Creative Technologies - **Process Book**

Real Life . com



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Ideation and Research

Concept Pitch

Working Title: reallife.com (Real Life . com)

Format Choice: Explorative Website

Intended Audience: My project will be geared towards people interested in multimedia interactive experiences, puzzle solving and unique forms of storytelling. For example, I imagine someone who like’s point and click adventure games to be interested in my project.

Intended Experience: I plan for my project to be focused on exploration, discovery and play. The user should be driven by curiosity as to where the story is going as well as interesting visuals to continue exploring and digging through the site to find hidden messages and clues, and solve mysteries.



Concept Pitch



A Brief Description:

Plot - The year is 1998. After hours of surfing the web in search of something to take up your spare time, you stumble across what looks to be a site advertising some sort of self help group. It's called Real life.com. The strangely off putting homepage gets the better of your curiosity, and you decide to delve a little deeper and figure out what this site is all about.

Interaction - The user will experience this through a website built by me that functions as the in world website. The focus of the experience will be exploring the websites various pages, reading text, looking through images and audio files to learn more about the site. During this the user will find hints and pieces of puzzles that will progress the story and unlock more of the site. I plan for the mechanics to be quite simple and grounded, as if it were an actual site. For example, the user may have to find pieces of a password to gain access to a specific page. I also plan on using some more experimental interactions, like having the user contact an email found on the page that will respond with some sort of hint.

Comparison Analysis

Hypnospace Outlaw - link



Hypnospace Outlaw is a simulation adventure game. The player is a “moderator” who must explore Hypnospace (fictional web browser) and crack down on any internet wrong doing.

The player does this by jumping between pages in search of objectional content. The story is progressed in a non linear way and the player gets to freely explore at their own pace. Much of the story is also optional and the player can choose whether they want to search for extras or not.

The game uses flashy animations when clicking between pages that makes navigating satisyfing.

kaossedgeofficial.com - link



This is a site created by musicians Oneohtrix Point Never and Nate Boyce as part of a ARG (augmented reality game) tie in to an album launch. The site is presented as the personal site of a fictional band, “KaossEdge”.

Although there is no end goal, the site is filled with esoteric writing and has lots of hints that pointed towards what the album would be about. I like this way of taking what you do on every site, clicking between links, and making it more exciting by giving the user things to look for or little interactive elements, not just a linear scroll down.

In many ways the site does not abide by HCI principles. It is messy and noisy and can be hard to navigate but to me that makes the experience more engaging and interesting to navigate.

Comparison Analysis

Monkey Island - link

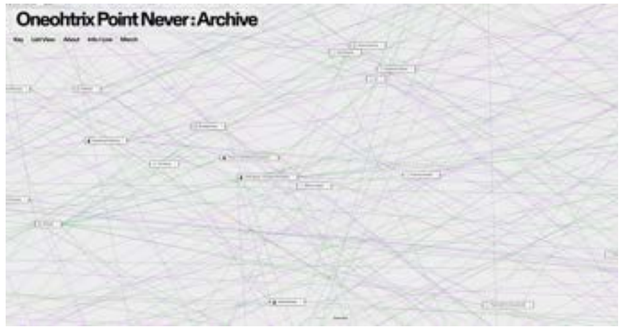


Monkey Island is a classic point and click adventure game developed by Lucasfilm Games. The user plays as Guybrush Threepwood who explores the island and solves puzzles.

The player controls Guybrush by clicking where they want him to go and giving him commands to interact with people and objects.
I like this type of exploration, puzzle game where the play is in a semi open world and has to figure things out for themselves (though some of these older games can be a bit to obscure and difficulty).

I also like the idea of having some sort of “inventory” element in the website to store items or something like that to make the exploration feel more like you are progressing towards something.

archivepointnever.com - link



archivepointnever.com is a site that archives all of the musician Onehotrix Point Never’s works in an interactive creative way.

The user clicks and drags the mouse to explore this big interconnected web of songs, albums, music videos and more. It also organizes it by connection so the user can pick any point to start from and then travel along the chain to see all it’s different connections.

Once again, I like this non-linear format that allows the user to explore things at a pace they like and gives them multiple different directions to go. It really adds a lot to the experience and makes it feel much more interactive.

Comparison Analysis

The Case of the Golden Idol - link



The Case of the Golden Idol is a puzzle game developed by Color Gray Games.

The player is given a scenario that sometimes spans across multiple screens. They must observe whats happening and keep track of the little details to piece together what exactly is happening.

This is another puzzle game that I would like to take inspiration from. I like that the player is given a space that they explore at their own pace to piece things together.

Kanye Quest 3030 - link



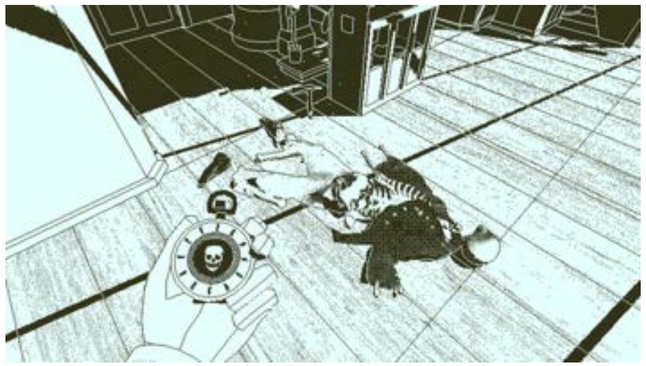
Kanye Quest 3030 is an RPG game with ARG elements released in 2013.

On the surface it is an RPG Maker game featuring a bunch of different rappers but it was discovered that the player could input certain words into the textbox to reveal more secrets that people had to work collaboratively to uncover, all related to an urban legend group called “Ascensionism”.

I think added interactions that require the player to do things outside of the website could really add another layer to the exploration and mystique (although I would keep it simple and perhaps someparts even optional to not make it to obscure and difficult).

Comparison Analysis

Return of the Obra Dinn - link



Return of the Obra Dinn is a puzzle game developed by Lucas Pope and released in 2018.

The player is on an abandoned ship and must figure out what happened to the people aboard by exploring and deducing clues.

This is another example of the deduction type of interactivity that I'd like to implement.

peteroravec.com - link

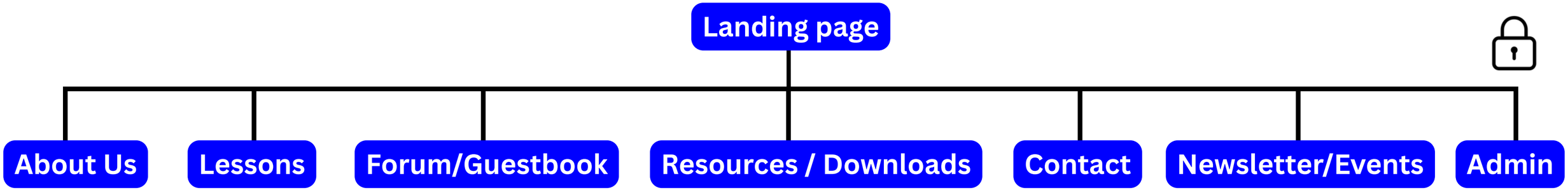


This site is the portfolio of someone named Peter Oravec. It displays his portfolio as a town and allows the user to travel to different points using a map.

I like the elements of exploration in this site, taking something that could easily be simple and maybe mundane, and making it more fun by changing the layout and how the user traverses that layout.

I also like how the mini map is always in the bottom left and the way site has a sort of UI.

Site Map



I plan for the focus to be on a non-linear exploration experience with a singular main ending with the user choosing their own path to get there. As of right now I want getting access to the admin page to be the main end goal. I like the idea of having other “endings” even if they are maybe side endings or optional but I think that adds a lot to the scope of the project and would rather refine the details and explorations in these pages and the current ending.

Initial Input Strategy

Interaction Types

- Mouse/Click input
- Typing input
- External Input (outside of site eg. inspect element, email etc)



The primary interaction input will be just like looking at any other site, simple mouse navigation. The user will click and traverse back and forth between the pages to find and unlock new things. I think where the input and interaction becomes more interesting is in how you use what you find or how exactly it has to be found.

For example, perhaps there is a password block or a question you must answer stopping you from progressing. The answer for that could be hidden in an image, or maybe you have to send an email found on the contact page asking for it, or maybe you even have to inspect the elements of the page to find it. I think these types of input fit the project well because it adds to the mystery and makes the puzzle solving more engaging. I'm looking forward to trying to implement these less traditional interaction types.

MVP and Scope Plan

MVP Definition

For my initial completed version, I want to have a visually polished site with multiple interactions and one ending.

Timeline

- **Milestone 1 -** Build skeleton of all pages
- **Milestone 2 -** Add interactions to the pages
- **Milestone 3 -** Ensure the user can go from start to end and everything functions.
- **Milestone 4 -** Visual polish

- **12th April - Working Prototype** - By this point I want to have all of the pages built, although they can be missing some visual flare. I also want the user to be able to go from start to finish and reach the ending. If I have this by this point, it leaves me enough time to maybe put a few more steps into the main puzzle or add other creative interaction types. I also would like to have enough time to possibly include a separate alternate ending, though that isn't a primary goal. The final submission is on the 25th so from the 12th till then should all be polish.

Stretch Goals

- Alternate/side ending

Creation Process

Blocking and Visual Experimenting

I began making the website by creating a mockup of how each page should look and link to each other in Illustrator.
I started by collecting some reference images of old, strange websites to use as inspiration. I wanted my site to look somewhat genuine, to keep a certain level of intrigue and immersion.

A lot of how the site looks and the narrative was guided by a collection of old images I found on Internet Archive. The images have a nice dithered, genuine old internet look that I really like, and they often served as the inspiration for specific ideas.

I started with the visuals of the site because I felt that it was the most important thing for the experience. As the experience is essentially just a website that will be clicked around and explored, I figured that the visuals would be what keeps the users intrigue and drives them to reach the end (although in retrospect, I definitely could have worked more on figuring out the narrative, and path from beginning to end earlier on).

















Blocking and Visual Experimenting





I also created a couple of the key assets in Illustrator and Photoshop.

The doorway image is made up of an image from the Internet Archive collection of images masked to be in the shape of as doorway. I also made another version for the hover by inverting the colors and layering a keyhole image from gifcities.org.



The logo and brackets were made in Illustrator very simply, just using Times New Roman font and the 3D inflate effect and giving it a metallic shiny material but I think it works well.

Coding

I began coding with just making the HTML pages and creating a list of navigation links to connect them all. At the beginning I had a good few ideas for the different puzzles or interactions the user would do but I wasn't sure what exactly I would be able to implement until I started coding and researching what was feasible for me to do.

The basic beginning structure was the eight pages had I planned out on the site map previously - index, about, newsletter, forum, resources, contact and lessons. The number of pages would change as my plans changed overtime.

Once I had each of the HTML pages created, I did some work on the CSS, creating the styling for the pages. Recreating the mock up I had made in Illustrator was fairly easy, though I made some stylistic changes along the way like a different background and some different fonts.

Where coding really became challenging was with the Javascript for some interactions.

Coding - JS

As said before, I had a couple ideas for interactions I thought could be fun or interesting but wasn't sure what I was capable of yet.

Before explaining my progression through the JS code, I need to give some context on the user aims and actual progression of the site. The primary aim of the user is to reveal the "Sublime Pass". This pass is made up of 4 numbers and is required to access the admin page. These 4 numbers can be revealed by doing a number of things, including finding secret links or solving a puzzle.

The first interaction I began work on was the "Lessons". I started with this as I thought it would be the largest and most difficult. The original idea was to have three different "Lessons" which would be some sort of activity or puzzle. Once the user had completed all three of the lessons, one of the numbers would be revealed. I did some research on what kinds of simple activities could be made using Javascript, but a lot of what I found was fairly complex and I didn't want to start including things I didn't understand. What I ended up simplifying it to was this - the first 2 lessons would be pieces of history and story that the user would complete by reading them through and pressing a "Complete Lesson" button at the bottom. The third lesson would be a quiz, that asked questions about the info in the previous lessons and from elsewhere on the site. Once all three were completed, a number would be revealed.



Coding -Lessons

I started with the quiz. I looked at a couple examples on the internet and adapted them slightly to what I wanted. What I wanted to create was a multiple choice quiz that asked one question at a time and would reset if the user picked the wrong one. Once it had been completed successfully, the user would be put back onto the lessons page automatically.

Originally I planned for all three lessons to be activities similar to the quiz, but found the creating these and tracking their completion for the reveal of the number was just too much work, which is why the first two lessons are really just pressing a button.

A separate script called tasktrack.js is what kept track of what was completed and what wasn't. Once it detected that all tasks were completed, it would display the number and hide the question mark.



```
const quiz = [
  { q: "What is the middle name of our founder?", a: ["Jamal", "Jackson", "Joseph"], correct: 2 },
  { q: "What year was Real Life founded?", a: ["1988", "1998", "1992"], correct: 0 },
  { q: "What is MJ the King of?", a: ["Pop", "Rock", "Music"], correct: 0 },
  { q: "What is the second name of the man who made an attempt on MJ's life?", a: ["Jim", "James", "Jones"], correct: 2 },
  { q: "With enough training what powers can be attained?", a: ["Mental Obliteration", "Eternal Life", "Flight" , "All of the above"], correct: 3 },
  { q: "What is the eighth planet in the solar system?", a: ["Mars", "Neptune", "Pluto"], correct: 1 }
];

let i = 0;

function load() {
  document.getElementById("feedback").textContent = "";

  document.getElementById("question").textContent = quiz[i].q;

  const answersDiv = document.getElementById("answers");
  answersDiv.innerHTML = "";

  quiz[i].a.forEach((text, index) => {
    const btn = document.createElement("button");
    btn.textContent = text;

    btn.onclick = function () {
    if (index === quiz[i].correct) {
      i++;

      if (i === quiz.length) {
        document.getElementById("answers").innerHTML = "";
        completeTask("quiz");
        window.location.href = "lessons.html";
      } else {
        load();
      }

    } else {
      document.getElementById("feedback").textContent = "Wrong answer! Starting over";
      i = 0;
      setTimeout(load, 1000); //delay between failure text and reset
    }
  };

    answersDiv.appendChild(btn);
    answersDiv.appendChild(document.createElement("br"));
  });
}

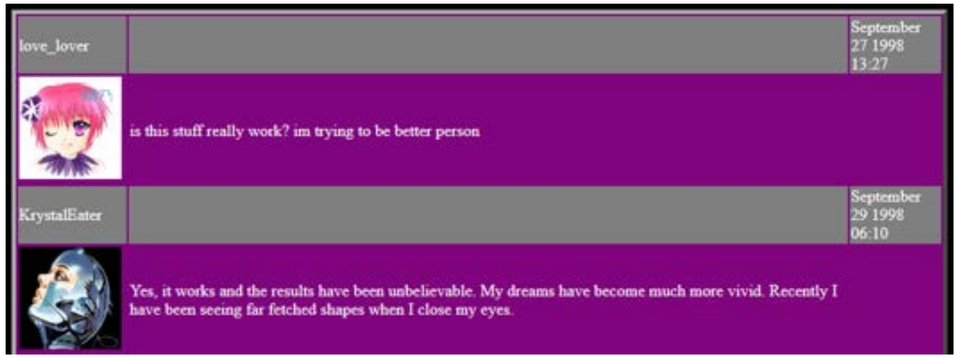
load();
```

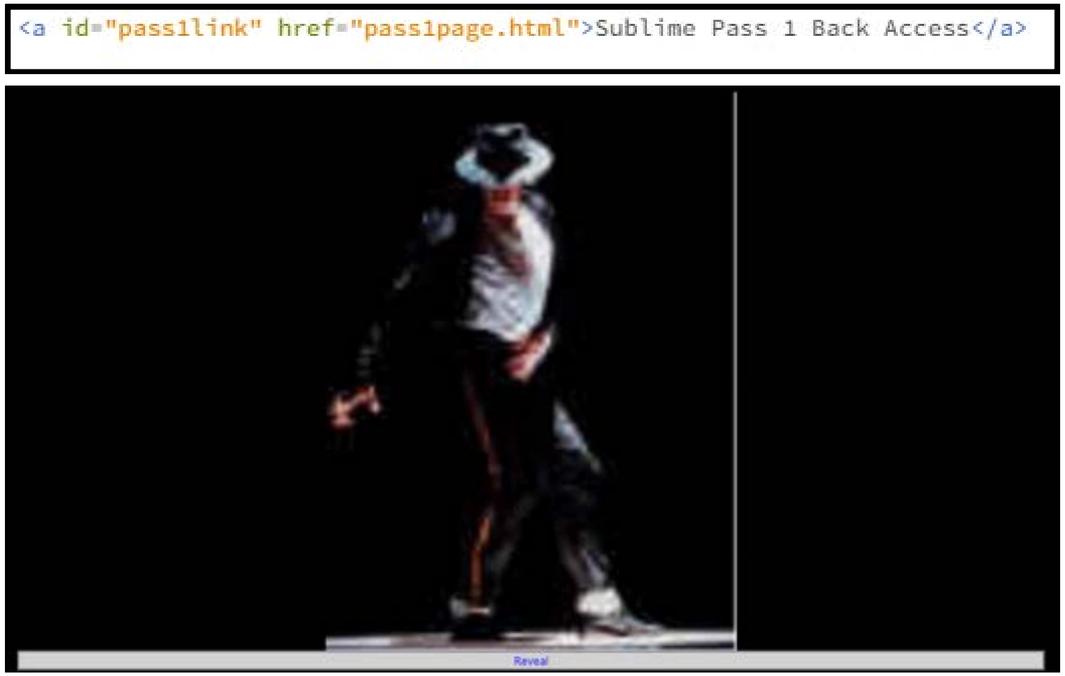
Coding - Forum and About

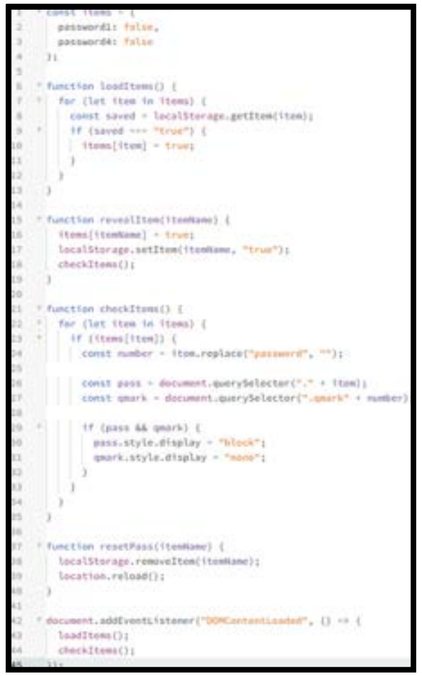
The “forum” was much more simple to make. It is really just a styled table filled with information and hints to guide the user.

The about page is also simple, really just featuring text and images, although there is a hidden link at the bottom of the page which is hinted at through a “post” on the forum page. The secret link leads to a page with a button to reveal another number. This is done with a script called passreveal.js, which I use in other places too. It simply reveals the number and hides the question mark when the button is pressed. Something I did have to figure out to do was save this change so that the number would stay revealed when going to the other pages









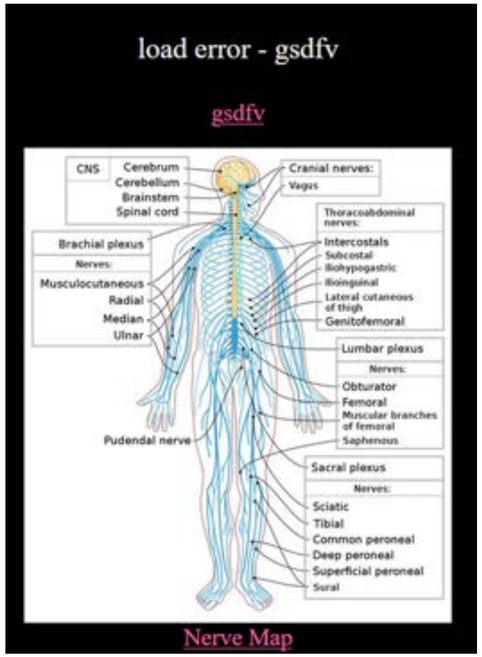
Coding - Resources

Coding wise, the resources page is simple. It is a list of download links for images and a password input field at the bottom. It does however contain a puzzle which I think is fairly interesting. Four of the image download links are “not loading” making them stand out. When downloaded each of these images contains a number. The order of the numbers is not clear at first. The user must put together that these images are part of a whole, and piece it together to get the correct order and the password.

I created the image in Photoshop, adding a number to each quarter, and cut it into four pieces. I then added these images to the download links, but in a jumbled order and with nonsense names to give the puzzle some challenge.





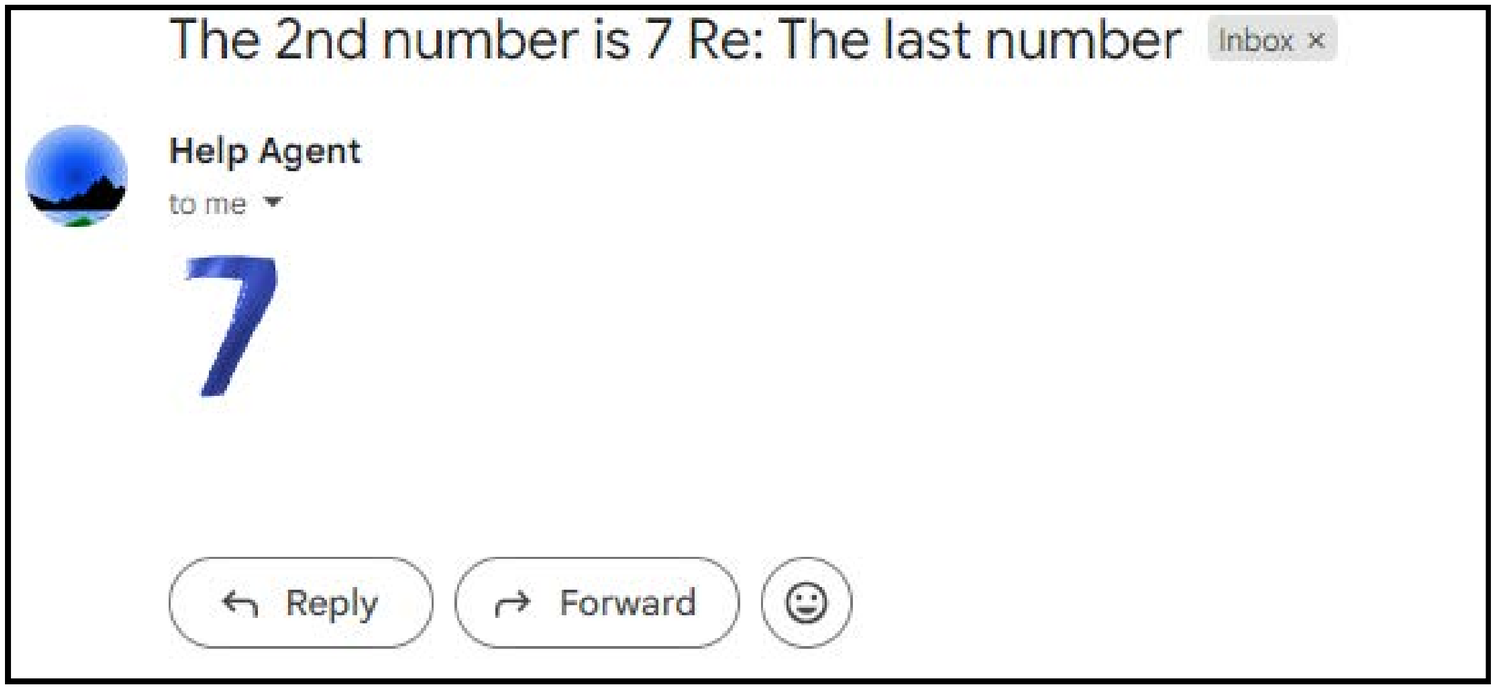


Coding - Contact

The contact page is again, very simple. It is just an image and an email link. What makes it more interesting is the idea behind it. The idea is that the user has to actually email the address given to get one of the numbers. This is heavily hinted at in the forum and in other parts of the site as to not make it too obscure.

The email is setup to automatically reply to any messages with the number required.





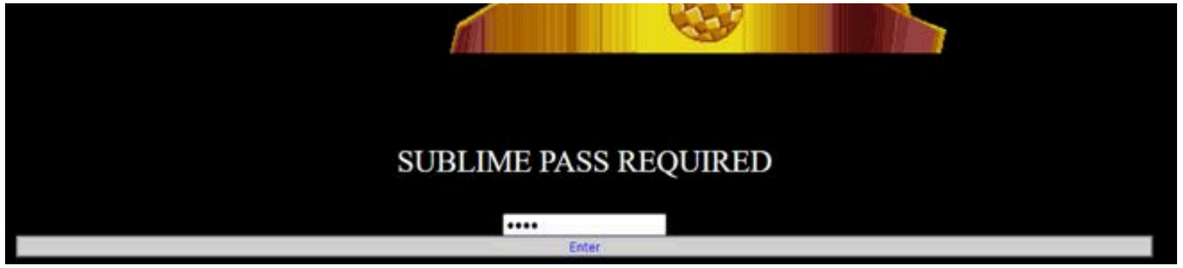
Coding - Admin, Secret Page and Home

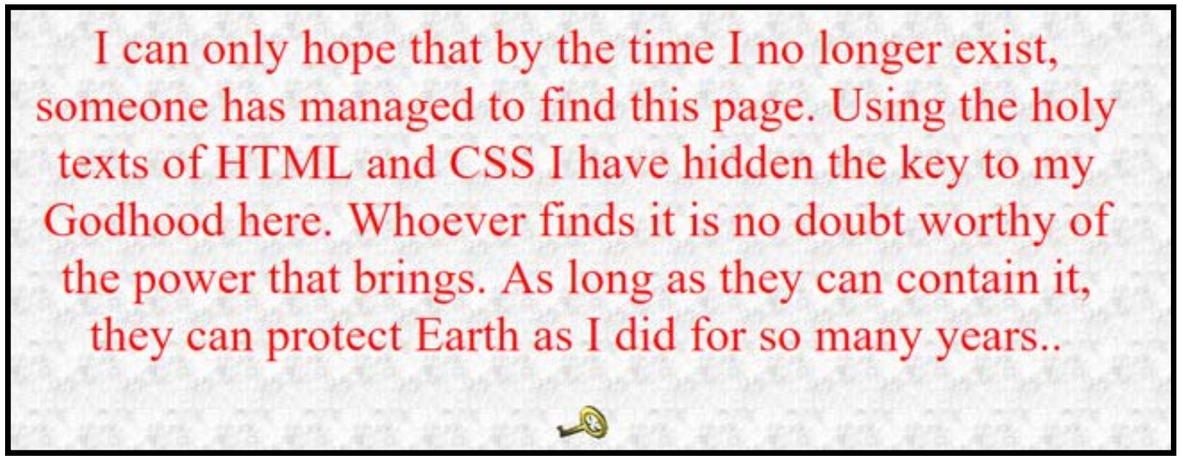
The admin, secret page and home page are closely tied to together as they make up the conclusion of the experience.

The admin page is another simple one, featuring just an image and a password input.

Once you reveal the Sublime Pass and gain access to the admin page, you are brought to the secret page, “MJ’s Diary”. This page contains text, some story info and a special key gif at the bottom of the page.

This key has a script attached that when clicked sets “doorunlocked” to “true”. Aswell as doing that, it brings the user back to the home page.






```
<a href="index.html" onclick="unlockDoor()">
    <img  src="images/key.gif">
</a>

<script>
    function unlockDoor() {
        localStorage.setItem("doorUnlocked", "true");
    }
</script>
```

Coding - Admin, Secret Page and Home

On the home page is the large doorway image with a keyhole in it. Normally when hovered over, the cursor changes to a “not allowed” symbol. After you have clicked the key this changes.

A script called doorwayopen.js keeps track of whether the key has been clicked or not. Once it has been clicked, the cursor changes to a pointer and the doorway can be interacted with.

The script is written so when the doorway is clicked, a sound file starts to play and an animation begins. Once the animation has ended, the user is redirected to the final “the end” page. This is the ending of the site.

```
const door = document.querySelector(".doorway");

    const unlocked = localStorage.getItem("doorUnlocked") === "true";
    const doorSound = document.getElementById("doorSound");

    if (!unlocked) {
        door.style.cursor = "not-allowed";
    } else {
        door.style.cursor = "pointer";

        door.addEventListener("click", () => {
            door.classList.add("doorway-animate");

        doorSound.currentTime = 0;
        doorSound.play();

        door.addEventListener("animationend", () => {
        window.location.href = "end.html";
    }, { once: true });
        });
```

```
.doorway{
    width: 60%;
    height: auto;
}

.doorway-animate {
    animation: grow 39s ease-in forwards;
}

@keyframes grow {
  to { transform: scale(10);
       filter: brightness(0) invert(1);
    }
}
```

Interaction Rationale

MDA Analysis

Mechanics - The mechanics of my site are fairly simple. For the most part it functions as and is interacted with as any other site site would be. The user clicks around and occasionally has to type. There is no lose state and the win/ending state is achieved by solving the puzzles and exploring. Some of the more interesting elements would be the “Sublime Pass” acting as a sort of inventory to store your found numbers or the external interactions with email and downloads. I think that including these external elements ads a lot of intrigue and depth to something that is in reality quite simple.

Dynamics - My intended dynamic is for the sites mechanics to cause the user to want to engage with them and explore. The way the site is laid out and the ways it can be interacted with should lead the user to hop between pages, read things carefully, maybe even write something down to remember it. I don’t intend for it to be a tense or competitive experience. It is much more about exploring and deduction, and allowing the user to take things at their own pace.

Aesthetics - The general feelings I want my experience to impart is intrigue, discovery and fantasy. The real focus is on the visuals and exploration, it is not something that demands mechanical mastery. My hope is that the first impressions of the visuals and story of the site provide intrigue, the puzzles create a sense of progression and fun, and the ending provides a sense of satisfaction.

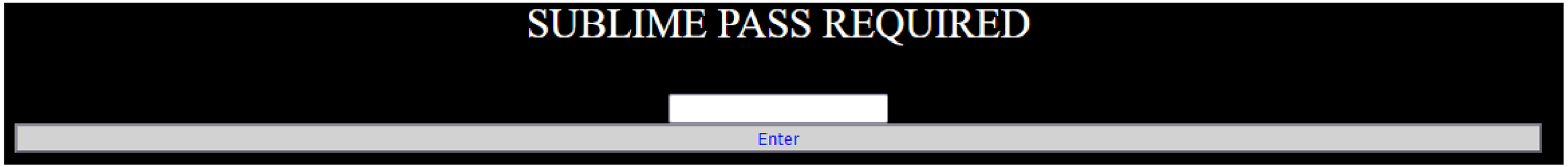
Interaction Rationale

Signifiers and guiding the user

Something that I had to work on during the process was making sure that the user had a clear goal and sense of progression.

The index page plays an important role in this. For example, the large doorway image should provide immediate intrigue. It being a doorway shape implies it can be entered or interacted with. The change on hover to add a keyhole as well as changing the cursor to a can't interact symbol exemplifies this. I think that these elements should encourage the user to try and find a way to interact with it.

The "Sublime Pass" should have a similar effect. The question marks obviously imply something is missing or hidden, and as the user reveals their first number, it should be clear that their goal is to find the rest. It also gives a sense of progression as they reveal more numbers. This is also encouraged by the message on the admin page saying that you need the pass for access. It being an admin page gives it a sense of importance.

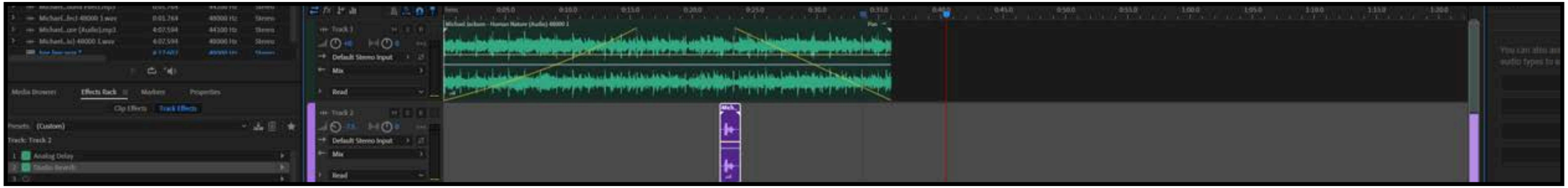


Interaction Rationale

Use of audio and video

Visuals play perhaps the largest role in my site. I believe that the strange esoteric imagery creates and interesting atmosphere around the site and drive's the user to want to see whats on the next page. If the site had all the same interactions and mechanics but less interesting visuals, I don't think the user would be as intrigued. I personally really like the heavy use of gifs and the general early internet, personal website aesthetic.

The only place I used audio was at the very end. I took the Michael Jackson song "Human Nature" into Adobe Audition, added a fade in and out, and added a "Hee Hee" sound effect with a delay and reverb on it to match the fade to white.



In retrospect, I think I could have and should have used some audio in other places, like to make it clearer when a number is revealed. Another place I could have used it is to make it clear when a lesson is complete, which I tried to do by having the borders change to green but ended up abandoning because I couldn't get it to work well.

Although the simple animation at the end isn't a video, I think it works quite well, and I like the contrast it makes with the simplicity of the rest of the site and the lack of any other animations.

Interaction Rationale

Precedent Reflection

kaossedgeofficial.com

Kaossedgeofficial.com is a site about a fictitious band made for the album rollout of ‘Garden of Delete’ by Oneohtrix Point Never. The site is purely narrative and exploratory and there is no goal or ending, but this is what I really like about it. The visuals are so strange and interesting to me and exploring the site is always intriguing, even when you don’t know what is going on or what any of the text says. I aimed to give my site at least some of this sense of intrigue and exploration aswell.



Hypnospace Outlaw

Hypnospace Outlaw is a game about surfing the web and policing wrong doing across websites. It has a similar early internet aesthetic which definitely inspired me. It also has elements of exploration and puzzle solving which I wanted to replicate in my site. It also emulates a website and uses just the mouse as its primary input.



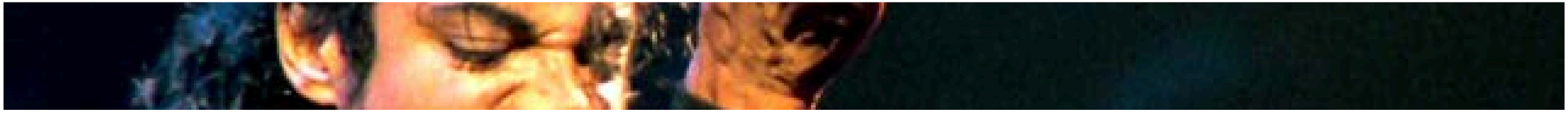
Narrative and plot

The narrative or plot is probably where I struggled the most. I changed it frequently while making the site. I knew it was important to have some sort of story to tell but I wasn't really sure what it should be.

I started off with just the idea that you stumble across this old website, that clearly has something else going on underneath the surface. What exactly this secret was, I wasn't sure. I thought it could be some sort of cult, or aliens or a murder mystery, among other things. I ended up doing a mix of some of these things.

The main inspiration came when I found an image of Michael Jackson in my collection of old images. I decided that he should be the leader of this strange self improvement cult "Real Life" and that he was also secretly some sort of alien or otherworldly being. The idea is absolutely absurd and honestly nonsensical, but I hoped it was strange and intriguing enough for the player to want to see where it is going.

Originally there was no alien or godly element, and Michael was just Michael, but I thought it would be so crazy and weird that it would serve as a satisfying ending. I also liked that I could incorporate the doorway on the home page into the story and game play and have it lead to your ascension into a higher power at the end with the fade to white and the music.



Play Test Notes

Priscila Yangi Feedback

The stories writing was very good, I felt very engaged throughout the entire experience. I also like how the style used looks a lot like websites created before CSS existed but with a mix of newer code like JS and CSS.

From the very start of the game instructions were clear due to the easy navigation, the inclusion of the small summary of what the site has to offer helps give a clue to what the user should do. Inclusion of the email was really immersive, gets the user a new input system to do. Puzzles were very creative. Inclusion of feedback system if an incorrect answer was put helps the user get back on track to the website's narrative main mission. Issues: The sublime pass didn’t showcase all numbers which might be confusing for a user to guess what the full code might be, despite finding all numbers. Back to lessons page is a bit difficult to read. If someone is colour blind or has sight issues, there would definitely be an issue.

Zhuoyi Chen Feedback

I really enjoyed the game play, all the mini games/puzzles were understandable. My favorite part is when the game allows the user to use a third party app gmail to help with obtaining a code. Even the lessons were fun as it lets the user learn more about the game and tests them out with a quiz.

Finding the first code was too difficult, maybe add more hints for that. When downloading images not containing the code, it downloads a different image then what is shown. Overall the game worked perfectly and no major issues occurred.

Play Test Notes

Changes implemented

From the feedback:

- Made the hidden link a little larger so it would be harder to miss
- Fixed the image links all downloading the same image
- Added space beneath password input on resource page to make it more visible

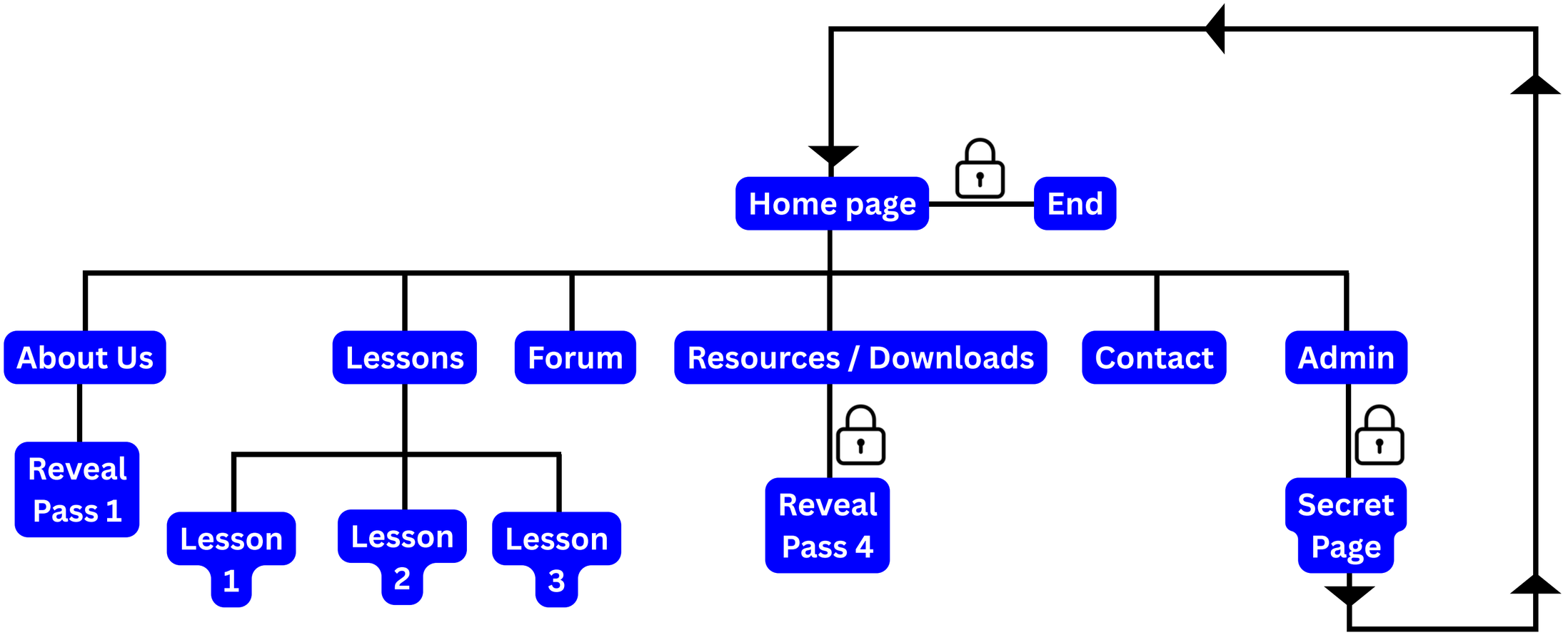
Other Feedback / Changes would implement

I also had another friend and my brother play through the site and something I noticed them both do was try to drag the key instead of clicking on it. The natural action for the user seems to be to somehow drag the key into the door with the keyhole, as that is what is logical in real life.

If I had more time, and was better at coding, I would perhaps make the key appear on the homepage after exiting the secret page, and allow the user to drag it onto the door to unlock the ending



Site Map


Home page
End
About Us
Lessons
Forum
Resources / Downloads
Contact
Admin
Reveal Pass 1
Lesson 1
Lesson 2
Lesson 3
Reveal Pass 4
Secret Page

LINK TO PLAY

https://liquidfat.github.io/Real-Life-Site/index.html

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