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Creative Computing – Midterm Assginment – Project Proposal
March 12, 2013

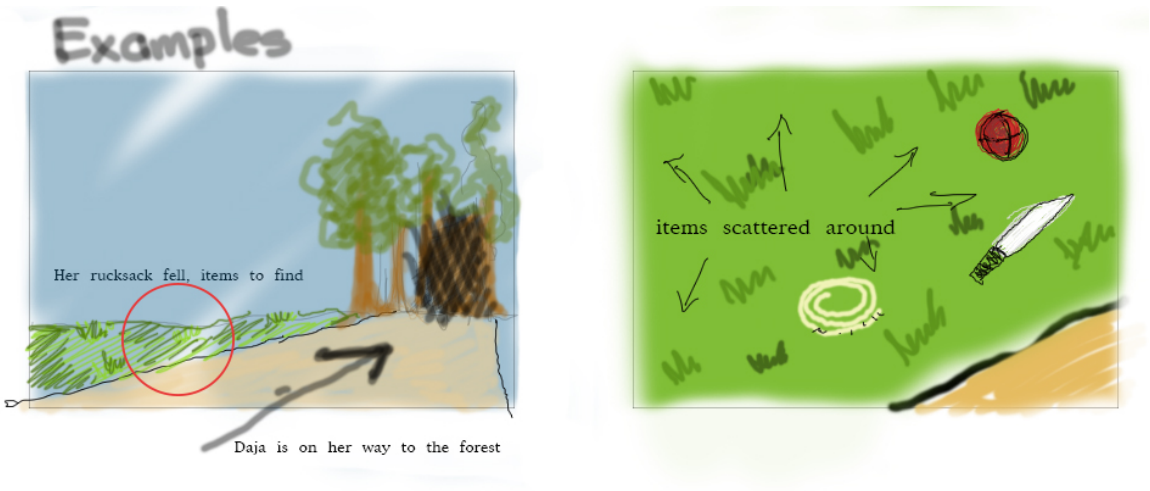
Introduction to the Story:

This is interactive narrative is about a child adventurer who is in a quest to find the gems of DrasLeon. The gems were known to many in the world, yet none were able to get it as it was difficult to find it's whereabouts. However, as Daja was courageous and adventurous, she was also very ambitious about her dreams. Thus, after several years of searching, she was able to get the directions from a witch, to the gems. Yet, Daja didn't know how dangerous this road would be…

Although this is my first time making something that is interactive and playable, I want this assignment to be quite interesting to the people who will be viewing this.

There will be four stages to this game.

1. The child adventurer goes to the hut of an old Babayaga (the famous old Russian witch) and asks if she could help Daja to find the gems. The witch gives a task to check whether she is able to go forward for her quest. After completing the task, Babayega tells Daja to go through the forest of Lirael where she'll find the mountain of Brair where the gems were hidden away from
2. By evening, the child adventurer is on the way to the forest of Lirael. However, on the way, her rucksack fell and all of her items have fallen and scattered around the place. Thus, the player needs to use either a magnifying glass or flashlight to find the items that are hidden by grass. After finding the items, she goes to the forest of Lirael.
3. After the forest, she reaches the Mountain of Briar where goes to the top of the mountain and suddenly falls into the pit. Fortunately, she lands on the rock, which is quite near to the basket of the gems of DrasLeon. In order to get to the basket, the player needs to jump across several proper rocks to get to the destination. If Daja falls 3 times, the game is restarted.
4. After reaching the basket, which is heavily locked. The lock needs to be deciphered. When unlocked, the game ends with Daja finally taking the gems back home.



Reference:

I usually play a lot of adventure and RPG games as well as interesting mystery games. I want to refer to the mystery games for giving from idea of creating this interactive narrative. Such as:

- Mystery Legends Beauty and the Beast



- Or any other mystery games by the *Big Fish Games*



Functionality Checklist:

- Most of the image will be drawn in separate programs and fitted into this project
- The mouse will have glow, or small particles going around it all the time.
- If & else (statements) – will be used
- mousePressed & mouseClicked
    - Used especially when looking for the lost items, clicking on items or
- Then an item is selected, it will automatically go to Daja's rucksack on their own
- mouseX, mouseY

Also, I'll use some help from the examples that are found in Processing and incorporate and manipulate into my project. Examples such as the:

- Topics/Interaction/Tickle
- Topics/GUI/Scrollbar – using it to decipher the code, perhaps