

# Touch of Evil

**Elisabet, Eliska, Ekaterina, Celia, + Emily**

**Mood/Genre:** Mystery / crime drama / noir

**Goal/Message:** Help solve the crime and decide who you think put the bomb in the car

**Font / color scheme:** True Crimes / Courier New / typewriter. Black/White, Yellow #fdff4d, + Blue #080849.

**Interactive elements:** "Press to Start" , click car to drive across screen, player flashes light on each window of the apartment building that overlooks the explosion. Each window has one witness/suspect character and we hear from them some clues. Clickable cues are the yellow glow on all clickable elements.

**Scene 1 - 3 :** Animated Gif of title sequence. **Sound:** Main Intro music from film.

**Scene 4 - 6 :** Player clicks the car to start animation driving and then blowing up in front of building. **Sound:** intro music, car driving, "ticking noise in my head", explosion.

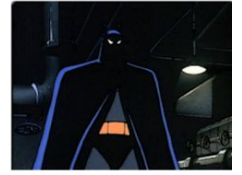
**Scene 7 + :** Close up of the building that the car blew up in front of. Each window will have one of our suspects. The player uses a flashlight to shine on each window to show who they are. Each witness talks to give clues. (animation of the character with sound from film and / or pop culture heroes) The player will guess who done it!

Curious: Curious who really done it? Watch the last film noir 'Touch of evil' to find out. **Sound:** Male voiceover reading lines + drumming music from film

**Credits:** 3 stills from the film will swap as the credits scroll through. (the stills are washed out and manipulated in PS)

**Design Inspiration:**

L.A Noire, Wolf Among Us + Batman were our inspiration for character design/style

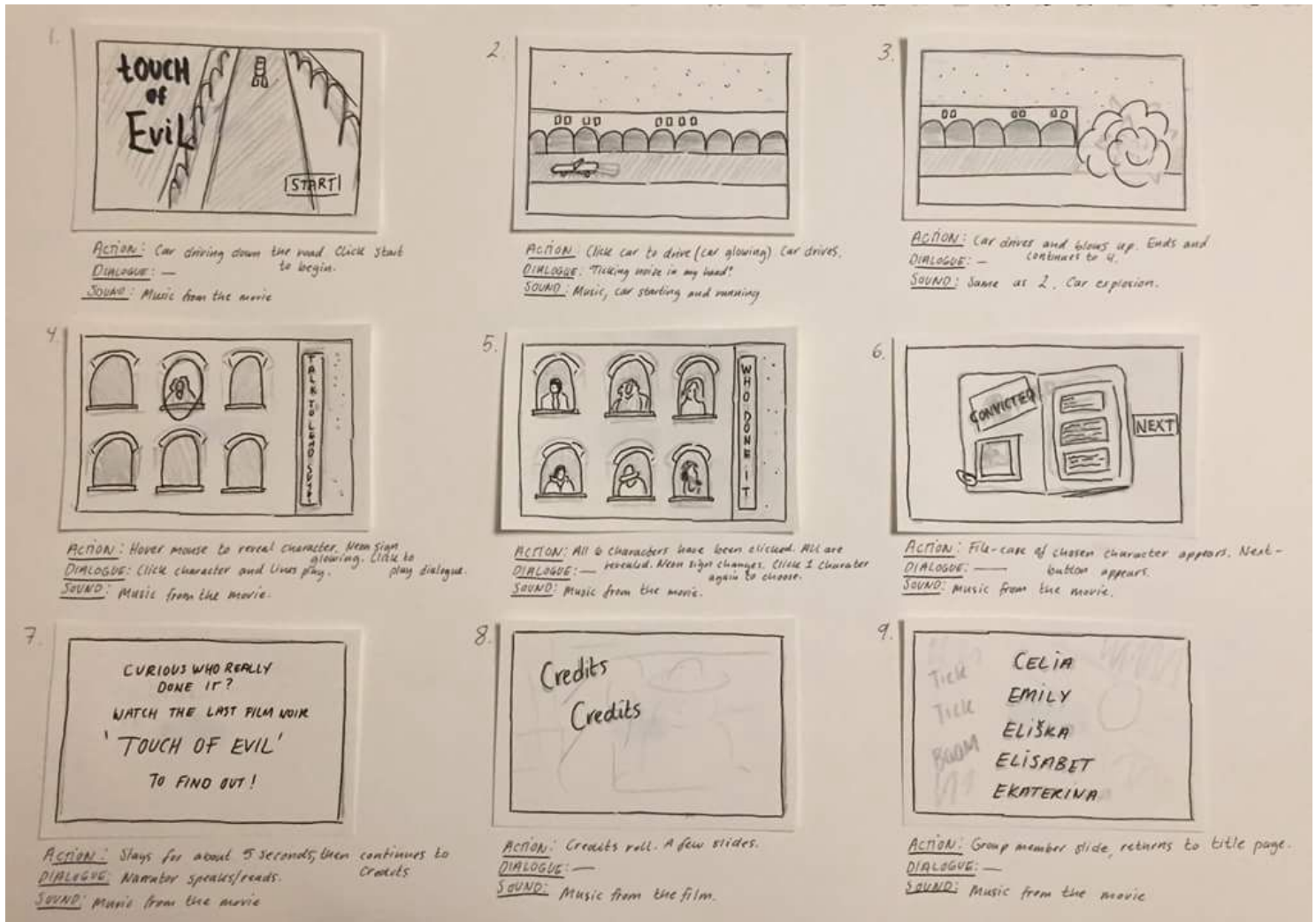


'Touch of Evil' was filmed on venice beach + set in Mexico city our background art was inspired by venice beach in the 50's





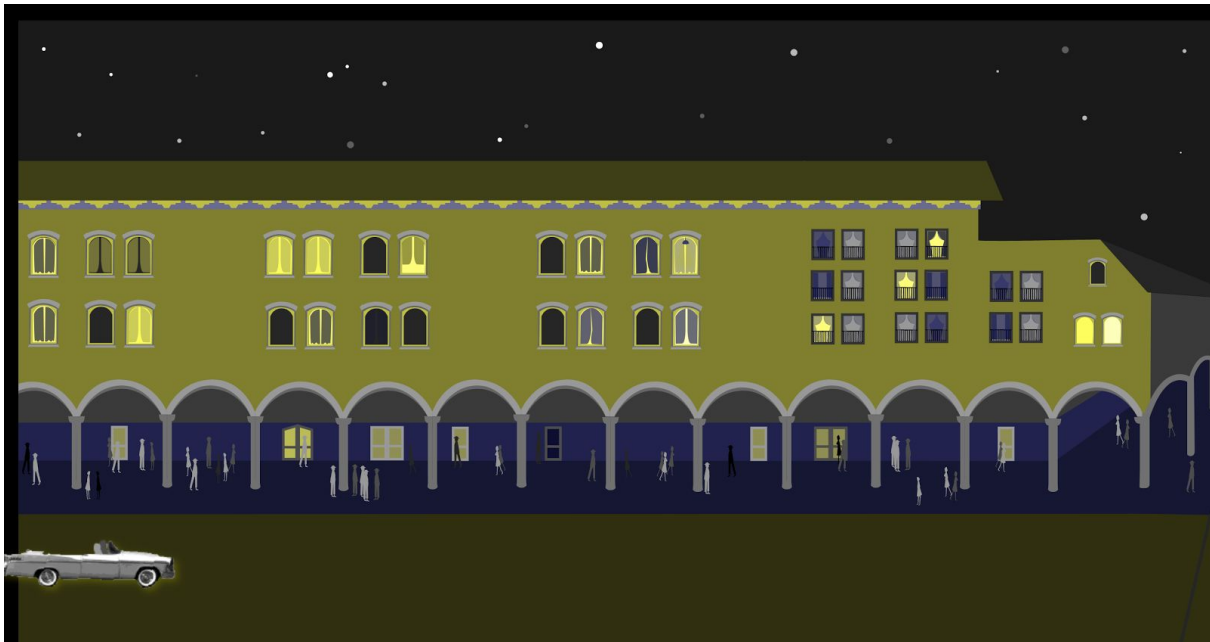
## Updated Story Board

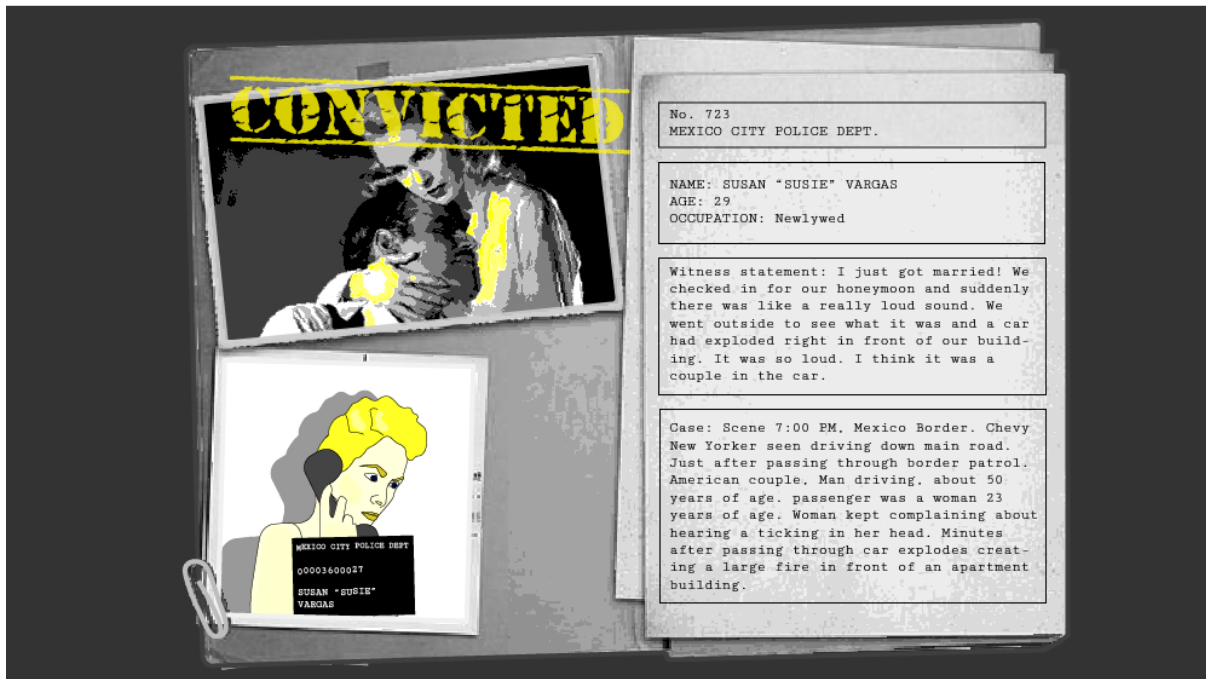
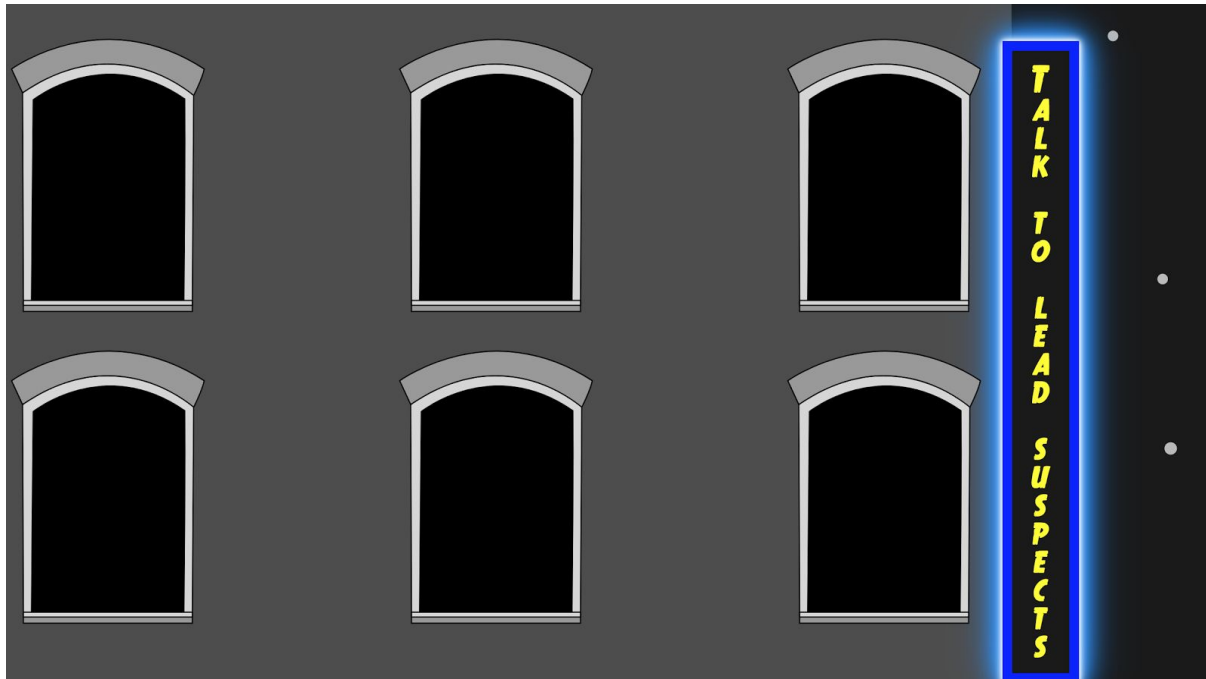


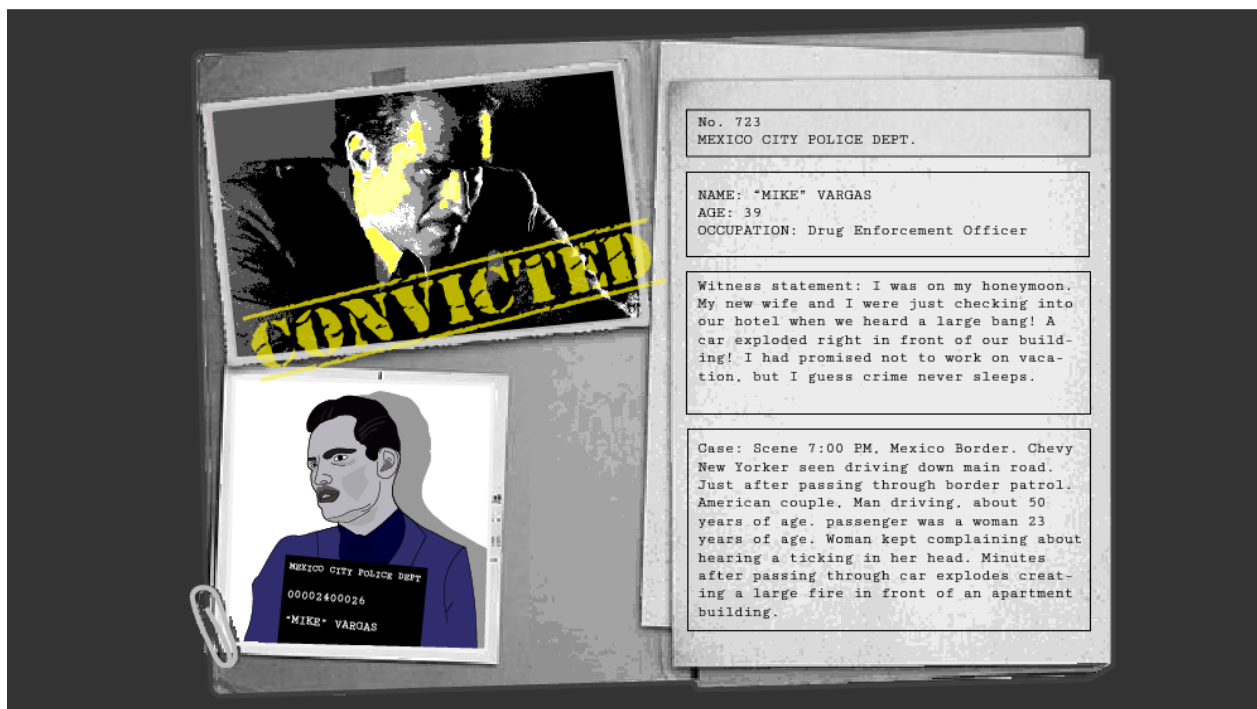
## POSTER GIF

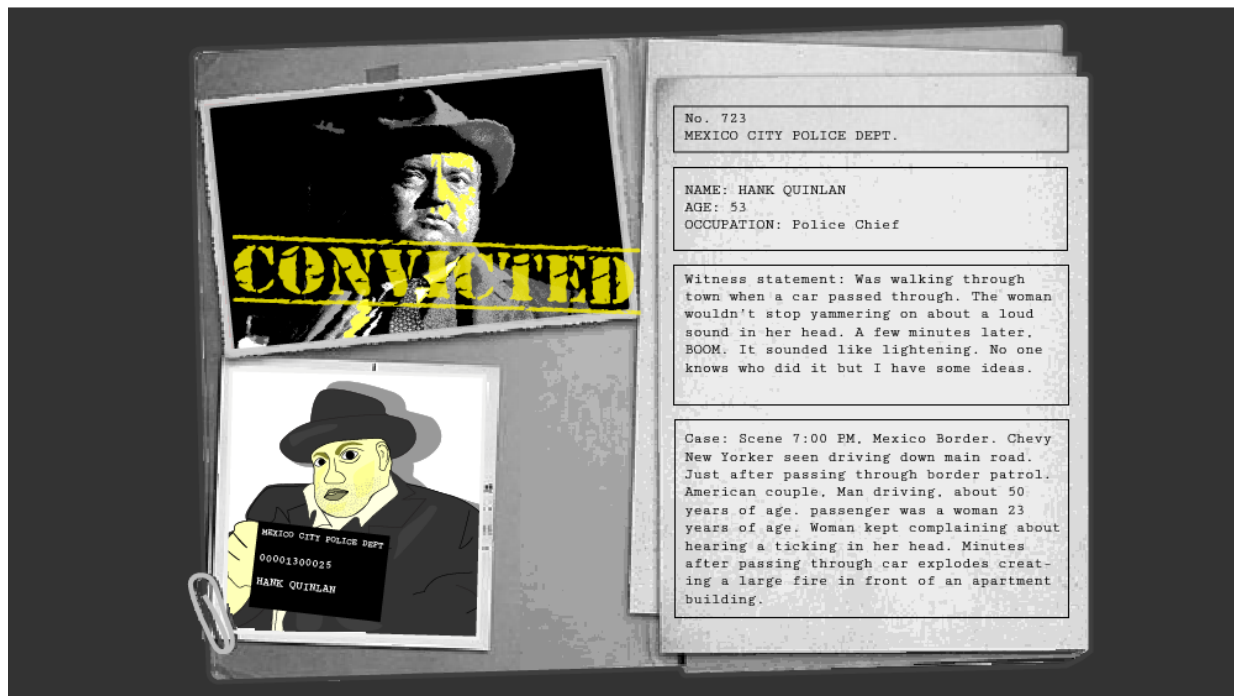












**CURIOUS WHO REALLY DONE IT?**

**WATCH THE LAST FILM NOIR**

**' TOUCH OF EVIL '**

**TO FIND OUT !**



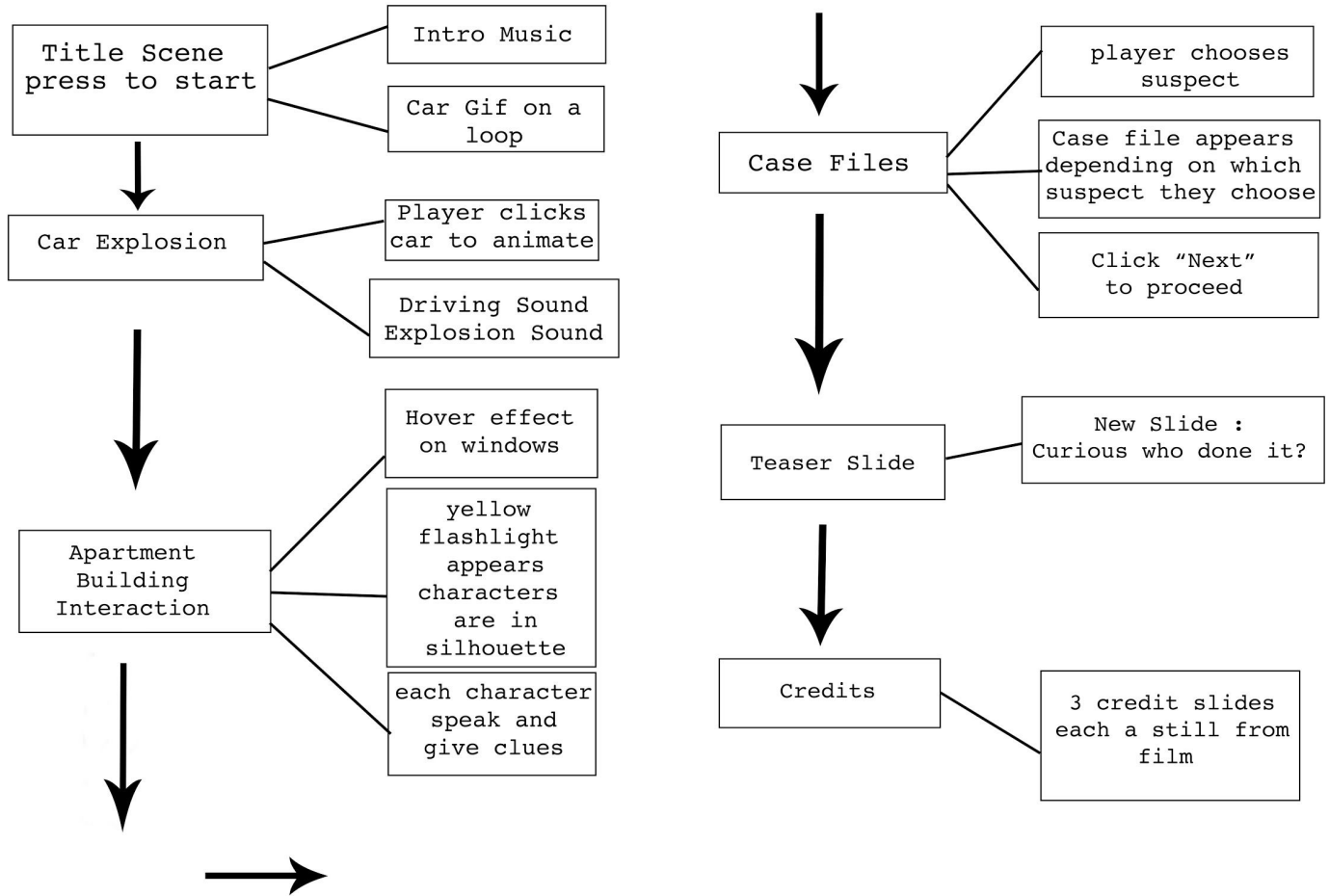


### Final Characters

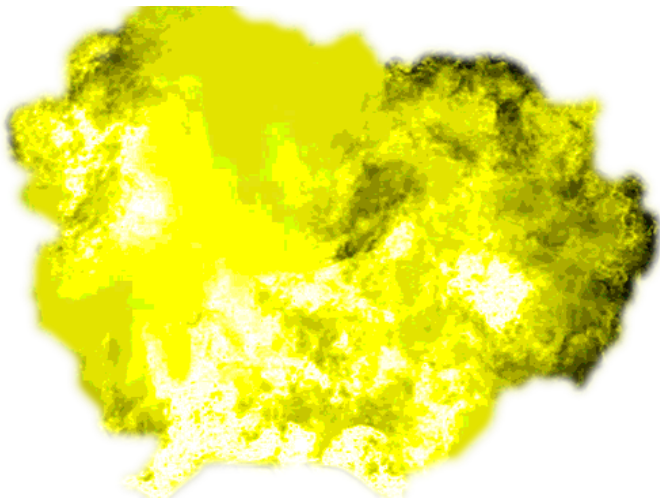




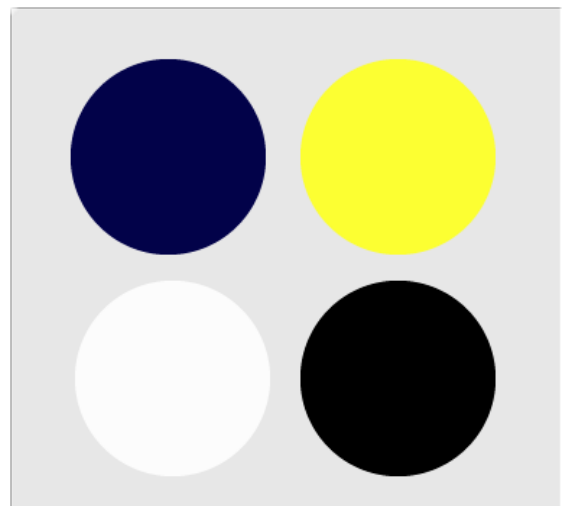
## Sequence Diagram



CAR Explosion



Color Palette



## Example of Code

```
function startDrive() {
  console.log("working");
  title.style.display = "none";
  car.style.display = "initial";
  bg.style.display = "initial";
  firstcar.style.display = "none";
  startBtn.style.display = "none";
}
car.addEventListener('click', drive);

function drive() {

  carSound.play();
  intro.volume = 0.4;

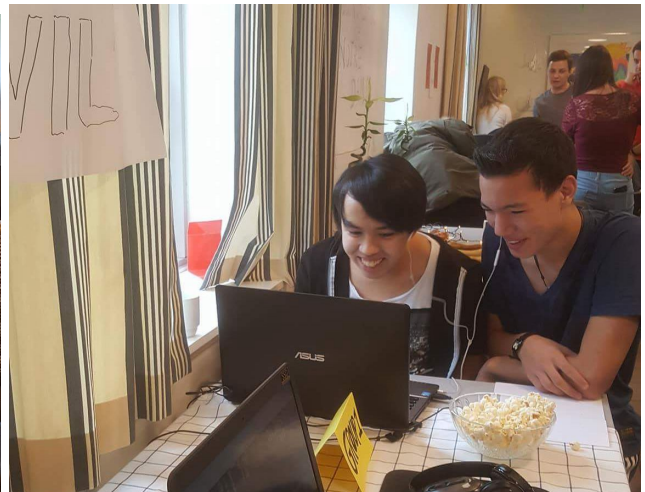
  setTimeout(function() {
    car.classList.add("drive");
    carSound.addEventListener('ended', explosion);
    bg.classList.add("backgroundMove");
  }, 2000);
}

function redirectTo(url) {
  window.location = url;
}

function explosion() {
  console.log("working");
  car.style.backgroundImage = "url(img/car-explosion.png)";
  car.style.backgroundSize = "cover";
  car.style.width = "190px";
  car.style.height = "130px";
  explosionSound.play();
  intro.pause();
}
```

```
203 function makeSpeak3() {
204   console.log("make speak");
205   figure3.classList.add("speakCSS");
206   if (alreadyActivated3) {
207     talkAgain3.play();
208     talkAgain3.addEventListener('ended', showWindow3);
209   } else {
210     alreadyActivated3 = true;
211     globalCounter++;
212     console.log('makeSpeak3: globalCounter: ', globalCounter);
213     talk3.play();
214     talk3.addEventListener('ended', showWindow3);
215   }
216 }
217
218
219 function showWindow3() {
220   setTimeout(function() {
221     window3.style.display = "block";
222     spotlight3.style.display = "block";
223     figure3.style.display = "none";
224     figure3.classList.remove("speakCSS");
225
226     globalAnimationRunning = false;
227     if (globalCounter === 6) {
228       allFiguresPressed();
229     }
230   }, 100);
231 }
232
233 function glowWindow3() {
234   console.log("glowWindow3 make glow");
235   window3.classList.add("glowCSS");
236
237   globalAnimationRunning = false;
```

## Target audience user test:



## Ideas for improvement:

After testing high school students we could have had additional narration on the window animation slide. About 2 out of 3 would take the time to read the case files. Which was our hope. The sounds could be improved.. We took sound from the film for the music + half of the characters. The other half were from pop culture to connect to our target audience. Our background on the window animation could have been refined. The Fortunes really added to our exhibit and the hand painted signs were nice but we could have added something to make it more atmospheric.

## Contribution breakdown:

Elisabet: Coding, opening scene car drawing + car animation

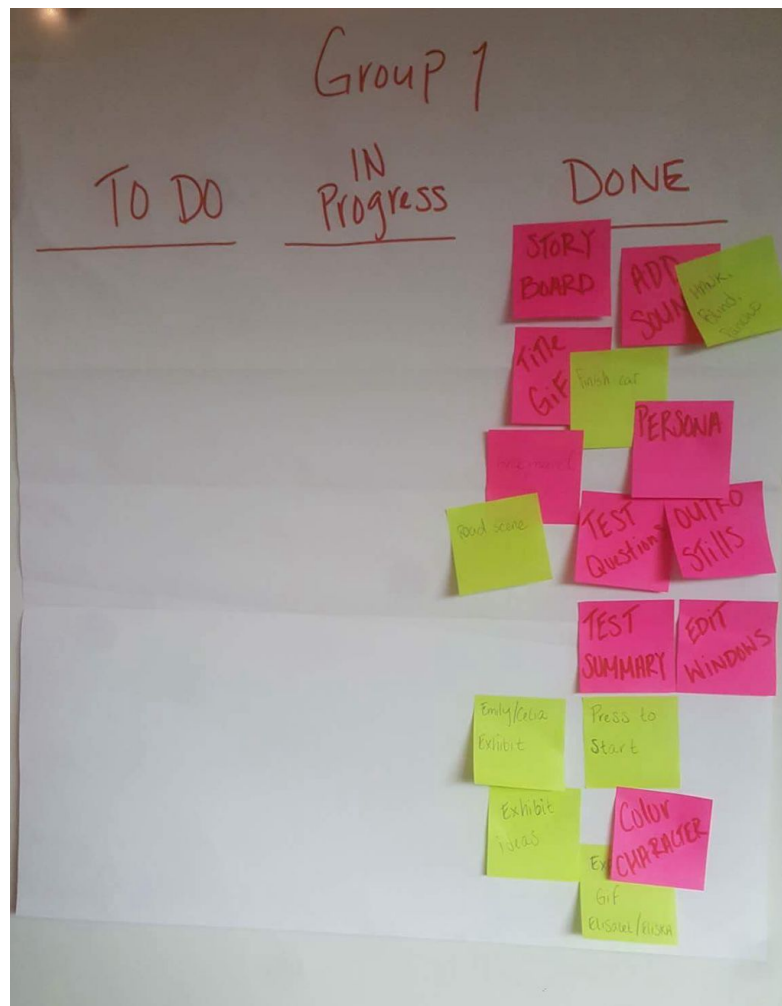
Ekaterina: Coding Queen

Celia: Background Art, storyboard, exhibition, title font + character design

Eliska: Character design + Poster Gif

Emily: Sound master, photoshop, writer, exhibition, fortune teller + Project documentation

Honorable mention: Google Drive for keeping us organized





**The End**