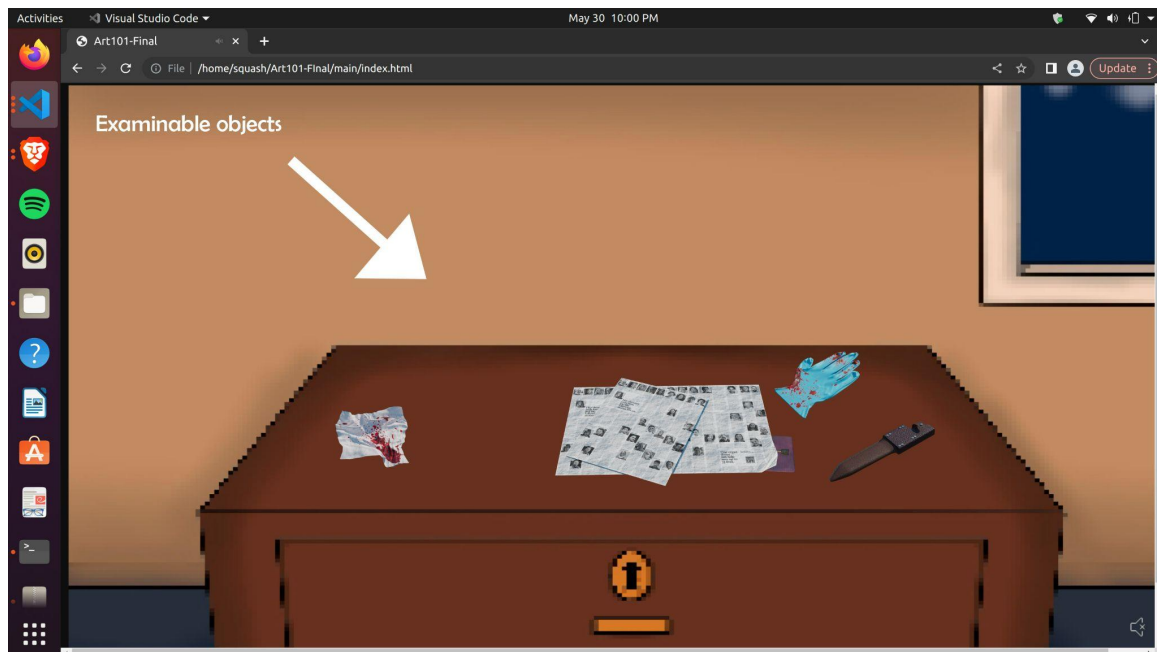
The story is divided into two parts, with the player able to inspect each object individually. The first phase involves investigating the most accessible objects piled on the desk, followed by the ability to examine the objects inside the desk's drawer once all of the objects on top of the desk have been thoroughly investigated. While the player must always go through the objects on top, they can look through the objects in any order within that area once inside. It enables the player to pursue their curiosity. For the final project, the objects may even be layered, with examining one object revealing another hidden object behind it.

The goal of this project is to entice the player into these speculations by setting up a suspicious scene. Get the player as involved in the investigation as the unassuming character they play. It establishes a precedent, allowing the payoff to be that everything suspicious has, in fact, had an extremely mundane explanation the entire time. Every object in the game is a set-up for a drawer of punchlines.

Clear large screenshots of example parts of your working web application, labeled and captioned (all white text and arrows are not in the game, only for easy of explanation of screenshots)



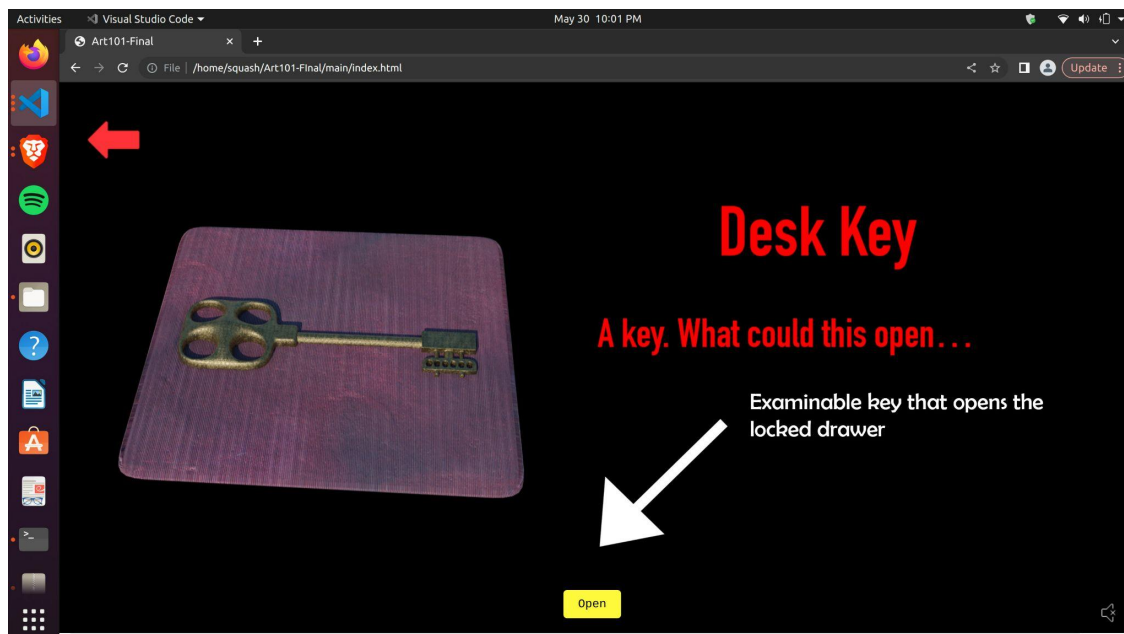
This is the introduction page that explains the context of the game. It explains the general premise, what you are doing and where.



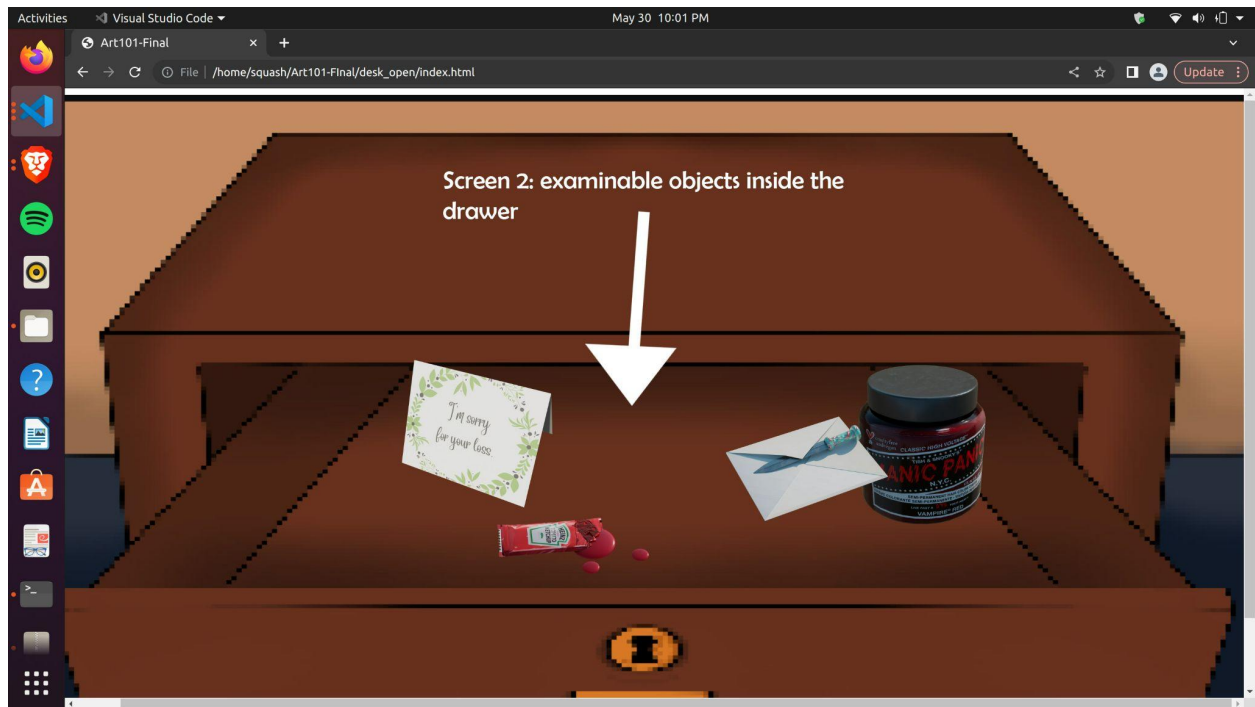
The first screen of the game is examinable objects, you are able to click on these objects in any order.



Upon clicking on an object, you get an in depth description and larger examination image, you are able to close this examination and go back to the desk with the red arrow.



Once you find the examinable key, you are able to unlock the desk moving onto screen 2 of the game.



Screen 2 is the drawer with examinable objects that explain the suspiciousness of the objects from the first screen.



Here is an example of an examined object from screen 2, the red back arrow again will return you to the drawer view allowing the player to click on any other objects there.

A section summarizing the technical aspects of your site and how they work

Opening title screen:

When the page is unmuted by pressing the button in the bottom right corner, audio is played. Text is displayed, typed out, and backtyped with typeSpeed: 50 and backSpeed: 20. When you finish typing the text, a 'start' button appears. When pressed, it takes you to the main page.

Clickable Image:

The clickable images use the built in function onclick, and then call a separate function that changes the image to the image popup.

Image popup with summary:

The image popup opens after a clickable image is clicked and calls a function that opens a separate image. Featured is a red arrow that when clicked goes back to the main image page.

Mute/unmute buttons:

To accommodate accessibility and Chrome's autoplay restrictions, a mute and unmute button is provided. Currently, it is a pause/unpause button, but this should be changed in the future. By default, the audio is paused, and when the button is clicked, it turns on; when it is clicked again, it pauses. This is accomplished by using a function that when the image of the mute button is clicked, it toggles the image and plays the audio.

Opening the drawer with key:

When the key is pressed, two options appear: a back arrow and an open button. When you click the open button, it opens a new folder called desk_open and the main html for that folder, which immediately sets the background to the open drawer image.

A summary of the most challenging parts of the project and how you overcame them.

Our first challenge was figuring out how to get everyone together and divide up all of the work. It took a lot of back and forth to get everyone on the same page, but after many meetings, people can now meet up in any of the three meetings every week. After that hurdle was overcome, we began the process of assigning tasks to individuals. We quickly discovered that we had cut everything up far too much to accommodate 6 people, and our project was disjointed. Instead, we organized all of the parts into groups and assigned time for everyone to work on them together. This greatly aided not only in making things feel more cohesive, but also in keeping everyone on the same page.

We encountered numerous issues with complex buttons while developing the prototype. We decided to start with just one button because we need all of our buttons to do the same thing, so if we could get one to work, the others would follow suit. Attempting to get the button to work proved difficult. It took a long time to troubleshoot the CSS that was greatly affecting the button interactions.

In terms of sound, it turns out that Google Chrome has constraints that prevent the game's background music from working properly. It is still a work in progress, but for the time being, the workaround is to open it in a browser other than Google Chrome.

What you still need to accomplish for the final team project.

Many technical issues must still be resolved before the assets can be used. Once all of the assets have been applied, we must ensure that they are all properly positioned on the page. A progress bar is still required, as are button constraints to ensure that the drawer unlocks once all of the buttons (items) are pressed. After that, we'll add a library to work with our audio for the prototype.