# Project 2a: A Room of One’s Own

**What’s the assignment?**

Whereas Project 1 asked you to analyze how identities are constructed, Project two will ask you to take an active part in constructing the identity of a player. After spending some time playing games, it’s time to get serious and make one of your own. For this first project you will create a simple room in which a few objects exist. There must be at least two tasks for players to complete. There must be a win-game scenario. Your final product will be accompanied by a short essay (500-700 words) explaining how rhetorical considerations inform the choices made in your room and how player identity is constructed through your game design.

In addition to the short essay, you will be expected to annotate your source code using [bracketed lines.] You will learn how to do this in class. The game will be posted on the discussion board on eCollege by class time on Feb. 14. You will post the source code in the description and a link to the online version.

As you begin, consider some of the things you noticed about the game you analyzed in Project 1. Are there things you want to repeat? Avoid? This assignment is designed to move you from reading IF to writing IF. Pay special attention to the player character. You will not be asked to create any NPCs, but you will be asked to write a short essay about your PC.

**How do I approach the assignment?**

## This assignment asks you to work on practice and theory together. You’ll be learning a new piece of technology. Don’t get so distracted by all the exciting things you can do and forget to actually construct the player’s identity. Likewise, don’t spend hours thinking about how you can construct player identity and then never type a line of code. You’ll need to do both.

Use the Inform Documentation as a reference throughout. Use brackets to cite any code you took from elsewhere. For example:

The hall is a room.

A wicker cage is here. "There is a large wicker cage discarded nearby."

[Taken from Inform Documentation 3.1 and slightly modified.]

Notice that in this example I put the section number for reference. Throughout the assignment, also make notes explaining why you did certain things.

A laboratory is a room.

[I though that just by starting the player in a laboratory, the player would assume s/he is a scientist. Wait till s/he finds out s/he’s a rat!]

Consider how you will ask the player to construct the PC. As you put together the two tasks, consider how those will operate on the player. Will you theme the tasks as sci-fi so that the player feels futuristic? Will the tasks be frustrating or easy? Obvious or hidden? How will those affect the player?

## Evaluation

## Your game will receive a letter grade based on your thoughtfulness in regard to the game. You must demonstrate that you know what you are doing in terms of coding and in terms of player identity in order receive full credit (you don’t have to worry whether I agree or disagree with you, but how well you make your points).. You can prove your coding skills by creating a working, enjoyable game. You can prove your theoretical skills by reflecting on the game in the essay and within the code itself. Late responses won’t be accepted (they’ll receive an F), since they are meant to 1) prepare you for class discussion and 2) prepare you to create a room in a communal game.

**A-B+ range**

* Creates a compelling world with interesting, solvable puzzles.
* Produces a reflective, complex player character.
* Playable and winnable.
* Accompanied by reflective essay that explains how rhetorical choices informed the game-design connecting them to previous games you have played.
* Comments on code throughout with brackets.
* Well organized code.

**B-C range**

* Creates a themed world with solvable puzzles.
* Produces a clear player character.
* Playable and winnable.
* Accompanied by reflective essay that fails to fully explain rhetorical choices or connect to other games.
* Occasionally comments on code with brackets.
* Poorly organized code.

**C- or below range**

* Does not create a clearly themed world.
* Fails to create a clear player character.
* Unwinnable or even unplayable.
* Not accompanied by reflective essay.
* Does not comment on code with brackets.
* Disorganized code.