

Part 1

Homestuck

-Allows reader to explore certain interactive environments to find information. Segments that can be explored (through mouse or arrow keys) are signified either by a small message and a controller icon, or by shifting to a pixelated art style reminiscent of classic RPGs.

-Splitting paths allow the reader to explore certain subplots nonlinearly. The option to explore multiple paths is normally signified by onscreen messages, or with imagery parodying “character select” screens from various video games.

-Breaks the fourth wall and the boundaries of the HTML page. Action and characters will sometimes extend past the already established boundaries of the panel, changing or interfering with background elements of the website itself.

-Communicates a story of self-determination and escape. The characters begin to gain awareness that they are characters in a story, and start breaking down typical character roles and story conventions as the fabric of reality shatters around them.

Undertale

-Variety of options in combat system allows player to interact with enemies in variety of ways. The general idea is introduced and communicated through a tutorial at the beginning of the game, with options unique to each enemy type being revealed as the player discovers them. Players can fight enemies, or resolve conflict peacefully in variety of ways.

-Story changes in many ways depending on player's choices. The paths of the story are affected in major and minor ways by the player's actions. These changes are mostly discovered through comparing multiple playthroughs, with a few overt references to past choices made.

-Actions taken in previous playthroughs are remembered, even after a player erases save data. This is communicated through subtle references to the player's past behavior in dialogue and item descriptions, and through direct conversations and taunts from two characters in particular.

-Personality and motivation of characters is fleshed out over multiple playthroughs. Most characters have depth to their characterization that is only revealed through reaction to the player's different choices in different playthroughs. The image of a character one sees in any one playthrough is incomplete, and must be pieced together over multiple playthroughs.

R/Place

-Allows a user to place a single colored pixel on a digital canvas every 5-10 minutes. This was communicated through on-screen instructions and elements of the interface, such as placing a cooldown timer on the screen once the player has placed their pixel. It is also implied through the name; “Place” as in “to place” and “Place” as in “location”, a digital space.

-All users place pixels on the same shared online canvas. This was communicated through onscreen instructions and inferred through the presence of other pixels on the canvas.

-Allows users to replace other pixels with their own. This was not communicated explicitly, but discovered through organic experimentation and communicated virally through the means inherent to the platform it was hosted on (a popular social media site).

-System imposes a time limit, encouraging particular behaviors. This was communicated through on-screen instruction, and implied due to the nature of the project; it was created and advertised as an event that would produce a final result, rather than an indefinite game.

Skylanders

-Links collectible toys to game via NFC scanner. This was communicated through written instructions and promotional material, and the intuitive way that the base of the toy fits into the scanner (a “portal of power” toy).

-Influences game in number of ways depending on scanned toy. This was communicated via instructions and promotional materials, as well as indicators on the toys themselves (character figurines unlock that character in-game, different colored toy bases mean different things)

-Certain toys can be altered for varying effects. This was communicated through written instructions and promotional marketing, and intuitive features of the toys themselves. For instance, a certain line of toys can be split in half and have their pieces swapped out; these easily come apart, and the different pieces intuitively fit back together again.

-Syncs to online component via codes. This was communicated through written instructions and promotional advertisements.

Part 2:

Scenario 1:

A nonlinear webcomic with many different paths and decisions, each leading to different scenarios and different endings of the story. The comic would consist of images, text, and animation, and would be navigated via mouse and clickable choice prompts on-screen. The comic can remember decisions made in previous playthroughs, which has effects on the current playthrough; certain paths may change or vanish, and certain characters may act differently. Over many successive playthroughs, the structure of the game would begin to break down along with the images and HTML format of the page itself, making use of the Infinite Canvas and animated graphics. Different story paths would begin to collapse and bleed together, allowing the player to meet themselves from previous or alternate playthroughs. The story would eventually conclude with one of many final endings based on their actions in all of the other playthroughs.

Scenario 2:

A massive and dense online story with many alternate paths, linked to “real life” VR components discovered via an app. The story would consist of mostly text and images, navigated via mouse and

integrated either with an existing social media network or its own set of online forums. Each user would only be allowed to go through the story once per day, although there are many alternate paths. Online communities must cooperate and share knowledge of playthroughs in order to piece together a larger overarching narrative. Integrated with this is a series of clues leading to real life locations. A player, once at these locations, could use an app to investigate the surroundings and discover (via VR interposing virtual elements with the real world) more hints and information linked to the online story.)

Scenario 3:

A simple board game with toy figurines that become virtual characters. A physical game board is linked to a video game played via game console, and all interaction is done via moving and interacting with the figurines and game board. The figurines can be moved around and customized or changed in various ways, such as adding accessories or extra parts; these changes are tracked by scanners in the board, which changes the virtual world and the ongoing story within it.