NM2207: Computational Media Literacy

Final Assignment – Write Up

Tania Cheong Cheng Ee (A0114541U)

W1

***CABIN IN THE WOODS***

***Game Concept***

The game I designed is called “Cabin in the Woods” which is inspired by the movie of the same title (<https://www.youtube.com/watch?v=_Itzujv4JwU>). I applied the idea of having different creatures, urban legend ghouls etc. into the storyline of my game. Thus, there will be several characters that you might recognize from urban legends and other horror/ thriller movies.

Apart from having two games, this game also brings the player through a story where the objective is to save his/ her younger sister, Violet.

The entire game is drawn and written on a Raphael SVG canvas as taught in week 5.

***File organization***

All the text in the game is written in the html file while the styling for the elements are found in the css file. Finally, the mechanism and the interaction elements of the game is organized in the javascript file.

A good number of images, sound clips and font files were used throughout the entire game to give the game a better aesthetic and create the appropriate atmosphere for the playing experience.

I got the background audio for the entire game from <http://freesound.org/>. I Googled for all the images in the game but used Adobe Photoshop to create the images during the dialogue sections of the game (*Dollface*, *Yellow Raincoat*, and *Twisty the Clown*). These are all stored under the css folder in a folder called “resources”. The fonts were retrieved from various websites that showed up on my Google search.

***Introduction***

The beginning of the game features the introduction of the story where we find the narrator (the player) and his/ her younger sister, Violet, going to an abandoned cabin deep in the woods. It features a series of ‘pages’ that allows navigation to and fro for the player to get a clear understanding of the story. This is done by assigning the pages a number (var currentPage) and using the “if, else if” function to call the different pages according to the button clicks. I created two of these functions to allow the user to go backward and forward when reading through the ‘pages’.

I applied the techniques we learnt in week 7 to insert, play, loop and pause the sound clips.

***Dollface***

In the section, the player enters the cabin on the premise of saving Violet from the unknown intruders. He encounters a character with a porcelain doll mask on the first level that instructs him on what he has to do to save his sister. This character is from the movie “The Strangers” (<https://www.youtube.com/watch?v=ZI8VXjJ91No>). I used css styling to enable the text in the white box to appear in correct location.

Before you get to play the game, Dollface asks if the player wants to found out who they’ll be playing with. Clicking on that opinion will open a new window to a Wikipedia page on the creature’s profile. This will not change the window that the game is being played on.

***Game 1: Weeping Angels*** (<https://en.wikipedia.org/wiki/Weeping_Angel>)

This game applies whatever that has been taught in week 6. The objective of the game is to click the moving weeping angel head as many times as possible (minimum of 5 times to win) to get to the next round.

A sound clip is added to the angel (using addEventListener function) to signal to the player that the weeping angel has been successfully clicked. If the player fails to hit the minimum number to pass, he will be given the choice to play the game again.

The game also has a timer function that would end the game 10 seconds after the start button has been clicked. This applies the techniques learnt in week 6.

***Yellow Raincoat***

Upon winning the game, the player will proceed to the second floor of the cabin where he’ll encounter the Yellow Raincoat, a character from “Alice, Sweet Alice” (<https://www.youtube.com/watch?v=C_CHiI1V4gE>). Yellow Raincoat will instruct the player on the next game (similar to *Dollface*).

***Game 2: Slender Man*** (<https://en.wikipedia.org/wiki/Slender_Man>)

This game makes use of arrays and loops (learnt in week 9) to create Slender Man along the specifications of an interval timer. Unlike the game that we created from weeks 9 through 12, this game has an array of Slender Man falling from the top of the SVG canvas. The random number function is used to create a new falling location whereas a loop is used to create a new set of Slender Man according to what was specified in the interval timer function.

A mouseover function is used to detect whenever the player “touches” the falling Slender Man. Touching the Slender Man will result in the deduction of 1 of the player’s 5 lives. The player loses the game when no lives are left at the end of the game.

Much of the other details of this game are similar to the Weeping Angels game.

***Twisty the Clown***

After passing the Slender Man, the player reaches the top floor where Violet is held hostage in. He encounters Twisty the Clown, taken from “American Horror Story: Freak Show” (<https://www.youtube.com/watch?v=GNuGf4X9XcM>), who congratulates the player on getting this far. However, he is interrupted by Violet (Carol Anne from The Poltergeist - <https://www.youtube.com/watch?v=9eZgEKjYJqA>) who lets out the truth.

Frustrated, Twisty threatens to keep both of them in the cabin but the player discovers a weapon and is given a choice on whether to use it or not.

***Not use the weapon***

The player meetings an immediate death as Violet and the player are unable to escape from the cabin.

***Use the weapon***

The player is seen driving away from the cabin with Violet visible from the rearview mirror. For a second Violet disappears only to reveal Dollface is in the backseat. The story ends here and it is to assume that the player and Violet have met their untimely end. The same “if, else if” function is used in this section to create the flow for the ending.

***In retrospect***

Creating this game was extremely time consuming, as I would have to play the entire game through to get to the newer parts that I have written out. Admittedly, I started with a very ambitious idea in mind but I am pretty satisfied that I managed to achieve 80% of what I originally envisioned. I originally intended for a third game to be included and for the “Not use the weapon” opinion to have a more elaborate storyline.

One of the things I hoped to achieve from writing this game was to give the player choices throughout the game. While I did achieve that goal to a certain extent, I would’ve hoped for choices that would have a deep effect on the final outcome of the game.

I took approximately 3 full days to complete the code. It was tiring but by far the most enjoyable project we have been assigned during the module because of the freedom that came along with it. It has allowed me to display a collection of all that I’ve learnt throughout the semester and gain a deeper appreciation for the purpose of console function on the browser. It was also enjoyable as it allowed me to showcase my interest in the creepy and the scary.