Designing Games for Historical Education Milestone 2
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Some changes I have continued to make are regarding the specificity of the design. As I near closer to getting a prototype, I have had to nail down the specifics of events, timelines, scripts, etc that I plan to use, and thus have been working towards a more finished product. I have also finished research (somewhat) to find an event called the Homestead Strike. It didn’t exactly take place during the industrial revolution, but it captures the issues of the era in a good way and illustrates the wage gap clearly. Thus, regardless of the label placed on the time period I believe it would be a good idea to use this.

Since the last milestone, I have created a sample scene involving a Unity extension called Yarnspinner. It uses a very simple, modified coding language to turn script into basic logic and choices. The player can also move with arrow keys once speaking has finished. This means that all I would have to add on the programming end is the script logic, script itself, top-down movement (instead of just left-right), and point-and-click hidden object section.

Unfortunately, I forgot to update the milestones on the website. As I got caught up in exams, I plan to do so tomorrow night.

I still have not run into any major surprises as of yet; however, I will keep an eye out for them.

Over the next two weeks, I plan to finalize my paper prototype (which is on PowerPoint) and test it on a few people to make sure that I am conveying what is intended. Then, I plan to try to get a simple level 1 functional and working, at least for the point-and-click operations. This would ensure that I can at least get two levels done by the milestone deadline; if not, I can further adjust my milestones as needed to accommodate this difficulty and possibly cut down the amount of story necessary.

I have all the resources needed, as I can access history archives through our educational resources. I spoke with my advisor a bit about finding a history professor or expert on the era on campus – this way, I can look into things like clothing, speech patterns, etc. to improve the accuracy of some parts of the game. While speech pattern might be fine to leave modernized to some extent (to let the player understand/relate to the material), some aspects of the era are important to nail down (i.e. clothing, work habits, social interactions, etc.) and doing so in the early stages of development would be best. I also have Unity access and can download free assets from various websites as well as on the Unity Asset Store. I plan to research some more assets, such as on Reddit, freesound, etc. I would rather be able to include art and sound in the game than just have it text-based, so ideally knowing I have access to assets would allow me to integrate them in easily later.