COMP 1220

Lecturer Dr. Ashley Taylor

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Original Idea: Project about student who overcomes peer pressure to become successful and impact Jamaica.

Final Project Description:

Scene1

* Main character speaking with girl in front of his house.
* Friends enter and girl leaves.
* Camera repositions to get better look of friends.
* Friends then offer for the main character to join a gang they are in.
* Main character turns them down because he does not like the Idea.
* Friends become angry and leave.

Scene 2

* Main character enters his room turns on lights and sits down.
* He contemplates the choice of joining group.
* Takes a drink of water, gets up out of his seat and looks through the window.
* Camera moves into first person view through his eyes.
* His friends are outside in a car. His dog is barking at them and he then tells the dog to stop.
* The friends give him one last chance to make the choice of joining them.
* Camera moves to look at his face, his dark thoughts appear in the form of a demon, his conscience appears in the form of an angel (fairy object).
* Both try to convince him which choice to make. The option to choose which decision he makes is then given and the user must click on either the angel or demon to make this choice.
* Either the angel or demon must be clicked at to progress from this point.
* Depending on the choice made another scene is played.

Ending Scene

* Camera moves to area facing the sky and Greenland’s.
* 3D words then fade onto the screen telling the user what happen to the main character as a result of their choice (dependent on whether angel or demon is clicked).
* A song clip is played with relation to the outcome brought on by the user’s choice (dependent on whether angel or demon is clicked).