

The goal of our game was to design an interactive video or game that familiarizes itself with a situation at work that anybody could be in, namely: having a terrible boss and work is making you depressed. The choices the player makes during the game, determines the ending. What would you do when you were in that position? This essay will focus mainly on the course of the project, which decisions we had to make (and why we made them), as well as the process of creating the viral clip and Ximpel application.

The project started with building a website on the URL which we had to contact the vu for. At first, this was a little unclear but after looking into it, it was relatively straight forward. A couple of hours later we received our URL and we could start. In hindsight, we should've given our portfolio some design. We now only have the basic requirements on our site. We both had important resits that would determine if we would get our BSA's, so unfortunately we didn't have the time to adapt the design last-minute.

After receiving the URL, we had to come up with an idea/story for the project itself. William, my project partner, came up with an idea to make a spin-off of the game called: Stanley Parable. Personally, I wasn't familiar with the game but I trusted him. I wanted to shoot all the footage ourselves, making the project more personal and original. The filming took almost as much time as making the Ximpel application and trailer combined.

We had to give weekly updates in the colleges, these updates consisted of giving presentations and handing in assignments. Due to our choice of filming things ourselves, we were a little behind schedule. We first decided to make the trailer as the deadline was earlier than the Ximpel application deadline. I had no previous experience with editing film, fortunately my dad has a good computer with a proper editing program (Pinnacle Studios 20), which made editing much quicker, easier and fun to do. I started by putting all our videos in chronological order, after that I searched for thrilling parts that would look good in a trailer. After I had sorted out the videos I wanted, I started cutting them to make the trailer exciting and shorter. I then started to look for music which matched my videos. After some sound editing, the trailer was almost complete. I then only needed to put in some fade-in and fade-outs as well as some text to make the trailer a little more clear, after that only some credits were needed and the trailer was finished. We hoped that the trailer would be something that people remembered and I think we did a pretty good job.

We then had to make the Ximpel application. William was mostly in charge of this section. We had a long intro so that people could familiar themselves to the main character in the game. We hoped that this would result in players that are making decisions that are close to themselves, making it more realistic. The downside of this long intro was that people might lose interest or concentration. Another downside

was that we only had 3 minutes to introduce our game in class, so we couldn't show everything. Basically, there are never more than two choices, which would otherwise lead to a too complicated story/game. We did implement multiple endings after making some decisions.

Eventually we put everything in our portfolio, the game worked and the trailer was named funniest of this year, which I'm proud of. We intended to make a serious project with a little humour in it (like little Easter eggs) and clearly we did a good job.

As a conclusion, I'd like to discuss some strengths and weaknesses of the project.

Strengths:

- Fun project, enjoyed working on it.
- Freedom of choice in project subject was really nice.
- It was nice that the things we learned with Web Technology came to use again.
- I'd like the practicableness, everything we learn is instantly put to work into the project.
- Ximpel was a new platform, yet easy to understand.
- Emails that gave us some information/reminders were very helpful.

Weaknesses:

- At first it wasn't clear where we had to get our information from, that made starting up the project a little bit more difficult.
- I heard from other project that the overlays in Ximpel weren't always working.
- A lot of things to hand in the last weeks, with resits in the week as well, people might not be able to make the project as good as they would've wanted.

Als onderwerp van het essay kan gekozen worden voor een theoretisch topic, in aansluiting bij de thema's behandeld op de colleges, dan wel als aanvulling op de documentatie (justification) bij de applicatie, een gedetailleerde beschrijving van de opzet van de interactieve video, inclusief een uitleg van scenario(s) en story graph(s), een bespreking van ontwerp beslissingen, alsook een verslag van de ervaringen met het XIMPEL platform, waarbij ook suggesties gedaan kunnen worden voor de verbetering daarvan."