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Interactive Multimedia

**Summary Statement**

The goal of my project is to make an enjoyable, fairly immersive, choose your own adventure story using PowerPoint. The adventure will be set on a lunar base. The twist for it is that almost all of the decisions that can be made result in death, but will be done so humorously (at least I think they’re funny).

**User Personas**

I think it’s hard to make a terribly specific persona as this project isn’t intended to cater specifically to one demographic with a unique set of interests, though the sense of humor used may not appeal to everyone. I also have no idea if I’m doing this right.

User #1 - College Student, moderately tech savvy, likes cheese

Visually, I think this project will appeal well to a college student. After all, I’m a college student I think that this project looks pretty nice. I don’t see how I could cater to user #1’s love of cheese, unless I somehow worked in a cheese(y) joke or a decision involving cheese.

User #2 - Office worker, plays games while taking bathroom breaks, isn’t tech savvy

With user #2 in mind, I need to stress the importance of an adventure that can be completely quickly, and doesn’t require a whole of of thought. I want it to be a funny break for people like user #2 to help them get a load off of their mind.

User #3 - Retired Female, likes her grandkids, knitter

User #3 will initially use this only as a means of connecting with her grandchildren. But after using it for a while, they will grow to love the quirkiness of the adventure.

Style Guide

**Delivery Medium**

The delivery medium will be personal computers via powerpoint. With that as my delivery method it will allow users to easily make decisions. I could also see this being implemented for mobile devices, with a simple tap to choose mechanic for decisions, but that’s too much work for me to undertake in the period of time I have to complete this project.

**Typeface**

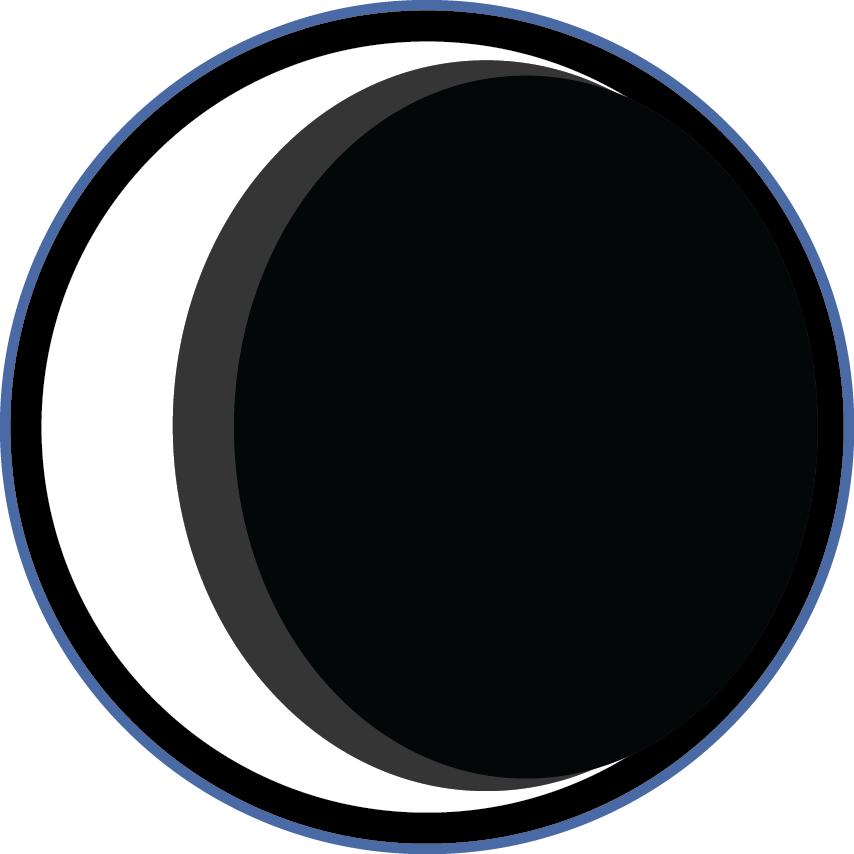
The typeface for this project will be Consolas because it’s a clean sans serif (I think, the “l” has some winging on it which makes me question that) and reminds me of older computer text, which is an aesthetic I think will work well for this project.

**Color Schemes**

The colors I plan on using are blue 4A6AA3, red A94545, gray1 353535, gray2 7A7A7A, black 000000, and white FFFFFF. The blue will be used subtly on the logo, as well as for one of the decision buttons. The red will be used for the other decision button. The remaining colors are used for the logo as well as on each slide of the presentation.

**Screen Layouts**

See wireframes



**Navigation Labels**

I created a logo using these colors that is intended to represent a minimal moon. I went for a dark background with white text as it is clean and visually easy to look at as it will cause eyes very little strain. The logo is intended to be used only in the form that you see here. No modifications can be made without express authorization from its creator. Please don’t give the moon a face, or put a cow jumping over the moon.

**Button Sizes**

Buttons are sized to stand out and be easily clickable. The placement of text and buttons is meant to flow in a logical manner, with the primary text appearing centered above the decision boxes.

**Organization of Elements**

The general organization of the elements is simple as there aren’t an overwhelming number of elements. The top bar stays consistent on every screen except for the title slide.