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New Media Techniques

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Final Project Proposal

 For my final project, I want to make another text game. This time, I’ll use Adobe Muse to make it instead of coding it myself, because there’s just so much you can do with Muse. I want to be able to integrate widgets and anchor navigation into the text game to make it more than just choosing options. The story of the text game is still a bit murky, but the only concept I’ve had that has stuck with me is aliens. Something about aliens. Being abducted by them, finding them in a cornfield, going to Area 51, I’m not sure. I want it to have the same goofy tone as my seal text game though.

 I want this game to have many different paths and outcomes because I want the player to really feel like they have agency over the story. I’ll achieve this not only by writing tons of different pages for the story, but I will also incorporate non-text based media that the viewer can interact with through widgets. It’s important to use emerging media to tell this story because it can make the story so much more interesting and interactive.