



Module 11

Interpret and respond to a design brief

Part 1. Understanding your brief

According to some, December 21, 2012 marks the end of civilisation as we know it. Some associate this key date in the Mayan calendar with catastrophe, while others are more sanguine – consider Terence McKenna's Timewave Zero interpretation of the King Wen sequence in the I Ching. Design tools that will help civilisation embrace and understand the potential of this new chapter in our history.

I chose this brief because the 21st of December 2012 was / is an extremely special date for me. It was the day I had my identical twin boys, Mack & Marley. They will be 7 this December. As a lover of higher thinking and a bit of a conspiracy buff, I could not have picked a better day to become a mother. I've always felt that maybe all these theories around the 21.12.2012 indicates something very special about these boys, and it definitely incorporates the Yin and Yang that a lot of these theories are based around. Sure, there were easier briefs I could have picked from this list, but I was determined to come up with a great idea around this concept. I struggled a bit to get my head around Terrance McKenna's Timewave Zero theory, I read a lot of information on it which was interesting but couldn't get past the fact that he was wrong – or was he??

Interesting fun fact! Based on this Timewave Zero theory, the lowest point on the graph for that month was the 21st, the highest point on the graph for the same month was the 9th of December, which is my birthday. Weird right!!



Part 1. Understanding the brief

The target market for this tool may vary, depending on what and when. If the world did end, the tool could be used by everyone for actual survival information (content would have to be written slightly differently, providing actual survival skills rather than written as an ‘adventure’ website). If the world did not end, which is what most believed happened, the target market would be those interested in Terrance McKenna himself and the interesting topics he discusses, those interested in time travel and/or other higher thinking theories of the world, people using or researching psychedelic drugs, conspiracy buffs or just the adventurous type of person.

Specifications	Constraints
Endless possibilities	Time
Interesting theory	It was wrong
Design a ‘tool’	Unable to make a physical ‘tool’ – must be able to design / construct to a presentable standard
The actual theory	Finding someone who had heard of / understood the theory
Target market	Would only appeal to a small(ish) group of people – not a mainstream theme

Part 1. Understanding the brief

Important information considered for this brief, and websites used for research;

Who was Terrance McKenna?

What is the Timewave Zero theory?

What is the I Ching? And what was its purpose? How is it used?

What was predicted for the 21.12.2012, and what actually happened?

Terrance McKenna Timewave Zero explained in under 10 minutes – defining and predicting the future

<https://www.youtube.com/watch?v=nf4QTtnPEWg>

Terrance McKenna Timewave Zero Fractal Time Software, including Timewave Zero calculator

<http://www.fractal-timewave.com>

Terrance McKenna – Wikipedia

https://en.wikipedia.org/wiki/Terence_McKenna

Psychedelics & Language – Timewave Zero, the Novelty Principle & 2012

<http://psychedelicsandlanguage.com/mckenna-connection/timewave-zero-the-novelty-principle-and-2012/>

King Wen sequence – Wikipedia

https://en.wikipedia.org/wiki/King_Wen_sequence

Meaning of Taoism – how to use the I Ching – Yin, Yang and the forces of change & the eight forces of nature

<https://people.howstuffworks.com/meaning-of-taoism5.htm>

**I researched so much more than these sites, there is so much information and many websites that discuss lots of things about Terrance McKenna. But for the purposes of this assessment, these are the main sources of information.

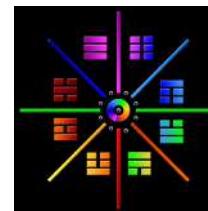
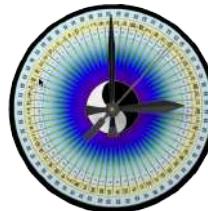
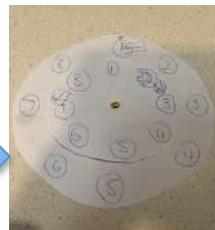
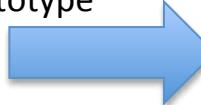
Part 1. Understanding the brief

My biggest challenge for this assessment was trying to identify the actual theory of Timewave Zero. It was so much to try and get my head around. How did Terrance McKenna come up with this idea?? It was hard to gauge whether this was an educated theory or he just took way too many psychedelic drugs?

The use of the word ‘tool’ in the brief also threw me off a bit. When I thought of ‘tools’, my head went to words like hammer, knife, axe. Did it mean survival tools you would need to survive the end of the world? As the theory is so heavily based around ‘consciousness’ and ‘enlightenment’, such physical tools seemed useless and irrelevant to this idea. After brainstorming for a couple of weeks around the word ‘tool’ I came up with the idea of making an I Ching clock. This clock would have a large circle on the outside, showing the eight main symbols of the I Ching, with a smaller inside circle, also showing the eight elements of the I Ching. You could spin both circles to set the I Ching clock to go back or forth in time to a specific moment. So after weeks of wracking my brain just to come up with this idea, it only took for me to walk into the arts and craft shop to buy supplies to make a prototype of this idea and explain my idea to the shop assistant, to have her tell me that her mother owns an I Ching clock!! What! This idea already exists??! A quick search showed this idea has actually been used a lot (minus the time travel aspect obviously!) See below. Had I stuck with this idea, I would have experienced a lot of constraint issues. Unless I could creatively present this clock idea in a digital format, actually making a physical clock would have been difficult for me. Back to the drawing board...

It was while I was sitting there trying to learn Wordpress, thinking to myself that I didn’t really have time to be doing this while I had one last assessment to complete, that I realised – a website is a ‘tool’! I could use what I love to do (designing websites) to complete this module. Although I wanted to present something more than just an information website. I needed to come up with an idea that brought together all the different variables / possibilities / outcomes of this theory. I even impressed myself with my ‘choose your own adventure’ website idea! This idea had endless possibilities, similar to the Timewave Zero theory – but based on time constraints, I had to try and keep it simple.

My first idea
prototype



Part 2. Exploring the brief

I struggled to find anyone, that had even heard of the Timewave Zero theory, let alone someone who understood it – so sourcing relevant feedback was difficult. Most, if not all feedback I received included the word ‘confusing’. I had to try and either streamline my processes and concepts into an idea that would appeal / be understood by a wider audience, or stick to specifics and appeal only to those who had a basic understanding of Terrance McKenna and his theories.

A discussion on a Reddit - Timewave Zero thread;

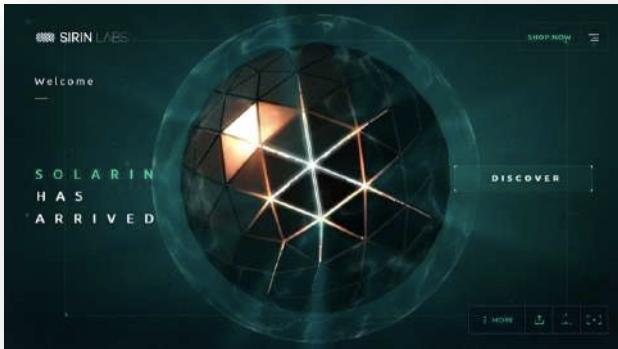
https://www.reddit.com/r/terencemckenna/comments/6hrysp/what_to_make_of_the_timewave_zero_and_how_to_use/

Talks about what people now think of this theory. Interesting points included; “I think only a number of people truly understand how to use it. Nowadays its regarded by most as nothing more than an interesting concept” & “the theory lost most of its credibility when 2012 did not eventuate to anything truly remarkable”.



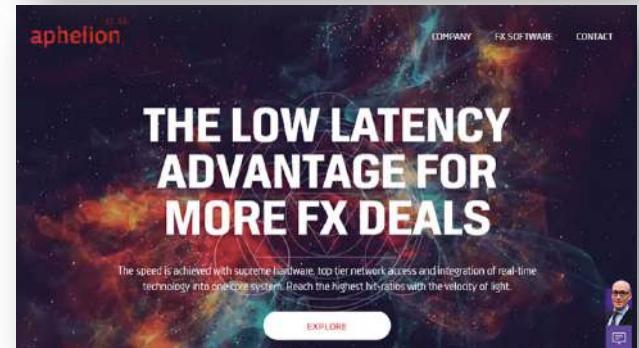
Part 2.

<https://onextrapixel.com/futuristic-and-cosmic-incredible-sci-fi-website-designs/>



On researching work of other website designers who have worked with similar concepts, a google search of sci-fi related websites bought up some great examples and some not so great examples. I took inspiration from the images on the left, I found them to have really appealing images and layout to suit the theme. With the colours and images used, they give a mysterious feel that goes with earth, space and the thinking around these theories.

I found the images to the right did not give the same experience. I really didn't like the use of the light blue or the font chosen for the top design.



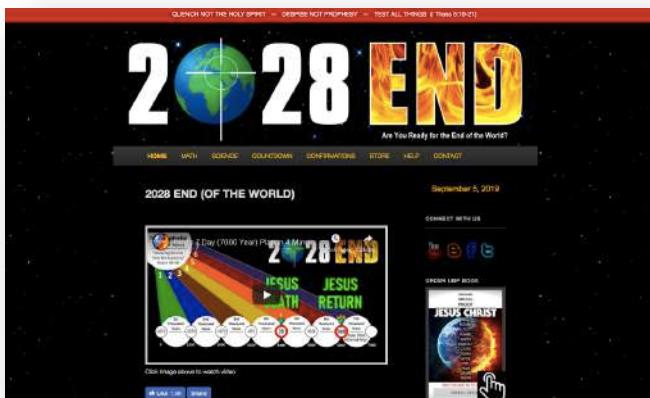
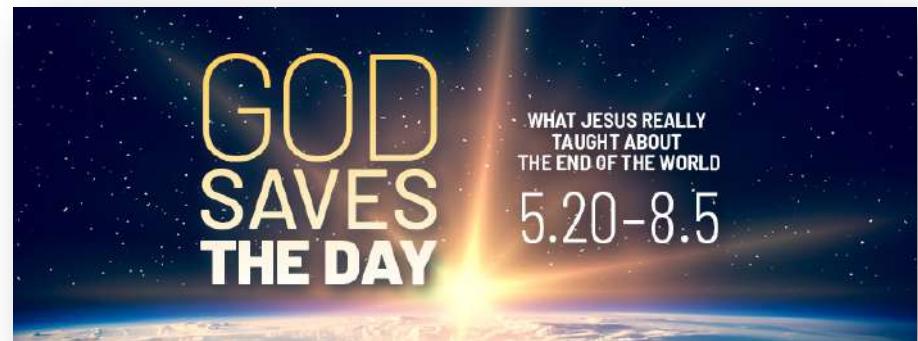
Part 2.

It was a bit harder to find websites based on the end of the world. A Google search for ‘the end of the world websites’ bought up mostly blogs and Christian websites, and a lot of book and movie covers. They did use great images that really portray the end of the world, but in terms of content, they were not anywhere near the look and feel I was aiming for. Although some look good with the use of images and large font, nothing made me want to necessarily read more or click through the website.

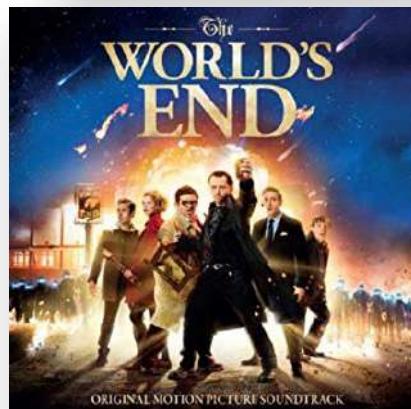


<http://villageattheendoftheworld.com>

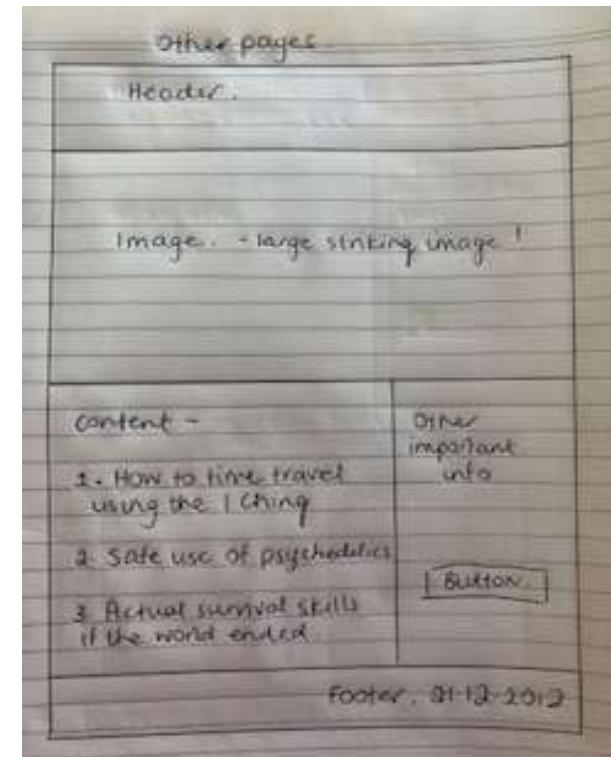
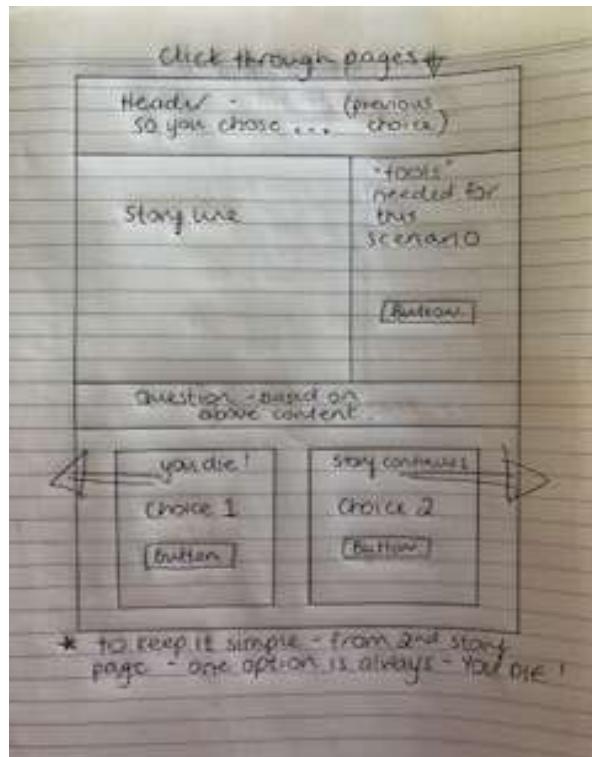
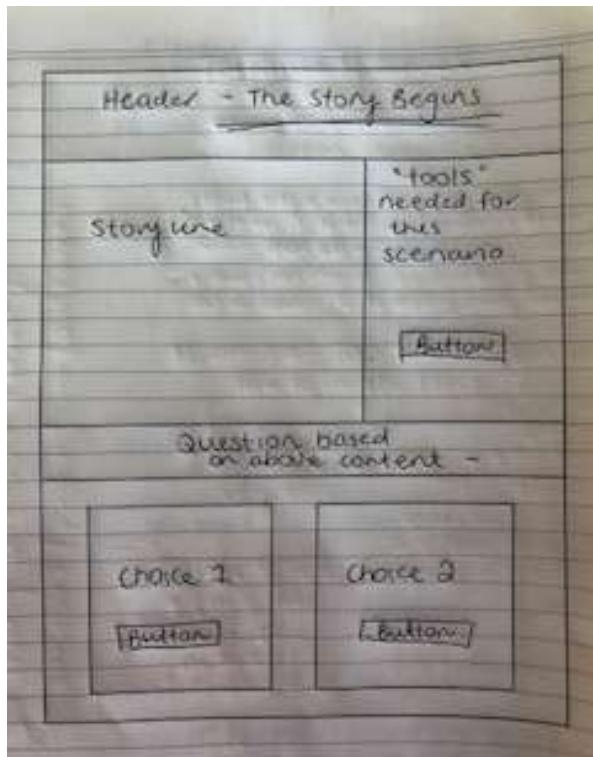
<https://h2ochurch.org/tag/christian-websites/>



<https://2028end.com>



Part 2. Exploring the brief

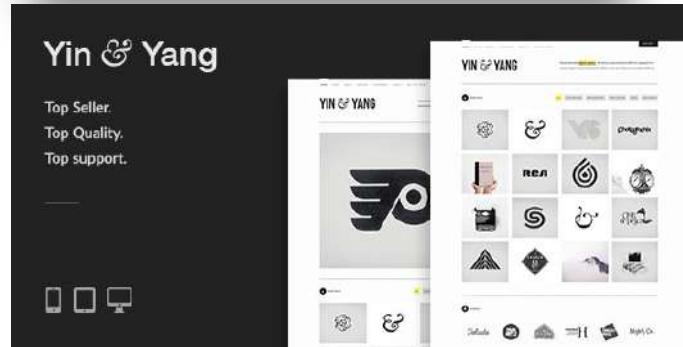
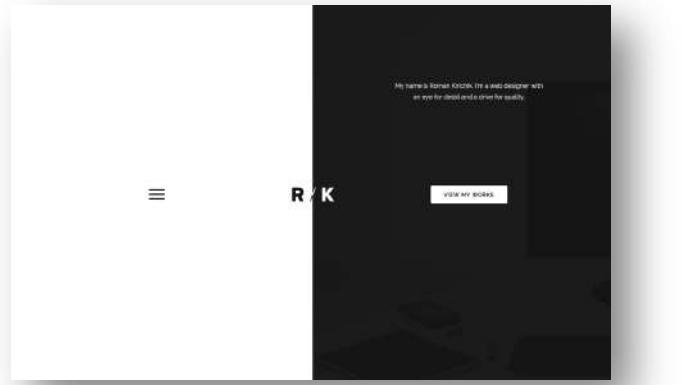
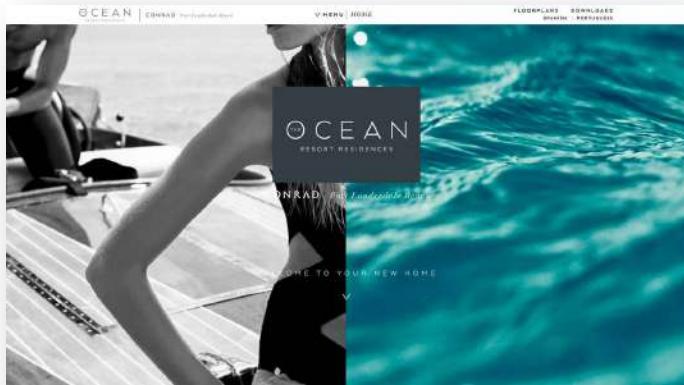


This possible scope for this idea has the potential to be particularly large. With so many possible ideas / scenarios, and taking into consideration time constraints, after the first click through choice – one of the options is always, you die. This enabled me to cut off / end the story on one side, where as on the other side / option, the story continued. I also needed to keep the actual story line quite simple. I could have written an in depth story, giving more specific details and scenarios to choose from. The number of choices and click through pages could have been greatly increased. To incorporate the theory of time travel into the adventure story, I made both sides of the story conclude that you worked out how to use the I Ching to time travel, therefore you could travel back to before the 21.12.2012 (the beginning of the story) and use your current knowledge to save humanity from the end of the world as predicted.

Please see next pages for other ideas I had for this concept;

Part 2. Concept One

Idea 1. Yin & Yang. Having identical twins who were born on this day, I really wanted to have the ‘twin flame’ theory as the main idea of the website. I used the Yin and Yang heavily for my initial clock idea, using the yin yang image as the base of the clock, showing two clear different sides – black and white. I thought about this idea the most but could not come up with a suitable idea to continue with based on the design brief. In terms of this idea and the website, I thought about splitting the pages in half – please see examples below;

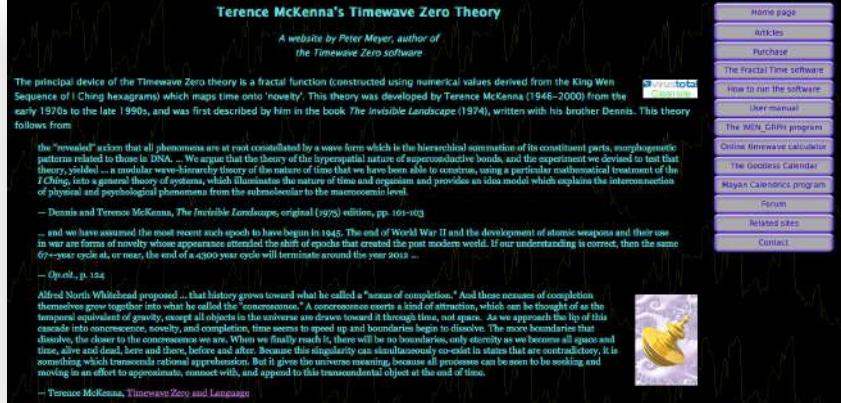
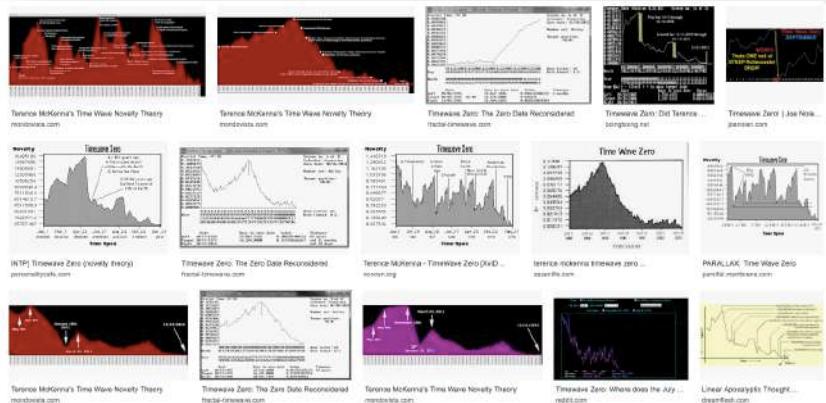


The colour the the left looks really good, I really like both of those examples but in regards to the Yin Yang, I thought using simple black and white would work best and really emphasis the polar opposites. This was difficult to work with in terms of both the web page layout and relevant content.

Part 2. Concept Two

Idea 2. Using the actual theory a bit more than the simple end of the world I chose to go with. Terrance McKenna's theory was based around using the IChing to predict future events, eg. The end of the world. Using the IChing to graph past events, turning this graph upside down and placing it over the existing graph, McKenna could predict high and low points in time. His theory also included time speeding up and continuing in a spiral pattern, ensuring events from the past possibly happening again. This all went over my head a little bit so I found it difficult to come up with a simple design that would appeal to a wider range of people.

In regards to the website design around this idea, I researched a lot on Terrance McKenna's actual website. I found the design of this website to be very poor. Everything from the colours, fonts and navigation of the website felt unprofessional and messy. There weren't any good images. It goes right into every aspect of McKenna's theory but if you were not interested in knowing about this theory, there was no reason to stay on the site. I wanted to come up with a more visually appealing and exciting website than this. I couldn't find one image of the Timewave Zero theory graph that was really appealing enough for me to include in my site – this idea fizzled out based on this. Please see examples below – I knew I could do better than this!



Part 2. Concept Three



A screenshot of a website for "kari hohne Coffee on Soul". The main visual is a stack of five light-colored stones on a wooden surface. Text on the left reads: "Five easy lessons from nature that will CHANGE YOUR LIFE!". A button below says "DOWNLOAD FREE EBOOK". The top navigation bar includes links for Watch, Read, Shop, Directors, About, Media, and a search icon.

A screenshot of the "PANDORA Astrology" website. The header features the brand name and a compass rose. A central banner reads "Schedule An Astrology Reading". Below it, a section titled "Greetings, Spiritual Seeker!" contains a quote from Superwoman. A search bar and a cartoon illustration of a woman are also visible.



Idea 3. To go for a more spiritual look and feel for the website, or incorporating more around psychedelic drug use. When thinking about the content and images I could use around these ideas, I thought the possibilities could be endless and also allow for use of really appealing images. A spiritually designed website could produce a calming and relaxing experience but my personality more suits the unpredictable and exciting ideas around psychedelics. As much I could easily source great images for this idea, I couldn't come up with any content that had the substance of my final idea.

Part 2. Exploring the brief

Pros	Cons
Idea can support all scenarios	Large scope
Lots of researchable information	What is true / what is false
Interesting theory	It was wrong
Opportunity to write a great, detailed storyline	Do not have the time
Website – easy to design (GoDaddy)	Should have used / learnt Wordpress
Not a mainstream theory	Finding someone to ask for feedback
Very interactive and informative	Too much to read / understand

Processes modified based on list;

Scope of pages, simplified

Other important information, limit to 2 relevant topics based on theory

Story line based on fiction, rather than non-fiction – as the theory was wrong

Part 3. Confirming with your client

Dear Steve,

Thankyou for the opportunity to work on this interesting idea / concept. I look forward to learning more about Terrance McKenna and his theory of time.

As it's quite a unique concept for a website, I would like to check in with you regularly to ensure I'm on the right track with everything. Would a weekly review be a viable option for you, or you would like me to take responsibility for the entire design process and final product?

My initial idea has a rather large scope, I would like to ensure you fully understand how to navigate through the site, including finding the hidden pages not shown in the header navigation menu. This can be done periodically upon making changes, or on presentation of the final product – again, up to you.

Please indicate what else you would like to know about my website design concept;

Which platform I used to create the website? And how to edit it on your own??

Where I sourced the information?

Where I sourced the images?

How I chose the target market and what feedback did I receive from this market?

Were you interested in seeing my design process or just the finished product?

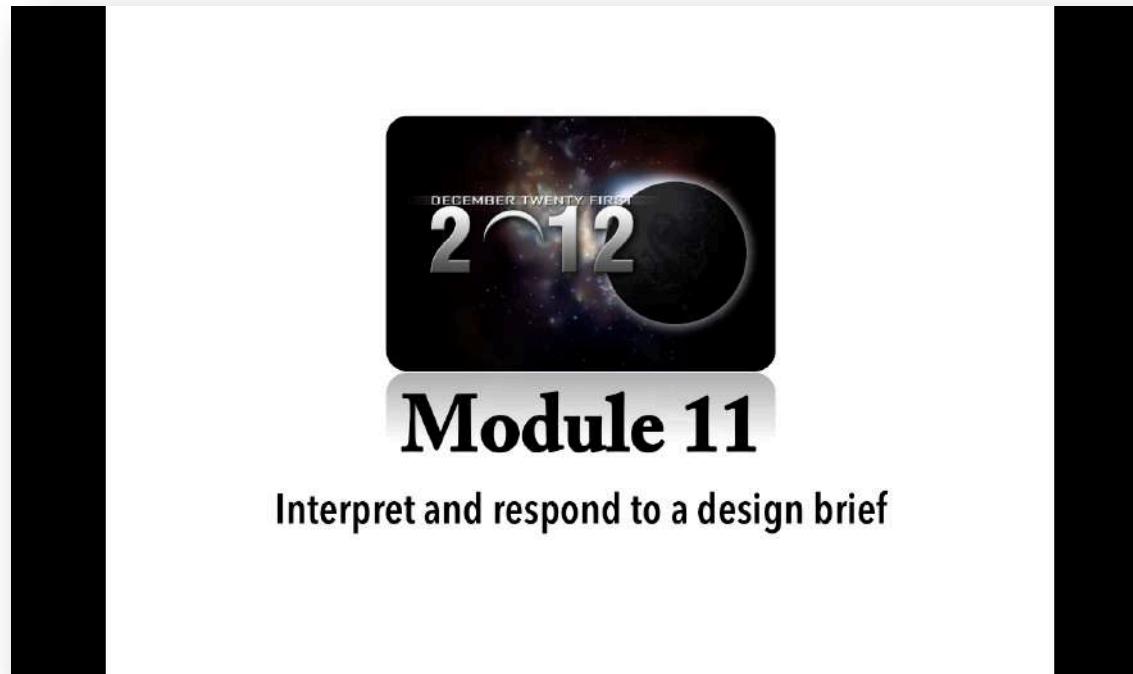
This information will be used to determine what I do and do not present in our final meeting. Thanks, Steve. I look forward to your reply.

Kind regards,

Helen Giannekas

Part 3. Confirming with your client

I plan to present my final product to the client in person. With a full display of the finished website projected to a large screen. I would also present a powerpoint presentation outlining each page – it's content, features and navigation. I would include a brief introduction, an explanation of my design process and outline how I got to my final product. At the end of the presentation, I would welcome any feedback, positive or negative, and ensure the client is completely happy with everything before I signed it over.



Recording.

Hi Sarah,

What an interesting idea to have for a website. I thoroughly enjoyed researching such a intriguing subject. And with my personal interest in this exact date made it even more fun to work on. I really hope you like my ideas.

I've decided to meet your brief with a website. This website not only provides information on how to survive the end of the world, it gives users an interactive experience with a choose your own adventure story as well. There is a lot going on with this theory, the concept of time travel and predicting the future isn't a subject that most would be willing to think open mindedly about. In trying to simplify the theory a bit to appeal to possibly a wider target market, I've tried to incorporate it into a fun, adventure story. Everyone knows the story of the 2012 Apocalypse, but Timewave Zero, not so much.

What are your first impressions of my idea and website? Do you think I have used new and innovative ideas?

Do you think the design and layout of the website suits the theme well?

I wanted to use images that gave the look and feel of the end of the world. Do you think I chose striking images and they work well with the design?

There is a lot going on with the content of the website, do you think the content reads well and the site is easy to navigate through?

Thinking specifically of the layout and design of the website, are there any areas you think I can improve on for a better user experience?

Thanks for your time today. I will go back to the design and make some changes based on your feedback and have a revised version of the website to show you again shortly.

Part 3. Feedback based changes

Hi Helen,

Just following up from our phone and feedback session, I have summarised my suggestions below:

Maybe keep the home page purely as a landing page and move the information to a different page, as it is easy to miss the additional information if you do not scroll down.

Try and avoid reusing the same image to allow for more visual variety.

Maybe bring the choices to the top of the page to accentuate the excitement and fun experience, adding the scenario after?

I like your use of bold imagery that helps set the scene and I think the simple layout works also. My only other suggestion would be to left align your text for a cleaner look.

Thanks, Sarah

Based on the above feedback I received, I would make the following changes;

Revise the homepage by either changing the size of the header image so you can also see there is information below, or creating a whole new page for this information. In saying that, I did initially have the pages laid out like that but I ran into issues with the top navigation bar. The more pages I added, the navigation bar did not show all the pages but rather a 'more' tab with a drop down arrow. I didn't like that, I wanted all page titles to show in full.

I would source more royalty free images so I didn't double up on any image. Each image would only be used once.

I'm not sure I 100% agree with the choices at the top. You kind of need to read the story part before making the decision. But I would happily change this around if that's what the client wanted.

Ideally, I would've liked to justify the text to align to both left and right margins, but again using templates this wasn't possible.

Part 4. Planning the execution of your work

Risk	Likelihood	Severity
Running into technical issues	Moderate	Severe
Not understanding the theory	Unlikely	Moderate
Finding relevant feedback	Severe	Unlikely
Site navigation	Moderate	Severe

2. Components needed to make a prototype included; computer, web design platform, royalty free images, photo editing software, sources of information and research.

3. I edited one image for the site and resized a few. It's really handy to be able to edit the images as I need them to fit into an existing templates. In most cases, you can't change the template so you have to edit the images size or orientation to suit. Speaking specifically about the design of the website, I was limited in my layout options as I used GoDaddy as the platform and they heavily rely on templated sections as mentioned. I learnt to manipulate these sections to allow for a more suitable design, for example, adding and deleting specific groups in sections. By playing around with these sections and groups, I was able to refine the look and feel to better suit user experience. Based on feedback, header images needed to be resized so they didn't take up the entire view when at the top of the homepage, not giving users a clear idea of having to scroll down for information.

4. As I was able do all the work myself, I didn't have to consult any outside sources. Except obviously the clients feedback. I sourced images from royalty free sites, sourced and referenced the content and didn't have to pay anyone. In regards to copyright for the links I have included - by including a hyperlink, you are not actually copying. It is generally fine to provide a hyperlink to another website as long as that link is not a site which is known to contain infringing material. Copied and pasted content is referenced down the bottom of each page and does not require permission to be asked as this is a school assessment and I am not profiting from using the information.

Part 4. Prototype

5. I didn't really produce a prototype as such. I just began building the pages as a work in progress and went from there. Changes and edits were made throughout the process. Some things worked well and some things didn't so I just changed things as I went based on experimentation. The organisation, naming and linking of all the story pages took a bit of playing around and testing to get right. I did sketch a rough plan of these pages and the storyline when started to build the site. The final product had been added to and improved.

In regards to the design process, I first made a rough plan of the pages / information I wanted to present. These included;

- An overview of who Terrance McKenna was and a brief introduction to his Timewave Zero theory
- Information on psychedelic drugs – specifically, how to use them safely
- Information page around Time Travel – is it possible? What are the theories around this already?
- The interactive experience – choose your own adventure story

Being the easiest pages to fill with content as I copied and pasted the information from other websites, I built all the 'information' pages. At first, I had a lot of information on these pages, there was so much available. But the more info I added, the longer the pages became. I felt there was so much scrolling down that I removed from content from these pages so they didn't look so overwhelming.

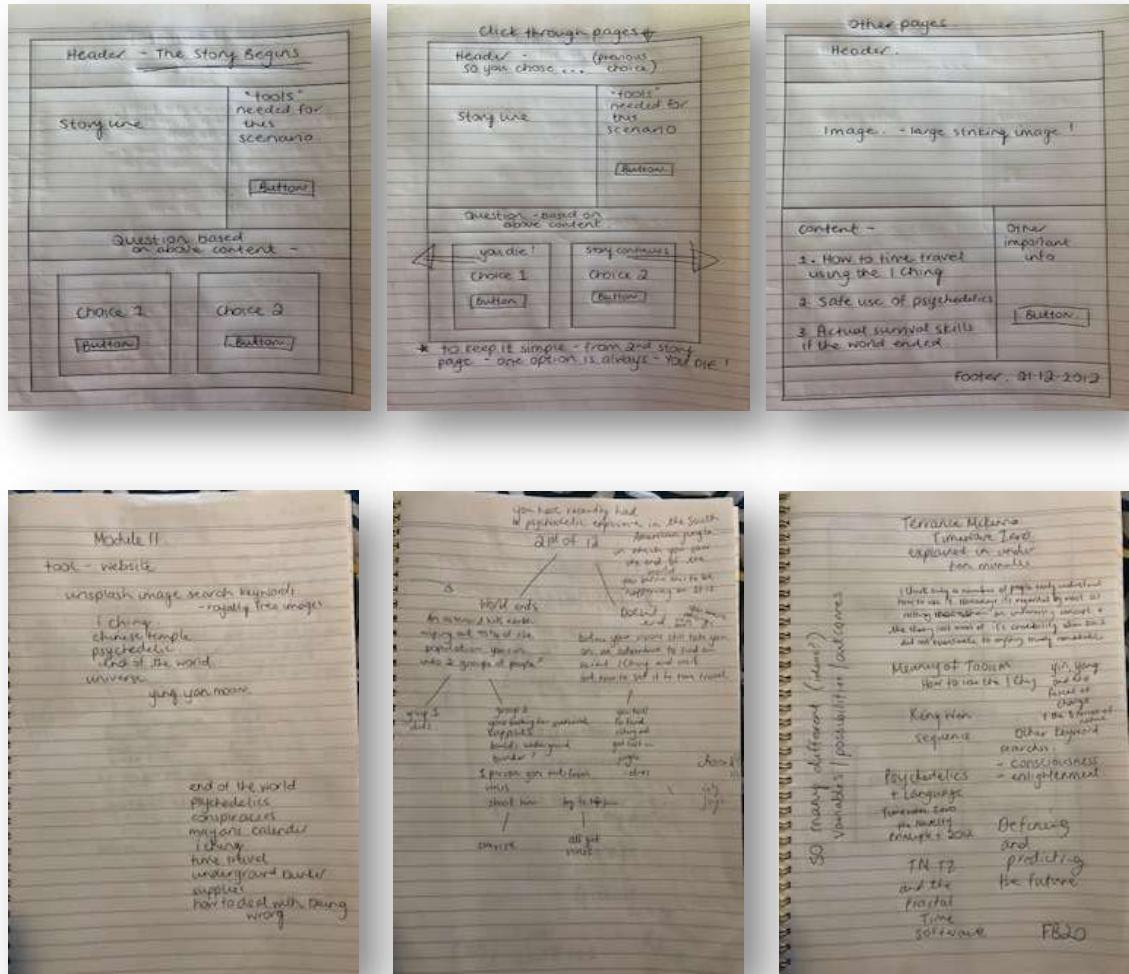
I then sourced images. These images were uploaded to ensure they were relevant to the other information on the page. I had some great images to use but did not have permission to use them all. Using Unsplash and Shutterstock, I re-evaluated some of my images ensuring I had full permission to use them how I wished.

I changed the page layout for the adventure story pages a few times. I wanted the pages to look visually appealing while keeping the story simple but also allowing me to expand on the 'tools' aspect of the brief – I needed a layout that allowed the right side menu to provide further information on each scenario as well as include a button to link to another exciting / interesting source of information.

Part 4. Planning the execution of your work

6. As mentioned above, my design was a work in progress. Through experimentation, I worked out the areas that worked well and those that could be improved as I went. I had a basic plan of what additional information I wanted to include but the storyline and story pages needed to be regularly edited to better suit user experience. The site is very interactive, providing a lot of additional information. External links include helpful information, informative videos as well as fun facts and more lighthearted articles. I do worry, based on feedback, that there is too much information and users become confused.

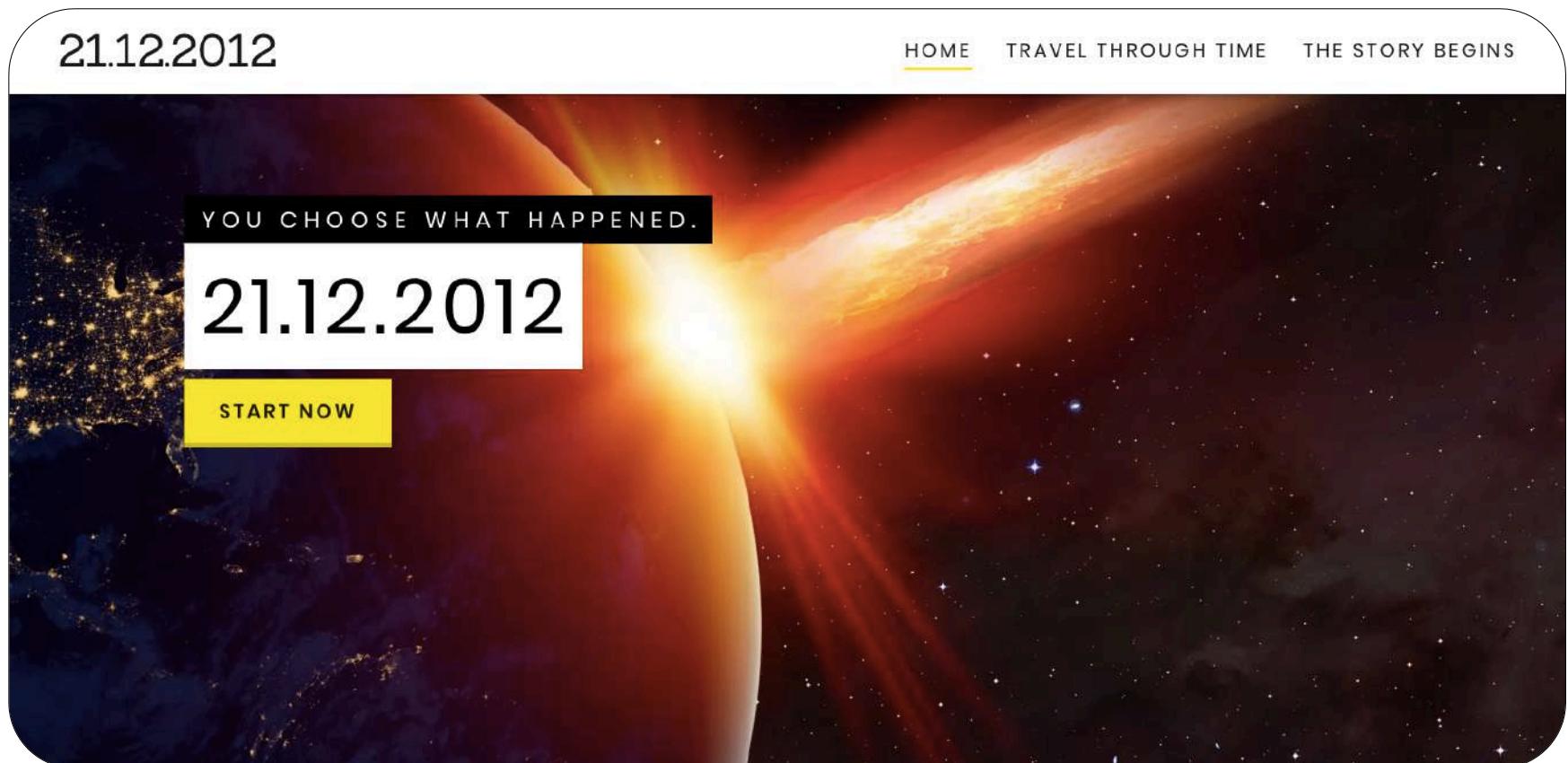
7. Documentation of work; see right



Part 5. Making the final product

Components needed to begin design – concept, web design platform, content / information, images.

<https://21122012.godaddysites.com/>



Part 5. Making the final product

Home page;

Striking header image

Navigation – Home, Info pages, Story

Image of Timewave Zero graph

Introduction – Terrance McKenna and his theory of time

Side menu – button to click through to Timewave Zero calculator

Other information / interesting facts around the 21.12.2012

21.12.2012

YOU CHOOSE WHAT HAPPENED.

21.12.2012

START NOW

21.12.2012

21 12 12

July 9th

January 16th 2011

March 22, 2011

12/21/2012

EMBRACE THE JOURNEY

21.12.2012

EMBRACE THE JOURNEY

Terrance McKenna & Timewave Zero

This is a long form text area designed for your content that you can fill up with as many words as your heart desires. You can write articles, long mission statements, company policies, executive profiles, company awards/distinctions, office locations, shareholder reports, whitepapers, media mentions and other pieces of content that don't fit into a shorter, more succinct space.

Articles – Good topics for articles include anything related to your company – recent changes to operations, the latest company softball game – or the industry you're in. General business trends (think national and even international) are great article fodder, too.

Mission statements – You can tell a lot about a company by its mission statement. Don't have one? Now might be a good time to create one and post it here. A good mission statement tells you what drives a company to do what it does.

Company policies – Are there company policies that are particularly important to your business? Perhaps your unlimited paternity/maternity leave policy has endeared you to employees across the company. This is a good place to talk about that.

Timewave Calculator

This is a content preview space you can use to get your audience interested in what you have to say so they can't wait to learn and read more. Pull out the most interesting detail that appears on the page and write it here.

TIMEWAVE CALCULATOR

Part 5.

21.12.2012

[HOME](#) [TRAVEL THROUGH TIME](#) [THE STORY BEGINS](#)

OTHER INTERESTING FACTS ABOUT 21.12.2012

The Mayan Calendar



The Mayans also believed the world would end on the 21st of December 2012.

[FIND OUT MORE](#)

Conspiracies



Some believe the world did in fact end on 21.12.2012. Read some theories here.

[BLOW YOUR MIND](#)

Random facts



There is currently a community of people living on top of a mountain in France. They believe that on December 21 2012, aliens will emerge from the mountain to save them from the apocalypse.

Read some funny or weird facts about December 21 2012 from around the world.

[HAVE A LAUGH](#)

<https://www.timecenter.com/articles/the-mayan-calendar-and-concept-of-time/>

Home page continued;

<https://robekworld.com/2012-the-year-the-universe-ended-part-1-bdeebc6a3fc5>

Other interesting facts about 21.12.2012

Buttons link to external links, see left.

Articles include;

<https://unbelievable-facts.com/2012/12/21-december-2012facts-about-apocalypse.html>

Mayan Calendar & the concept of time

2012 The year the world ended

2012 Facts about the apocalypse

Part 5.



21.12.2012

HOW TO USE PSYCHEDELICS SAFELY

Safe use of Psychedelics

The purpose of this site is to provide science-based information about how to safely use psychedelics. Following basic safety procedures dramatically reduces any risks.

Safety with psychedelics is important not just because these are powerful substances but also because creating a safe environment and approach will make treatment much more effective. Crucially, when psychedelics are used in a safe and comfortable setting, it becomes easier for people to relax and open themselves to the experience and gain the most benefit.

The most common psychedelics — LSD, mescaline, MDMA — are far safer for their users and the people around them than drugs like alcohol, tobacco, and many prescription medicines. However, because of prohibition in many countries, there is far less available information and far more uncertainty about the sources and contexts of psychedelic substances. Content is very important.

Treating Anxiety with Psychedelics

Many people find their day to day experience of life is filled with anxiety, limiting the activities they do and the enjoyment they have in life.

Psychedelics like mushrooms and LSD have been used for decades to treat anxiety disorders and to reduce anxiety levels.

FIND OUT MORE

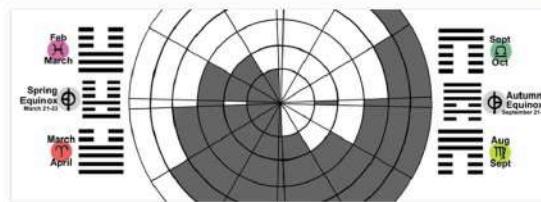
21.12.2012

HOME TRAVEL THROUGH TIME THE STORY BEGINS



21.12.2012

HOME TRAVEL THROUGH TIME THE STORY BEGINS



LEARN HOW TO SET THE I CHING CLOCK

Additional Information

Learn More

This is a long form text area designed for your content that you can fill up with as many words or your heart desire. You can write bios, long mission statements, company policies, executive profiles, company awards/distinctions, office locations, shareholder reports, whitepapers, media mentions and other pieces of content that don't fit into a shorter, more succinct space.

Articles – Good topics for articles include anything related to your company – recent changes to operations, the latest company softball game – or the industry you're in. General business trends (think national and even

This is a content preview space you can use to get your audience interested in what you have to say so they can't wait to learn and read more. Pull out the most interesting detail that appears on the page and write it here.

FIND OUT MORE

<https://howtousepsychedelics.org/anxiety/>

<https://cosmosmagazine.com/physics/five-ways-travel-through-time>

Other information pages;
Travel through time & Safe use of Psychedelics
See left for external links.

Part 5.

The story begins – first page of Choose Your Own Adventure story

Story content

Question based on content

Make your choice

First page – they both click through to options, only on the second choice - you die.

21.12.2012

THE STORY BEGINS



The adventures starts here...

You are on a trip in South America. You travelled into the jungle where you met a Shaman who gave you some Ayenawashka tea and spoke of ancient theories around the universe and time. While under the influence of the tea, you have a vision of how the world was to end. The world was to end specifically on the 21st of December 2012 – which is tomorrow.

Tools for this scenario:

- Flights to South America
- Travel from airport to destination
- Appropriate attire for the harsh jungle
- Camping and survival equipment
- Knowledge of the area
- Safe use of psychedelics

FIND OUT MORE

HOME TRAVEL THROUGH TIME THE STORY BEGINS

21.12.2012

So.. it's the 21st of December 2012. What happens next?

MAKE YOUR CHOICE



The World ends.

You were right. Earth gets hits by a massive asteroid that wipes out 95% of the population.

CHOOSE

Nothing happens.

You were wrong. No major event happens and the world continues as you know it.

CHOOSE

21.12.2012

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Part 5.

Other story pages;

Header reminding you of previous choice

Story content

Question based on content

Make your Choice

Tools for this scenario

Please see last page for list of all external links on these pages.

21.12.2012

HOME TRAVEL THROUGH TIME THE STORY BEGINS

So life as you know it has ended. What do you do to survive?



THE STORY CONTINUES

So life as you know it has ended.

Tools for this scenario:

21.12.2012

HOME TRAVEL THROUGH TIME THE STORY BEGINS

Who are you going to choose to go with?

MAKE YOUR CHOICE

City people

You choose to go with the group of people heading back into the city to survive in remaining buildings.

CHOOSE

Jungle people

You choose to go with the group of people heading into the jungle to build an underground bunker.

CHOOSE

21.12.2012

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Part 5.

Story end pages;

Header reminding you of your previous choice

Story content

Your story ends – you die.

The End. Return Home button

21.12.2012

HOME TRAVEL THROUGH TIME THE STORY BEGINS

You have chosen to try and survive in the City.



THE STORY ENDS

21.12.2012

HOME TRAVEL THROUGH TIME THE STORY BEGINS

THE STORY ENDS

You have chosen to try and survive in the City.

Tools for his scenario:

You chose to head into the City with the survivors. You plan to survive in buildings that remain standing and safe. With any luck, they have bedding, candles, canned food and bottled water. Whatever food and water supplies not in houses, can easily be found in what's left of supermarkets. You might even go straight to the liquor department! Unfortunately, you and your small group of new friends run into some not very nice looters. These looters aren't keen on sharing their limited survival supplies and kill the entire group. You are dead. It's ok, we all make bad life choices sometimes, and the odds were against you.

This is a content preview space you can use to get your audience interested in what you have to say so they can't wait to learn and read more. Pull out the most interesting detail that appears on the page and write it here.

FIND OUT MORE

The End

RETURN HOME

21.12.2012

You successfully used the I Ching to Time Travel.

THE STORY CONTINUES... BACK TO THE START

You successfully used the I Ching to Time Travel.

Success! You worked it out.

You hear the cogs click into place like a puzzle as you turn the circles of the stone. You are attempting to align two different elements to travel back to the past.

You travel back in time and warn people of the coming danger.

If the world was a bit more prepared for this disaster, maybe more people would have survived or it could've even been averted. You decide.

FIND OUT MORE

You successfully used your theory around the I Ching to predict future events and travel back in time and save humanity.

RETURN HOME

21.12.2012

The two last pages of successfully using the I Ching to travel back in time to save humanity, starts the story again.
Return home (the story begins page)

Part 5.

All external links used in website;

http://www.fractal-timewave.com/timewave_calculator.php

<https://www.timecenter.com/articles/the-mayan-calendar-and-concept-of-time/>

<https://robekworld.com/2012-the-year-the-universe-ended-part-1-bdeebc6a3fc5>

<https://unbelievable-facts.com/2012/12/21-december-2012facts-about-apocalypse.html>

<https://cosmosmagazine.com/physics/five-ways-travel-through-time>

<https://howtousepsychedelics.org/anxiety/>

<https://www.lonelyplanet.com/south-america/travel-tips-and-articles/beginners-guide-to-south-america/40625c8c-8a11-5710-a052-1479d277f6df>

<https://www.nerdfitness.com/blog/end-of-the-world/>

<https://www.telegraph.co.uk/travel/galleries/Where-to-survive-the-end-of-the-world/>

<https://www.secretsofsurvival.com/deadly-virus.html>

<https://www.bing.com/videos/search?>

<q=how+to+use+the+i+ching&qpvt=how+to+use+the+i+ching&view=detail&mid=8FEE3E9466B542B35CDD8FEE3E9466B542B35CDD&&FORM=VRDGAR>

<https://thoughtcatalog.com/hok-leahcim/2014/04/25-hikers-and-backpackers-reveal-the-creepiest-scariest-things-theyve-found-in-the-wild/>

<https://allthatsinteresting.com/real-life-heroes>

<https://advice.shinetext.com/articles/how-to-get-more-comfortable-being-wrong/>

<https://witcheslore.com/bookofshadows/divination/an-introduction-to-i-ching/29315/>

Part 5.

*****Things I will change when given the time, not mentioned in feedback;***

Based on the choices given, there is mostly always one answer you wouldn't choose based on the options. I would make the answers more neutral to make the decision harder and less predictable.

The answer on the left is always the negative / end of the story option. These need to be mixed up a bit.

The options to the left have one more question / click through than the right hand side.

I would write pages based on the external links to keep visitors / users on my site rather than click off it.

thank you