

Introduction

The last period of this year I followed a course called Project Interactive Multimedia. We had to create a serious career game. We had no idea how we were going to do it, but with the use of Ximpel it was actually quite easy to create this interactive Game.

The Concept

The first week we had think of an idea in order to create the career game. After quite a while brainstorming we thought of a game in which you had to find a job, apply and pass a few situations. We made 3 "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 decided to change our idea. We thought that your co-workers is one of the most important things you have to deal with during your work. We created (just 5) situations in which your co-workers annoy you. In every situations you can decide whether you'll ignore him, make him stop by saying it or throw a chair at his head.

Of course the game must be a serious career game, but we decide that humor during games is also quite important. That is why our choices are (hopefully) funny. The starting situations are the same after all the choices, but the video that will be displayed depends on the choice you made. You can play the game serious be actually reacting like you would react in real life. At the end a your score will eventually display who you are and what you can/should change about yourself in the future.

Viral Video

The creation of the viral video was quite a challenge. We found a moviemaker which was quite easy to use. We found footage and a song for our video the only thing we had to do was putting it together. We used movavi screen capture and it was fairly easy to create the video. We only had to convert the video into a mp4 file. This is where the problems started. We had the unpaid version so when converting the video into a mp4 file the program said that not all the audio would play and in the middle of the screen a Movavi sticker would display. Due to this it was impossible to watch the video. We found a solution, we used a screen capture to record the video and then convert that video but the framerate was to low which made the video laggy. After a few screen captures we used the Xbox Screen Capture and it worked. We uploaded the video and in the end, we lived happily ever after.

Storyboard and Story Graph

Our Story Graph was based on the first concept we thought of. So it is not really representative for our game. We are considering to create a representative Story Graph but we will keep our first story graph online, because that is where it all started. It's fun to look back.

The Storyboard had the same problem as the Viral video, an enormous sticker was displayed after we downloaded it. But we fixed it with just a simple print screen. In our Story Board all the situations of our game are displayed, but the answers giving by the player are just examples of the possibility during the game.

The Portfolio

After a few problems we eventually received our domain name few.vu.nl/~lkt580. During the presentation of the storygraphs all the other students had amazing looking domains which motivated us to create ours. After 5 minutes we realized that no one created their portfolios themselves. The decision was made and we managed to find a good looking template. The funny thing was the name of the template was Now or Never which was exactly the same as our project name. Although we had to delete a lot of cool stuff on the portfolio because we didn't need it, we managed to make the website look quite good. The portfolio looks nice and is very easy to use (in my opinion).

The problem we could not fix

The scores. In the first place the scores wouldn't even display while in the config file it was set to true. With a little help we found the problem (the index file had to be called index.html and nothing else). After we fixed this we found another problem. The score wouldn't update. We tried everything, we even received the playlist file of another student group to check if that worked. But that didn't even work. We think that there is a little bug in our playlist but we are unable to find it, which is quite a pity because you won't receive the outcome of the your decisions. We are still trying to fix this. Without the outcome the game is still fun to play, and while playing can even realize yourself that throwing a chair might not by the best decision (although it is quite fun)

The Course

In my opinion the course was very refreshing and fun. I had to opportunity to create a game, what is more fun than creating a game? The course also refreshed some of the skills I learned this year, like creating website and using html and css. I also got to the opportunity to work with Ximple and I am now able to use it in the future. Ximple was easy to learn and use and more important, fun to work with. In the end, I'm am very positive about this course.