

Ava Makris

Prof. Edrex

New Media

April 20th 2018

Journal Entry 5

For my final project, I want to use Scratch and HP Reveal to create a virtual treasure hunt/ maze/puzzle type project. I plan to use Marymount as my playing field since HP Reveal and AR in general works better indoors because of the uniform and stable lighting. I want to create a game in which the player is on a mission to make it to the end, wherever that may be, by collecting clues and maybe extra (su)prizes along the way. This project is interactive in the very nature of itself because the player has to walk and find the next clue to continue the game. The player will be told where to begin and then it is up to them to use the app to scan the room and find the next clue or clues to progress. I plan to use scratch to create little programs of clues, for example, maybe a moving arrow telling the player to turn around, telling them if they are hot or cold, or even have little surprises or funny programs to encourage the player to keep exploring if they feel stumped. Players will be asked to move around and explore on their own to find their way to the end, as well as think and try to solve the puzzle clues to move on and get the next hint.

It is important to use emerging media to tell this story because while yes I could make something like this in more of a text game type format, it couldn't be as truly engaging and immersive if it wasn't as interactive as it will be. Text games and others of that nature can surely be immersive and the player can immerse themselves and feel

just as engaged but in a slightly different way because they are not as physically involved as they are mentally. I like games and activities that are involved and hands on and so I wanted to create something that is also very involved on the players end to make the most of the experience. I am excited to be working with such a new and upcoming medium that can really change the way we play and learn in the future.