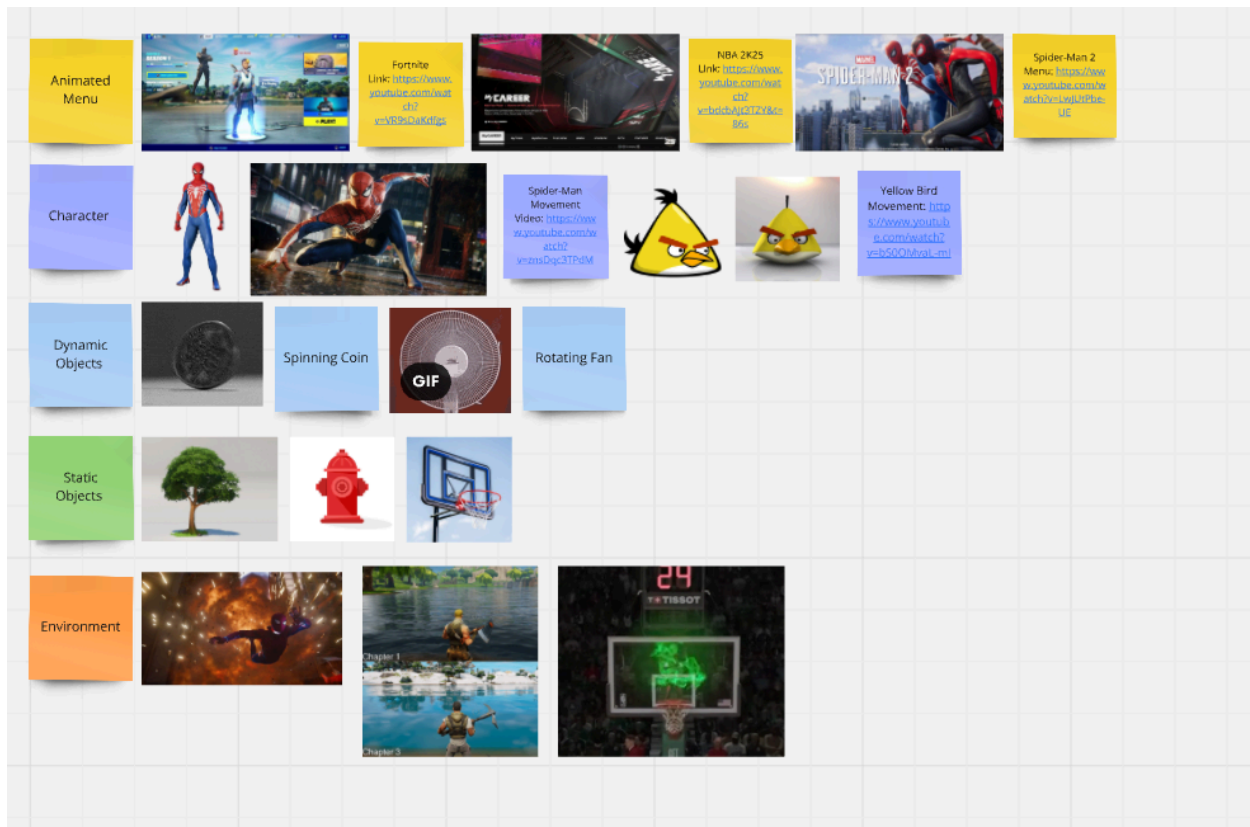


Analysis

Part 1: Miro Board, Storyboards, Timing Charts

Miro Link: https://miro.com/app/board/uXjVLTsnEV4=/?share_link_id=74562029524



Part 2: Analyze References

Animated menu:

1. Fortnite Menu
 - Smooth and responsive, and quick animation when going through sub-menus.
 - Each element moves fluidly giving the user a polished experience.
 - Different sub-menus slide onto the screen
2. NBA 2K Menu:
 - Sleek and using dark colors
 - Menu backgrounds flow seamlessly
3. Spider-man 2 Menu:
 - Subtle Menu with background animations
 - Background camera movement elements
 - Smooth transitions

Character:

1. Spider-Man
 - Dynamic, fast, and fluid movement
 - Swinging, squash and stretch, fast animations
 - Jumping, web-slinging. Movement is smooth
2. Yellow Bird
 - Fast and sudden movements
 - Burst of speed
 - Animation includes anticipation
 - The bird accelerates when tapped and crashes with impact.

Dynamic objects:

1. Spinning Coin:
 - Simple Animation, rotation, and elevation
 - Timing is important
2. Rotating Fan
 - Smooth Animation, repetitive circular motion.
 - Stops at both ends so use slow in and out within timing.

Static Objects:

1. Tree
 - Usually stationary depending on the weather
2. Fire Hydrant
 - Also, a static object that doesn't move
 - Could be interactive in some games