Summary Statement:

The purpose of the project is to be a form of video game under the genre of Choose Your Own Adventure/Visual Novel with elements of point and click style interface. The project itself is at its core entertainment, designed to be a progressive story, based on the choices made by the user to dictate the outcome of the story within the limitations of the game's branching pathway. The product itself is envisioned to be a comedic story detailing a short romp of several fantasy characters archetypes playing their own absurdist, fantastically (and dangerously) mundane quest.

Technical Deployment Document:

The technological environment that this project was meant to exist is a desktop computer. Initially this is the optimum case since the project is an interactive game, however the style of the game, Point & Click/Visual Novel does alter that slightly. If the emphasis is on point and click with heavy interactivity and engagement for each frame then Desktop Computer is the best place for it to be. Though, that does not prevent it from functioning on Tablet, or Mobile devices. Outside of the user interface would have to be altered slightly to accommodate touch input. If the game as envisioned focuses less on point and click engagement, and more so on a visual novel sense, then the transition between platforms is more streamlined.

The project could easily integrate anywhere as long as that form of user input can or should be pragmatically supported. But returning to the ideal platforms of Desktop and Mobile, both would frame the project very similarly. Below is the rough/beta scaling and interface would be in relevance of a screen. While some adjustments would be necessary to the game to properly fit the variable sizes and resolutions, this is generally how the product would appear.

User Personas:

In terms of user personas for this project, using three architypes of users; there would be the Casual User, Professional User, and Hardcore User. For convenience they will be named, Biff, Susan, and Burgie respectively.   
Beginning with Biff – as a casual user of the desktop (and or mobile), Biff would naturally use the more general aspects of the desktop, maybe equivalent to word, email, etc. While they are familiar with the platform they prefer to only use the features they find the most necessary for daily use, or recreation. Games are not out of the question for Biff, but while preference is subjective in this case, a casual user might find the appeal of something simple. In this case the project as a visual novel/point and click, is designed to appeal to more casual users as there is no real puzzle solving aspects but a series of entertaining paths.

Net with Susan – the professional user, this more so means that Susan is more looking for a practical usage of her desktop, using the various programs if they pragmatically apply to what she would need at the time. This project as a game would most likely not appeal directly to her, as the use of this game is for entertainment it is more auxiliary to what would be considered necessary or potentially desirable software that Susan would use. If this is the case could vary but as this is a game of entertainment, the platform is not one that is advertised in a way that is not used by Susan. Regardless if she were to find the game project good or entertaining/ or not; Susan if she uses her desktop practically for its work or bare functions, this game is not a product that would be used normally at all.

Finally with Burgie – as a hardcore user, they are less traditionally clear-cut then the others. As hardcore, I meant to imply the more thorough use of the desktop as a platform making use of most of its features so long as the use arises. While this project as a game would potentially appeal to someone who sees games as a more viable option for their desktop, it is ultimately dependent on whether they would see the style of game, as what they see as viable entertainment. But while the genre is not as engaging traditionally to a hardcore audience they would be more aware of it as a product comparatively to the others.

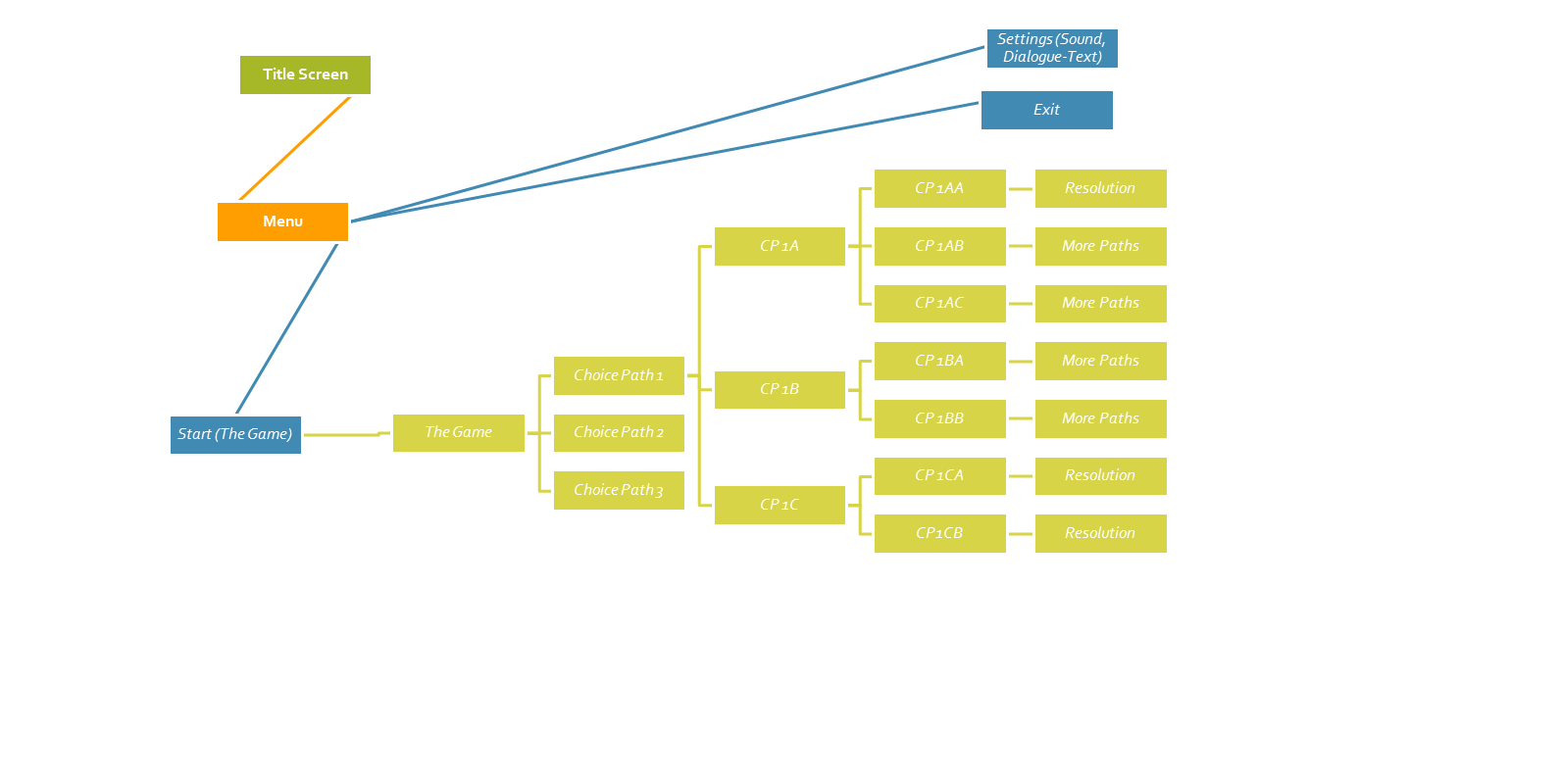
UI/UX Specifications:   
Contrast, probably the most important aspect when referring to this project, with the reliance on not only how the UI melds with the slides, its where the art draws the attention of the user, how they use of variable text/font contrasts, the change of colors in scenes, aspects of the UI with each other.  
Repetition, With an emphasis on still pictures, and scene change repetition between the thematic alterations of the two perspectives of the characters within the project, the most notable use of repetition should come with color and how it is present to help quickly and visually determine what is what to the user, such as that is part of the interface or that color is associated with that character or that element of the scene makeup.  
Alignment, Also important in that where the UI and the art help draw the eye. As naturally a clustered, or uncomfortable alignment of the interface would diminish or ruin the project if done so improperly. Using the image below for an example in context; Such as text over the scene, or the choice boxes being randomly placed out of order or inconveniently close to another element of the UI that is sensitive to input. Well-structured UI and art allows seamless use and helps guide the user in the most comfortable way possible  
Proximity, Similarly with alignment, aspects of the UI are close but not always to separate the idea of what their purpose is. Like the Choice Box being on the Scene Slides to show that they are more directly related, or the arrow and portrait circle being connected directly to the text box.

Screen Wireframes:

Below is the rough/beta scaling and interface would be in relevance of a screen. While some adjustments would be necessary to the game to properly fit the variable sizes and resolutions, this is generally how the product would appear. The size of the main screen where the art, assets and story imagery is portrayed, the potential location of the “choice boxes” which would allow the player to make their input change and progress the visual novel. The size of the text box where the dialogue is presented and connected is the arrow navigator and portrait of the character of focus. This mock-up is presented from the perspective of a 14 inch screen.

Screen Flows (Block Diagram):

As a rough example of how this system would function, it would like a traditional game screen with. Having the start, options; to alter small aspects of the game or elements of the UI, and to end the program, but mostly how the game itself would function in practice. The project has a small route of navigations outside of the where the projects main focus in the game element lies.



Typography: In part of the contrast design different fonts, and color would be assigned to the different characters, in the case of this project having four characters. There would be four fonts, one assigned to each character, but five colors assigned. One to each but an extra to distinguish the narrator’s different voices. But Times New Roman would mostly likely be the general text for anything used outside of the text box for the UI. Until further notice at the least.

This the voice of the narrator (Code: Luck) Using, AR Julian. **Bold**. *Italic  
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z . ! ?*

This is the voice of character 1 (Code: Fighting). Using, Impact Medium. **Bold**. *Italic  
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z . ! ?*

This is the voice of character 1 (Code: Book) Using, Monotype Corsiva. **Bold**. *Italic  
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z . ! ?*

This is the voice of character 1 (Code: Sneak) Using, Power Green Small. **Bold**. *Italic  
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z . ! ?*

Color schemes: As the art of the actual project is still in development, or many of the available assets needed in the tiers of what is necessary (Background, Characters, Props, Extras) the color schemes of these assets will vary but are not know yet. As of now the bare minimum of the interface will most likely be designed to make the art and character pop, with an emphasis on darker colors for the UI and more vibrant colors for the art assets.