

Tanvi Murugesh

## Project 1 Write Up

The intended audience for this project is pretty broad, but the audience I had in mind was someone who was just hired (or was considering) to work at a boba cafe. It is supposed to be a bit of a job briefing and tutorial on what your duties may entail. It could also be someone one who is just curious about the behind the scenes of working at a boba cafe. Boba shops are an interesting retail job because they always seem to have so many drinks and desserts that one would probably wonder what special steps that have to take to prepare for opening every single day. The intended way of interacting would be either at home or even mobile, if a mobile adaptation could be made.

The main goal of the project was to make a cohesive interactive experience using a simple state machine. A state machine is a system of different “states” the user could be in depending on how it is interacted with (or lack thereof). The theme of my project is an interactive boba shop where the user can experience an opening shift at the “Sweet Time Boba” store. The user uses keyboard input, mouse movement, and mouse click input to navigate around and complete various tasks around the store. Some parts of navigation can be done in any order, while others must be done in a linear fashion.

The aesthetic decisions I made for this project were largely influenced by my interests in early 2000’s rpg and visual novel games. Most used isometric or flat image backgrounds in combination with text boxes for a simple yet enjoyable gaming experience. Additionally, since I wanted this to be somewhat like a job training job, I thought using simple text boxes for all instructions would be the most clean and easy to understand. Certain lines of texts are highlighted pink for emphasis. The isometric view of the store allows for an easy view of everything the user can interact with, and allowed me to use my affinity for illustration. I also decided to use sounds when keys and mouse are pressed, as it may feel more satisfying to the user.