

Roundtable Presentation

DMUY 1133-C
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Idea #1

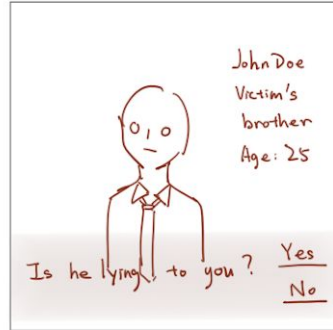
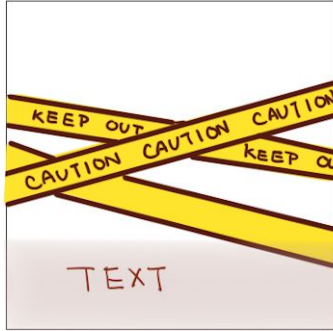
Detective

Interactive Narrative

Puzzle/Adventure Game

Name Idea #1 Detective

Date



Notes

Menu / Gallery for found evidence

Choices that will result in different endings

System Design

Interactive/Requires User Input:

- Mouse Click for investigating items/characters, picking options

Heavy use of graphics

Gallery for collected evidence

Inspirations/References

[lb](#) by Kouri

[Cube Escape Series](#)

Idea #2

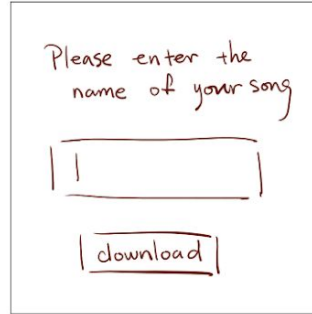
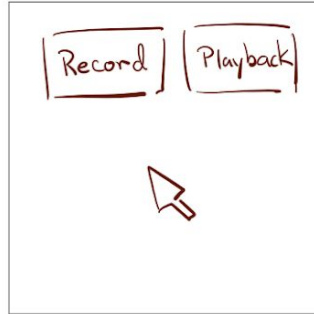
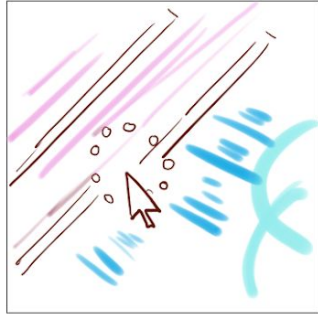
Music Tap!

Music Improvisation Game

Sound syncs with graphics

Name Idea #2 Music Tap!

Date



Notes

System Design

Interactive/Requires User Input:

- Mouse click
- Keypress
- Possible type input

Inspirations/References

[Mikutap](#) by daniwellP

[p5.sound library](#)

Idea #3

Gossip

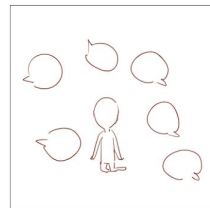
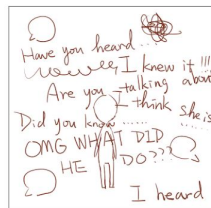
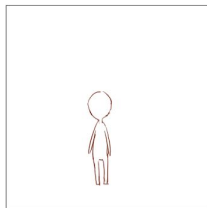
Persuasion + Interactive Narrative

Focus:

- Bullying
- Disinformation/rumors
- Internalized oppression

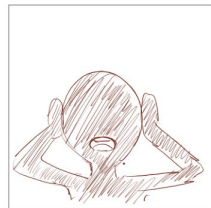
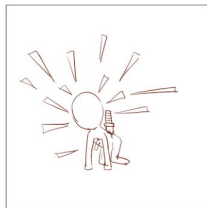
Name Idea #3 Gossip

Date



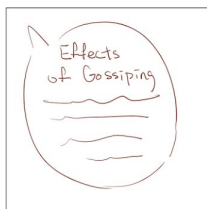
Notes

The main character
as a victim of bullying
by people spreading rumors



Notes

Even if the character
wants to clarify/silence
the rumors, their voice/protest
won't be heard



Notes

Text bubbles clicked
facts/news about
the impacts of
gossiping

System Design

Visual/Graphics

Mostly Automated/Little User Input:

- Mouse Click for more information regarding the effects of gossiping

Inspirations/References

[WHISPER MOMOKO](#) by daniwellP

[Rotten Heresy and Chocolate](#) by Pinocchio-P

<https://www.pacerteensagainstbullying.org/pacer-story/my-experience-of-being-bullied/>

Idea #4

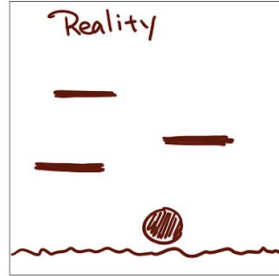
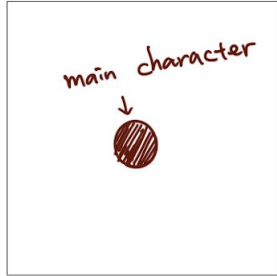
dREAM

High Score/Adventure Game

Interactive Narrative

Name Idea # 4 dREAM

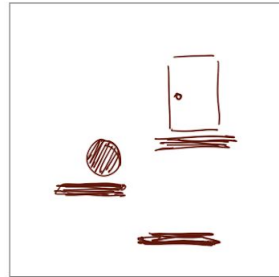
Date



Notes

Time in "Dream" mode
is limited to 30s

Collect \diamond in "Dream"
mode



Notes

Attack monsters
in "Reality" by
using \diamond

System Design

Dream vs. Reality (2 Platforms)

Simple character

Use of colors to represent different platforms

Vectors for character movement

- Falling down after jumping
- Bounce off edges
- Items that change velocity

Interactive/Requires User Input

- Arrow keys for character movement
- Space for reading text
- Special key for attacking monsters

Inspirations/References

[Dreaming Mary](#) by accha and Trass

[Doodle Jump](#)