

# Roundtable Presentation

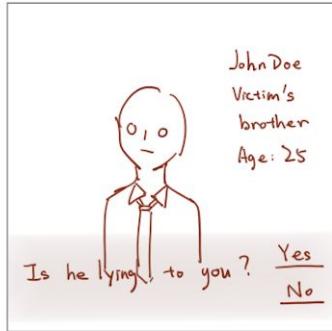
DMUY 1133-C  
Yuzhi Huang

# 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

[Ib](#) by Kouri

[Cube Escape Series](#)

# Idea #2

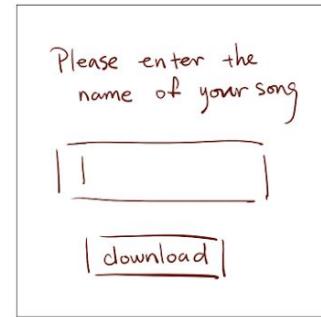
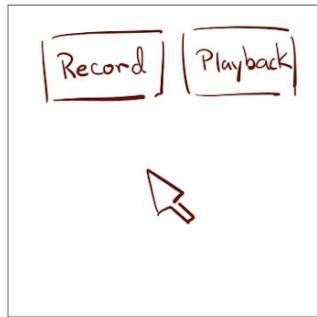
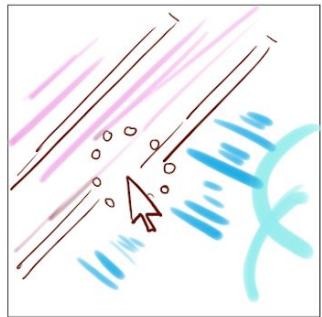
## Music Tap!

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

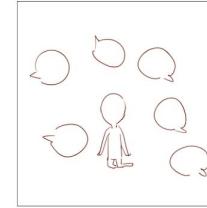
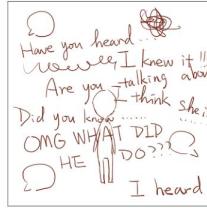
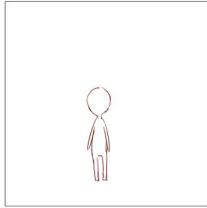
Persuasion + Interactive Narrative

Focus:

- Bullying
- Disinformation/rumors
- Internalized oppression

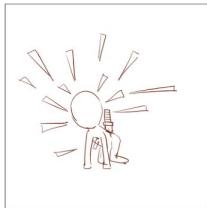
Name Idea #3 Gossip

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

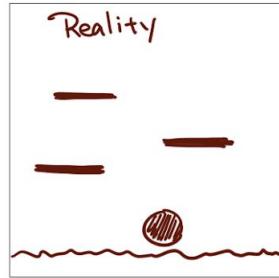
## dREAM

High Score/Adventure Game

Interactive Narrative

Name Idea # 4 dREA m

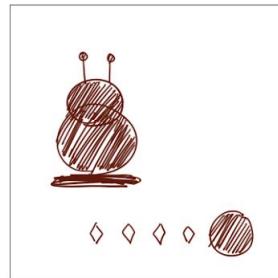
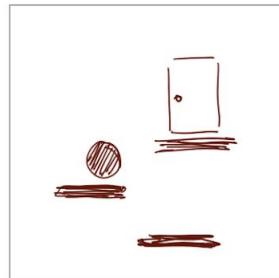
Date



Notes

Time in "Dream" mode  
is limited to 30 s

Collect ◇ in "Dream"  
mode



Notes

Attack monsters  
in "Reality" by  
using ◇

# 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](#)