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Project 1
Part I

Hatoful Boyfriend

- Branching narrative leading to multiple scripted endings
    - This affordance is signified by presenting multiple lines of dialogue and/or actions whenever a choice is available. When the mouse is moved over one of those choices, it is highlighted, indicating that it is a clickable option. The idea that these choice result in multiple ends is also enhanced by the "Achieve" section of the menu. There, images signifying different endings that have been earned are stored.
- Independent games are dependent on previous play
    - Unlike inert media, this game has memory of previous interactions, even if you save and move to a new file within the game. This results in a usage of time and memory to affect future gameplay. Certain choices are linked to time, in that some options are not presented until after completing the game multiple times and receiving multiple endings. Likewise, there are also seemingly-innocuous choices that do not have an effect until after a certain number of completions. These affordances are not understood until after they have taken effect. This is presented in that a branching narrative that once had three options now has four to click, and acts as a reward for making new choices and replaying the game.
- Explore multiple outcomes
    - Can save games and try different options without losing previous data. When playing the game, there is a file folder icon on the lower right of the dialogue box. When clicked, options to save and load games are presented. On the main menu, there is then an option to load saved games. This means that you can save and return to a point to try a different decision, without having to replay the whole game. There are approximately 16 potential endings, and 18 save slots available.
- Safe way to explore various romantic scenarios (with pigeons)
    - This game allows you to explore relationships with various birds as a human girl without having to leave your home. This affordance is conveyed by Hatoful Boyfriend being a computer game. It is further conveyed by the face that it does not tell birds of your interest in them, but leaves the decision to pursue them in real life in your hands. As a result, budding attractions can be explored and determined from the safety of your computer. This game is participatory (in that you as the user can manipulate what happens) and somewhat encyclopedic (it has information on pigeon dating).
- Relive high school
    - This game is set in a high school. It tells you this in the introduction, and the uniforms the students wear add to that setting. Through this game, players can experience being a student with all the thrill of dating and going to class that brings.
- Changing genre
    - The first half of the game is a romantic dating simulation. The character can pursue a number of eligible pigeon men. After a certain point, an option is presented of unknown significance. If chosen, the game becomes a murder

mystery/thriller after your character is killed and chopped up. The previously light-hearted game about love now revolves around finding out the past of the game world.

- Changing point of view
  - If certain events happen, the player will be switched to playing as one of the pigeons. Your new character finds out that the human girl has been murdered. Playstyle is the same, but the subject matter has been drastically changed. The character is much more timid than the previous one, so although the player may choose actions as usual, the choices now are more reserved than they were in the previous game.

Part III

3D print historically-accurate outfits for pigeons
        Pigeons (Hatoful Boyfriend), teaches history (The Boat), audio components (The Boat),
        simulates hair (Maya), 3D printed fabric (3D printed chainmail)
This cell phone application does all the heavy lifting to 3D print historical outfits for pigeons.
Choose a time period you want to learn about. The app will wirelessly connect to a 3D printer to
make accurate outfits for that period. Once the outfits have been put on available pigeons, open
up the app again to move on to the learning portion. The app motion tracks and uses augmented
reality so that you can watch the pigeons moving through your screen with the necessary props
added and hair simulated. Watch and hear history happening through your phone! Pigeon
movements are used to set scenes. Battles, societal issues, and more can be demonstrated by
pigeons for your educational pleasure!

Passive heat control by artistically reliving high school
        Create with colored tiles (Bloxels), passive heat management (3D printed chainmail),
        relive high school (Hatoful Boyfriend)
Use colored tiles to illustrate events and scenes from your high school days. The smart board
that the tiles are placed on to form pictures will "read" the image and passively set your air
conditioner based on factors pertaining to that scene, including weather conditions of the time
and your present emotional state at the memory. This allows you to most accurately relive high
school.

Foldable controller for memory-capable video game
        Foldable (3D printed chainmail), independent games dependent on previous play
        (Hatoful Boyfriend), guitar tuning (Guitar Tuna), non-human rigs (Maya)
This is a video game with a segmented, foldable controller. Different folds and configurations
act to control how your character moves, jumps, fights, etc. But like with real paper, you can't
erase an old fold, so past plays will affect future games. Your character is a guitarist trying to
escape monsters with non-human rigs. As the character levels up, their guitar gets more and
more in tune, granting them new powers and attacks.