Introduction

The course Project Interactive Multimedia was the last course I followed in the first year of the study IMM. We were going to make an interactive career game. We didn't know what to expect of this and how to do it, but when we discovered how to work with Ximpel it was quite easy and even fun to create this interactive Game.

The concept

In the first week of the project we had to think about how our career game was going to be. At the beginning we had no idea, but after a while we came to the idea of making a game in which the player is somebody who just finished his study and now wants to find a job. So the player should first find a job, after that apply for the job and when he has the job, pass a few situations at work. For this game we made 3 different jobs. In the first place it looked like a good idea, but it was almost impossible to create this because of all the scenario's. So we had to think of an new idea. We thought when you have found a job, your co-workers are one of the most important things you have to deal with. We created five situations in which your co-workers annoy you. In every situation, you have three choices; you can ignore him, ask him if he wants to stop, or throw a chair to his head.
Every time you get into a new situation, you will first see a video, after that you have to choose what you should do if you were in this situation. If you made your choice you see another video which shows your choice. No matter which choice you made, all the choices lead to the same next situation. At the end of the game your score shows you what kind of person you are at work and what you can/should change about yourself in the future.

Viral Video

Creating this video was quite hard at the beginning, we didn't know how to do it. Fortunately, we found a moviemaker which was easy to use. We found footage and a song for our video. The only thing we had to do was putting it together. To do this we used Movavi screen capture. The only thing we had to do was converting the video into a mp4 file. We thought this was not going to be a problem but we had the unpaid version of the program so it said that not all the audio would play and in the middle of the screen a Movavi sticker would display so it was impossible to watch the video. To solve this problem we used a screen capture to record the video and then convert that video. When we watched this video we saw that the framerate was too low which made the video laggy. After a few screen captures we used the Xbox Screen Capture and it finally worked.

Storyboard and Story Graph

The Story Graph we have is based on the first concept we made up. Because of our idea switch, it is not representative for our current career game anymore. First we would change the storyboard but we thought it is funny to see how our idea has become what it actually is.

With the Storyboard we had the same problem as with the Viral video, the sticker appeared every time we downloaded it. Again we solved it with a simple print screen. All the situations from the game are displayed at the Storyboard, only the answers we show is one of the three possibilities during the game.

The Portfolio

After we received our domain name few.vu.nl/~lkt580, we could start with our portfolio. Our lecturer told us that it was not necessary to create the portfolio by ourselves. So we searched for a good looking template and found a perfect one. We deleted things we didn't need from the template and kept the things we would use. After that the website was amazing and easy to use.

Problems

The only problem we had by making this project were the scores at the end of the game. After all the choices the player has made, our idea was that the scores were showed and an advise given about how to handle in the future. In the first place nothing came on the screen even when we in the config file everything was set to true. With a little help we found the solution. After that, another problem showed up; the score didn't update. We tried everything, we even received the playlist file of another student group to check if we could do it in that way too, but it still didn't work. We think that there is a little bug in our playlist but we are unable to find it which is too bad because the players of our game can't see the results of their choices and don't know whether they do good or not. We are still trying to fix this. But don't think twice about playing this game because without outcome it is still worth it.

The Course

The project Interactive Multimedia was very fun and instructive. I have always wanted to create my own game and I finally got the opportunity and did it with much pleasure. Besides that I have refreshed my programming skills to work again with html and css and am now also able to work with Ximpel. Working with Ximpel was quite easy and besides that fun! In my opinion this course is a great course to end the first year of the study IMM.