**Interactive Talking Book**

**Project plan**

**Theme**

This project has to present understanding and use of skills gained during Digital storytelling module. The web application theme is based on Hans Christian Andersen’s “The Tinderbox” story, but genre has to be settled in Western convention and reality. Visual design and appropriate layout have to support the expression of operating pages of the book but with additional interactivity

**Use of colours and fonts**

Website will have dark background image covering whole screen size. Navigation items on the top of the page will be yellow with dark shadows for better contrast. Font used will be “Ultra”, serif and “Rye”, cursive, both from fonts.google.com. The same font will be used for the title on the book cover and the title page. For the book cover background I have used small, tiled image, what gives nice pattern effect. All pages within the book are magnolia white, what is better for the eyesight and offers good text contrast. Font used in main text is “Trebuchet MS”, “Lucida Grande”, Arial, Helvetica, sans-serif.

**Project Requirements**

Targeted audience

* Children age over 5 and adults without age limit.
* No gender restrictions
* Basic literacy skills
* Basic computer knowledge
* English speakers

Functional requirements

* Drag and drop method must be used to provide functionality
* Interactive content with audio/talking elements
* Simple menu for page browsing
* App should work on all devices and browsers
* Clickable elements and buttons

Non-functional requirements

* Timescale up to 25th Nov 2017
* Hardware: PC computer with all input-output devices
* Software: Brackets, Atom, Photoshop, Paint, JavaScript libraries, JQuery libraries
* Colours used have to support the storyline

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| --- | --- | --- | --- | --- | --- |
| Application Name: Interactive Reading Book | Designer:  Krzysztof Luc | Screen Name:  Main page | Ver: 1.1 | Page:  cowboybook.co.nf | |
| Overview: Navigation bar will be placed on the top and will contain only basic elements like centred title field and two navigation buttons on both sides of the title. Main element will be the area designated for the book. It will be placed in the centre of the page, right under navbar and coded using JavaScript to provide page flip effect without reloading entire website. | | | | | |
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| Layout Wireframe | | | Notes: Images downloaded mostly from [comicbookplus.com](http://comicbookplus.com) and google.com | | |
| Further Notes: Audio files downloaded on Royalty Free License from bensound.com | | |
|  | | |
| Interactions: Navigation buttons(Next, Previous), JS functions run audio and image files, text -to-speech on mouse hover, JS effects on images | | |
| Colour Scheme: Magnolia white, black, yellow, grey | | |  | |  |
| Typography Scheme: Font family – Trebuchet MS, Lucida Grande, Ultra, Rye | | |  | |  |

**Work Breakdown Structure**

**Planning stage**

Start time: 24.10.2017

End time: 04.11.2017

Resources: PC computer, graphic software, development software,

Tasks:

research on similar websites, organizing project requirements, creating wireframe for concept design, create interface functionality, research on programing solutions for website mechanics, research on visual effect in web design, research on storytelling techniques

**Development stage**

Start time: 04.11.2017

End time: 26.11.2017

Resources: PC computer, graphic software, development software,

Tasks:

proposing the first draft of the story plot to the team, participation in assigning roles in the project, creating HTML layout elements, CSS design, JS functions, adapting basic solutions and functionality for further improvements, putting project’s website on a live server, maintaining improvements considered as crucial.

**Testing stage**

Start time: 27.11.2017

End time: 27.11.2017

Resources: PC computer, testing strategy,

Tasks:

create testing strategy, provide internal functionality test of elements, provide external usability test, providing test by help of team members