

What is the problem?

How can I tell the story of Dante's *Inferno* through a game on an iPhone or iPad?

Mobile games can be an interactive medium to tell stories. Many current products use device mechanics to provide an endless (often story-less) experience. How can I use those build-in mechanics and a classical work of literature to create a rich user experience, differentiating my app from others on the market?

Why is it a problem?

Games that use built-in device mechanics, such as the accelerator, are typically endless runners/platformers. Due to the endless nature of these games, the story development is not a priority and some completely lack a story.

These games may also come from larger companies with more voices in the pipeline. From my experience in these environments, tight deadlines and anxious executives can push the product towards a slick rehashing of the competition that sacrifices concept and design.

What is your solution?

Use content-driven navigation with familiar functionality to guide the player through the story. Also, use achievements as a way to unlock parts of the story.

Consider the story structure as a framework. Maintain the characters and story elements, but redesign them, modernize them, and update them for the medium. Develop a user experience that balances storytelling with game play.

Who are you solving it for?

Myself. Others who have read the *Inferno*, as well as those who are familiar with literature but have not read it.

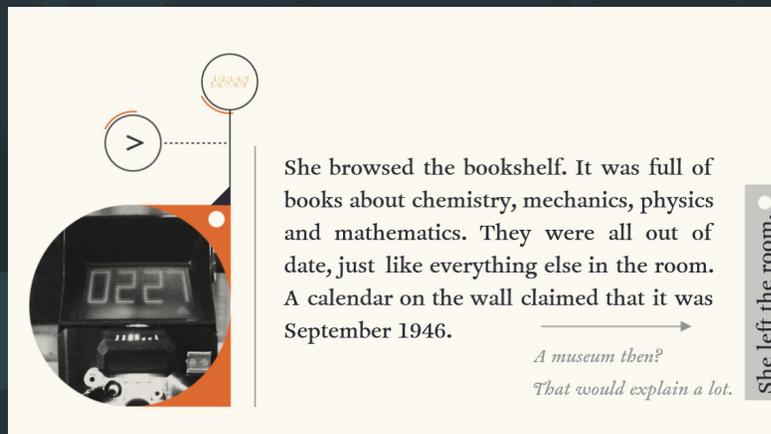
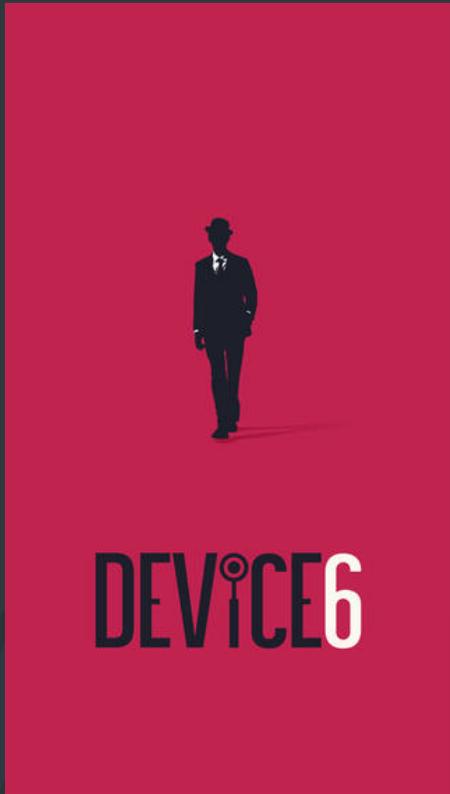
The target audience is anyone who likes mobile games and is looking for a new way to engage with this story or any story.

How is it helpful?

It breaks the story down into an engaging mix of visual storytelling and gaming to guide viewers/players through the story.

It could also spark the viewer's curiosity about the literature and provoke them to read it more thoroughly. If nothing else, it will provide entertainment and a sense of what the *Inferno* is about to casual readers/players. (Resources can be available through the app to allow someone to quickly become deeper readers.)

Who are competitors or similar products?



Why are you the right person to build this product?

I dig this stuff.

I'm a fan of the *Inferno*; I like learning more each time I read it or read about it. I'm not a "gamer" but I like experimenting with new mediums for storytelling and communicating with an audience, especially if the experiments involve interactive design.

What is your MVP?

My MVP is the game.

I need to work through more prototypes and conduct user testing.
From that point, I'll develop a more refined prototype that can
showcase the story, design, and functionality.

What are your next steps?

Do Work.

There is still time for experimentation with wireframes and prototypes, but I am pushing to narrow my direction based on those results in the coming weeks. Brand development needs to become more of a priority in the next couple of weeks as well.

How can you help me?

User Flow. Marketability. Timeline.

As I continue to prototype, I'll have more questions than answers regarding the user flow. I also don't know where to start with marketing an app. Lastly, I tend to think bigger than my timeframe. I'm not sure how much I should reasonably expect to have done before the exhibition.