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New Media Techniques

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HP Reveal Final Project

My final project is a riddle scavenger hunt type game where players will use HP Reveal to discover riddles, clues, and hints to make their way through the game. The game takes place in Nugent 5th floor and so the riddles Marymount specific are digital media, comm arts, and/or technology related. Players will make their way around the floor using the main riddle they have as well as helpful information spots that can help lead them in the right direction.

I really enjoyed making this game using HP Reveal because it is a new platform for content creators. HP Reveal has the capacity to be used in so many ways, and I believe a game like this is a light and fun way to easily show what HP Reveal is capable of. For this game, I scouted out locations on the 5th floor that I could easily create riddles for as well as some helpful hints. Also, I really believe the article “Narrative, Interactivity, Play, and Games” we read was beneficial in creating this final project because it helped me solidify what I was trying to do and the best way I could do it. The game’s narrative is one that is comprised of strictly riddles and I think that is okay because the players are on a quest to find the end and that is the story itself, they make the story by playing through the game and having fun trying to figure out where to go next. The game is definitely interactive because the players are interacting with the augmented clues on the walls and physically exploring to get through the game.

The creation process for me was fun and I hope that creates a fun experience for the players. I used photoshop to create all the Riddle, Hint and Clue Checkpoint Mark hotspots to scan on HP Reveal as well as actually write out/create all of the layovers that will pop up when you scan the hotspots.

An interactive medium like this to create a game allows the player to fully be emerged into the game because they are physically going through the motions to play and discover. I really enjoy activities like this myself and I believe that the path the future of technology is taking will allow games like this to really come alive continue to evolve.