Eveline

Sunday, 14 February 2016
New to-dos

From testers
~~Add page off/page on sounds~~

~~Issues?~~
~~Think about the many interface disasters that are probably possible,~~
~~like dialog interrupts~~
~~like font display issues fucking with scale [May need a bitmapfont in the end]~~
~~No reported problems from testers!~~

~~Question: a version for arcade royale because that would be utterly hilarious?~~
~~Would need to look into a wrapper...~~

~~Implement time passing~~
~~Time goes fast when you're doing other stuff as well? Including writing.~~
~~Just passing super slowly if you just stand around?~~
~~Implement day intro~~
~~Add radio (closeup **NO**) (simple Bosca ditty or ditties?, channel change with arrows, couple of possibilities)~~
~~Draw radio~~
~~Make radio music~~
~~Implement radio on/off~~
~~Implement radio stations~~
~~Add word tracking stat~~
~~Implement day end~~
~~interstitial~~
~~interstitial specific texts (words written, message)~~
~~save~~
~~time/~~
~~date/~~

writing progress/

book progress/

transition to new day

Implement plant (closeup)

Implement "thinking/contemplation" (window, rug, plant, armchair) [dialogs] [procedural?]

Make the dialog system work

Write basic dialog options

Implement ending

Handle stopping typing

Show dialog on manuscript completed (on page view)

Enabled exiting page view after completion

Enable phone conversation

Let them kill time then as well if they want to. (But remember and remind them if a new day starts.)

After phone call we need to fade out for a few days

Fade in on dialog to call agent again (they must have reviewed it by now...)

Enable conversation about 'already written'

Disable time (and all distractions?) and make them type (Call me Ishmael...)

Insert Moby Dick first pages (for typing so it can't complete during a fade out)

No escape when typing Moby Dick

Disable backspace in browser

Implement "**nightmare mode**" typing

Implement version where keys typed appear

Fix fast-typing problem?

Track keyPressed keys and don't allow repeat if not keyUpped (key held down issue)

Problems with shifting non alpha characters here though arrrrggghhhhh

Nightmare mode phone call

Change phone conversations to be a phone-call to me?

With the ability to save and then email me the file to find out if they won?

And the ability to keep working if they don't want to do that.

Add keyboard typing sound (just a click)

Add keyboard bell sound

Add keyboard carriage return sound

Make normal mode typing 'faster' (as in types in more characters than you type)?

Fix typing –– see image, on page overflow getting an extra character after line break before page off

Fix sounds

Carriage return is annoying (just kill it?)

Bell for autotype mode? (or kill it? Line length is a problem.)

Sharper typing click

Make variations of the avatar

Four different (two 'male' two 'female')

Add lying down and sitting versions

Master sounds down (two radio stations and typing sound)

What the fuck is this game called?

Writing Game

WritingQuest

Untitled

Prose

Prosody

Typewriter

Type

TypeQuest

Typing Game

6am

Writing Simulator

Fiction Simulator

Prose Simulator

Fiction

Simulator

Eveline √

Implement **menu**

Make a working menu

Make sure all the paths work

Add UI for book!

No sound for typing in Nightmare?

Reinsert full texts (Joyce short story + Metamorphosis)

Check up on margins for typing because it seems a bit fucked?

Sound cue for reaching end of line in Nightmare?

Write texts

Add every day end variations (bear in mind you could have some dialog clashes?...)

 Thought could have a dialog state that doesn't invoke time?

Leaving variations for different contexts

Nightmare variations

Official text for phone conversations

Official text for day start variations

Official text for finishing story

THINKING options for distractions

NO TIME FOR THAT versions for different distractions?

Add every day start variations

Self-Testing

 Check how long typing out Eveline takes

  THOUGHT: Need to be careful about abruptness of transitions (dialogs and fades help here)

  THOUGHT: Delay on paper off to be able to read what you typed

  THOUGHT: Maybe a dialog at end of day as well

  THOUGHT: Maybe a small dialog at start of day as well

  NO IT IS NOT. THOUGHT: Is even Eveline too long? (It's a good story though...)

  BUG: After full Eveline I can't escape the typewriter!! (**Think I fixed this**.)

  BUG: Then the day reset and seems to have cleared all data!! FUCK! (**Did I hit alt? I think I did for console window**)

Testing

 Do a few tests myself (with shortened manuscript length)

 Fix issue that time can run out during a dialog (in interims between visibility)

 Add fade out to endOfDay

 Add fade out to menu

 Restore fade lengths

 Change fadeIn on interstitial to go to black first (and make it part of the class behaviour. Fade out too)

 Make dialog in distracted not count toward time (ideally no dialog should count for time actually)

  So actually this is just a 'dialog.visible' thing!

Send to J+M

Saving – it would be kinder to save on major moments of update?

When get off the phone (to keep phone status update)

And when finish manuscript (but don't call the agent)

This means you need a start-of-day that acknowledges phone call status if they quit before that

Or acknowledges the 'write a great novel' ending

[Should Day start by incrementing the day? That way if you turn it off and on, a day has passed...]

(I think this is doable and better in terms of continues)

When exit typewriter (to keep text)

When exit book (to keep page)

Test paths and dialogs based on saves

Dialogs are a little narrow for the text

Saved book place on reload

Saved typing place on reload

Reload after finishing but before call

Reload after call but before fade?

Reload before second call

[Keeps saying three weeks later]

Reload after second call before finish final

[Typewriter disabled on reload]

Fade out is much too fucking fast

Text is aligned wrong on the screen

Stops typing on beginning of fade instead of end

(How does all this impact Nightmare? Probably not at all?)

Adjust thoughts timing

First bundle from testers:

Maybe write a bunch more thoughts and have them pop up more frequently?

Fix enter

Make bell behave the traditional way

NO Maybe a bzzt at end of line typing? Or a different key strike sound?

Add "press return" instruction [and make it resize for multiline]

' character starts a search (could have a hidden input box that grabs focus?)

Fix word count for Nightmare

Make word count messages a bit nicer in general?

Maybe put them off sending me the email until they have at least 100 words or so?

Regex for rewrapping text
(\S+)\r\n(\S) => $1 $2

Monday, 1 February 2016
Testing/next stuff...

Squinky broke it –– couldn't move after calling the agent (presumably a state-resetting problem?)

Most people hit space everywhere hoping it will do something. Suggests there should be an action for every single object.

Probably good for triggers to extend horizontally in some cases (e.g. the chair)

Realistically I should just rewrite all the code to make sense now that I know the situation (for example have a single state mean "a day" rather than every day), simplify state elements, make the UI more polished, etc.

A polish thing is that physicality stuff, like showing the guy sitting down before the book comes up.

Definitely need to work on book/typing presentation. I think a fixed-width bitmap font with parsing line by line and doing my own wordwrap checking may be the best/only option. And that's really not that hard, just a commitment.

Think about outsourcing some stuff to different files somehow? It's a bit out of the control at this point, but also not 100% clear how OO is could be? UI elements could presumably be classes. The writer can be a class. The typing can be a class. The window can be a class... so that might be an option actually. Sanity regained?

Can you split an object/prototype into multiple files?

Things that will have to inevitably be done

Philosophy/narrative

~~Settling the narrative of the outside of the room (is it in the house, is it a studio?)~~
   ~~It's a house~~
   ~~He/she arrives in the morning at 6am to write for 4 hours (minutes), then leaves~~
   ~~Time stops at 10am (or goes back to normal time? Or time speeds up while typing!)~~
   ~~**NO** Brings in coffee? (Weird and awkward?…)~~

General

~~Depth sorting for objects in the foreground~~

Major
Difficulty modes

Typing
(Maybe) the arms of the typewriter if I can be fucked (I should look at typewriters)

~~Ability to sit down at typewriter~~
~~Add ability to leave typewriter (ESC?)~~
~~Ability to type at typewriter and see words scroll up on paper~~
~~Some animation/acknowledgement of a completed page~~
~~The ability to actually finish the manuscript (test with a one page manuscript)~~
~~**Tracking words written, or maybe just pages completed, to announce at the end of each day's work.**~~

<u>Aesthetics</u>

Add a radio you can turn on for music
Make a blinking cursor on the title
Make the light fade in at the window (could just use the game background and make the window transparent)
Have a moment on sit down (type, read) where they are seated, then it switches view, and vice versa for when exiting, so there's a physicality to it

~~Get him out of shorts and singlet for fuck's sake~~
~~Make the sky change colour over time~~
~~Vary the various texts that could be varied~~

<u>UI</u>

HARDER THAN I THOUGHT IN MY SHITTY SETUP Would be nice to have UI messages fade in/out (should "just" be able to tween?)

~~Update time with extra time when they type legit characters into the thing~~
~~UI box for narrative messages (the white/red/white thing with text field)~~
~~UI box for interaction messages (black bar at the bottom)~~
~~Timer in top or somewhere that shows current time (ritual of writing for two hours every morning?)~~
   ~~1 minute = 1 hour~~
~~Dialog sequences (e.g. if there's a conversation rather than a single statement)~~
~~Fade in to the scene with you standing in front of the door~~
~~Opening narrative setup~~
~~Fade to black after 4 "hours" of writing~~
~~Interstitials between scenes (for "Monday" or whatever)~~
~~A title as well that just says "Writer"~~
~~Would be nice if there were a delay before the "to continue" showed up~~
~~Nicer if there's no "continue" after the Day showing up, it just goes through, rhythmic~~
~~UI message about escaping from writing~~
~~Fix the way the first character is always already typed… (just a space in the original?)~~

~~UI message could be a bit more subtle in appearance~~
~~UI message about arrow keys? (Or just at the end of the dialog)~~
~~UI message about leaving the room + sending you back (dialog + maybe setting~~
~~velocity + timer to stop again and change state back to play... or vice versa)~~
~~Would be nice to have a delay on dialog before SPACE TO CONTINUE appears~~
~~Fade out title would be far nicer~~
~~Fade in title as well~~
~~Fades between various interstitials would be far nicer —— need to slow things~~
~~down~~

Storage
Remember where the typing is up to (and if it's completed)
Remember place in the book
Remember current day

~~NO (Remember things said to agent? Maybe? Or perhaps not.)~~
~~NO Remember state of the plant if its dynamic~~

Other activities

Ability to make and drink a cup of coffee (thermos? Coffee machine? Minigame
opportunity later on?)
Ability to vacuum the room?
(i.e. as many expressive possibilities of "I'm a writer" as I can manage)
Ending
    You finish, call them, and they say send it over
     Time lapses, then you hear back on the phone and they tell the news.
    You're shocked, but resolve to start a new book
    "Call me Ishmael..."

~~Calling the agent (at any time, but especially when the book is done)~~
~~Ability to read in/parse large files like books~~
~~NO Something for the bookshelf? (Maybe just some books, but they are already~~
~~reading Dubliners so they won't take another one?)~~
~~NO Ability to water the plant and for the plant to die if you overwater/underwater~~
~~Ability to turn the lamp on and off~~

~~Ability to sit in the armchair and chill~~
~~Ability to lie in the middle of the floor (on a rug?) and stare at the ceiling~~
~~Ability to sit in the armchair and read a book (ala 100 years of solitary)~~
~~Ability to look out the window~~

Things to fix

Make ability to have page breaks in dubliners? Some kind of better formatting.

~~Armchair trigger is too high~~
~~On "thats it for the day" the previous showUI is visible for a bit~~
~~If you're lying down or reading and the day ends need to be aware that would have to be reset on the next day (one option would be to make the State itself one day and just reset each time with saves across…)~~
~~Trigger bugs (multiple simultaneous triggers [phone+armchair])~~
~~Inability to stand up (from rug or armchair)~~
~~Remember to check that if time runs out while reading it behaves nicely~~
~~UI messages staying on when they shouldn't~~
~~Ability to actually type instead of autotype~~
~~All the timing obviously (including the finish time —— two hours instead of four perhaps)~~

[This list is not as small as it could be.]
[Need priorities.]

Wednesday, 20 January 2016
11:07 AM

Okay let's talk about this. Over the course of a couple of baths I came up with this idea of a game about being a writer and then complicated it a lot (as you can see below with the long list of possible "levels" of the game).

The basic concept (that is what attracted me to this) is the idea that you could both have the "experience" of writing a great piece of literature (e.g. Kafka) but as or more importantly you would read it. So you type on the keys and the pre-existing story appears. I'm leaning toward Kafka? It's about 10,000 words I think… how fast can you type that at top speed?

Anyway then I was complicated it with different lengths of text, but that isn't a particularly interesting distinction to make… why would you try more than one? Instead I also had the idea of different difficulty levels (e.g. EASY means you can type anything at the story appears one character at a time, whereas NORMAL means you have to type the correct key, but have no penalty for the wrong key, and HARD means you're penalised for hitting the wrong key, and NIGHTMARE means you get no guidance and are supposed to literally write a novel or whatever).

And then there's a little joke at the end (if you were to finish it) which is that you submit the novella for publishing and the publisher tells you it has already been written and published by Kafka N years ago. And in fact if Kafka that you've written out a specific translation perhaps, weirdly. And stuff like "you didn't even change the names…"

So that's the base level thing of it.

But then also I liked the idea of a kind of domestic scene around the writing activity. A kind of writerly garret sort of thing? And the nice thing being that you can represent that however because you're NOT Kafka, so there's no need to it to seem like it's definitely a historical reenactment, though I think keeping a typewriter is a good thing because preserving some ambiguity is nice, too.

But I also don't want it to turn into The Sims. More just small extra activities that serve as a distraction from the writing task. Making a cup of coffee and drinking it, say, or sitting in an armchair (maybe reading a different book? He could read Dubliners! [which was published prior to Metamophosis]). Watering a plant that can die otherwise. And maybe that's it?

Some kind of actual representation of time? Changing light through a window? A door you can leave through that cycles a day, or maybe also cycles going out for lunch? I

think food would complicate things too much? Or I guess you could have a packed lunch that's always the same thing or a variant on a sandwich. And a thermos of coffee. Some of the weird romanticism of writing and writing rituals. Maybe you have to turn the lights on when it gets dark. Stuff like that.

Overall it should remain SIMPLE. Don't get out of control because it just needs to be what it is and nothing more.

The "other" big question is what it should look like. Obviously I lean toward a low resolution style because it's easier to animate, but I guess if I had minimal animation I could also try for something new like a drawn style. I'd need things like a walk cycle, but maybe it's worth just throwing myself at something like that as a challenge and a freshness? Or even trying to freehand draw things at their actual resolution on screen, so they would be small but still bigger than super low res, and still hand drawn? Or...? Hmm, I should just do some drawing.

Also what is it called? "Writing Game" would make it a sequel to Art Game? But it's kind of boring? Could call it "Metamorphosis" as a kind of literal thing? Like it's a game adaptation of Metamorphosis because you literally write that book? Or even "the metamorphosis by franz kafka the game" or something along those lines. That angle detunes the idea that the game is "about writing" somehow? Becomes much more about the fact of a specific text. Though it might cue the idea in a player's mind that an actual metamorphosis could take place? Some sort of nonsense like "A studio on 5th street" or something could be another option, but it's obtuse and not that interesting. This is actually tricky? Speaks a bit to the question of what the game "is". "Writing Game" is closest to the spirit of it I think? Or just "Writing"? or "Writer" (gets a bit close to "The Novelist"? Though that's an obvious touchstone...)

Where you're a
    Poet —— Ezra Pound? Something minimalist and austere
    Short story writer —— James Joyce's Dubliners?
    Novella writer —— Franz Kafka's Metamorphosis?
    Novelist —— War and Peace?

Yourself –– No template just typing

?

Where you need a BETTER TITLE FOR YOUR GAME

Just between you and me?
How do we handle the need to "end the day" in combination with the idea they could be going all kinds of possible activities at that moment?
Currently I'm thinking that we jump out (unless it's DIALOG)
A dialog comes up saying "That's it for the day" then after they dismiss that it fades out
Stats
Then fade over to the next day interstitial

Screens

An uninspiring image of the game.

A period where the avatar would "float" to the ceiling

.