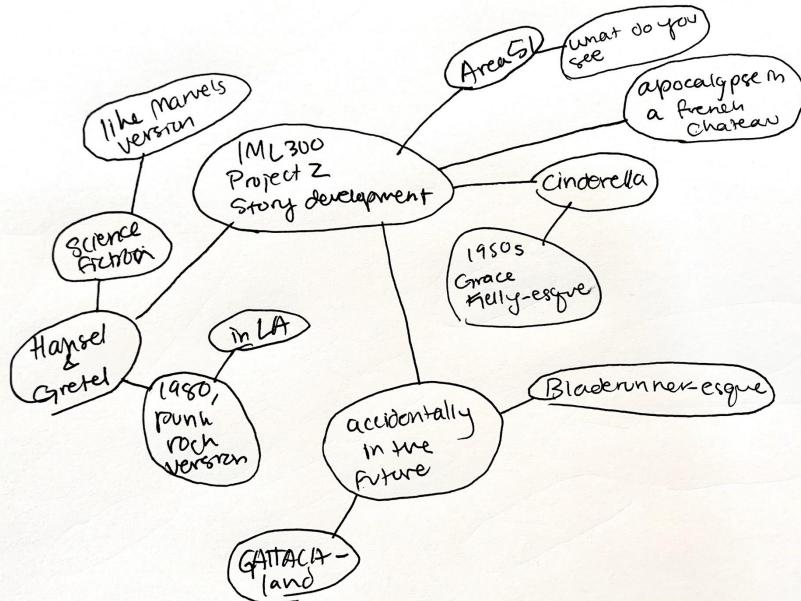




IML 300 *Narrative* *Site*

Daisy Bell

Ideation



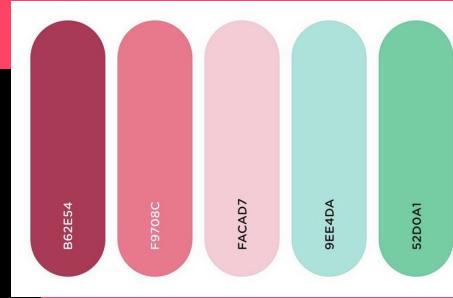
Ideation

Hansel & Gretel

- famine in Medieval Germany
- father leaves them in the Woods
- they use bread crumbs to find Their way back home
- they see a house made of Breads, cakes & sugar
- a witch invites them in, Offering a meal
- she traps them in the house & forces them to do chores
- one day, Gretel agrees to light The oven so the witch can eat
- Witch asks Hansel to hop in The oven to make sure it is Warm enough to bake bread
- Hansel pretends not to Understand and so the witch Gets in the oven to demonstrate
- Gretel locks the witch in the Oven and get her brother
- the two find jewels and Treasure, which they take
- they find their way back home, Finding that their stepmother, Whose idea it was to get rid Of the siblings in face of Starvation, has died
- they live happily ever after With their father off of the Witch's wealth

My Story

- the world is dying due to climate Change
- protagonists go to an "Eco-Oasis" Where people have been saving Seeds and there are resources to Live
- they must stay here in order to Confirm confidentiality
- dystopic issues: who gets seeds/ Land, agism, racism issues, access To resources, humanism and robots, Distribution of water, like colonialism As it is hard to establish yourself
- characters are placed into servitude, (Think English showing up to Jamestown, or Grapes of Wrath, or Indentured like Hansel & Gretel)
- How they get out of servitude: Either patrons sponsor their Existence, they discover a new seed, Or they flee the new society and Help form a commune/cult (think Handmaid's Tale)
- "Happily Ever After": live off of Profits from the discovery of the New seed, live happily in new Commune/cult, or they live off of The sponsorship by the patron



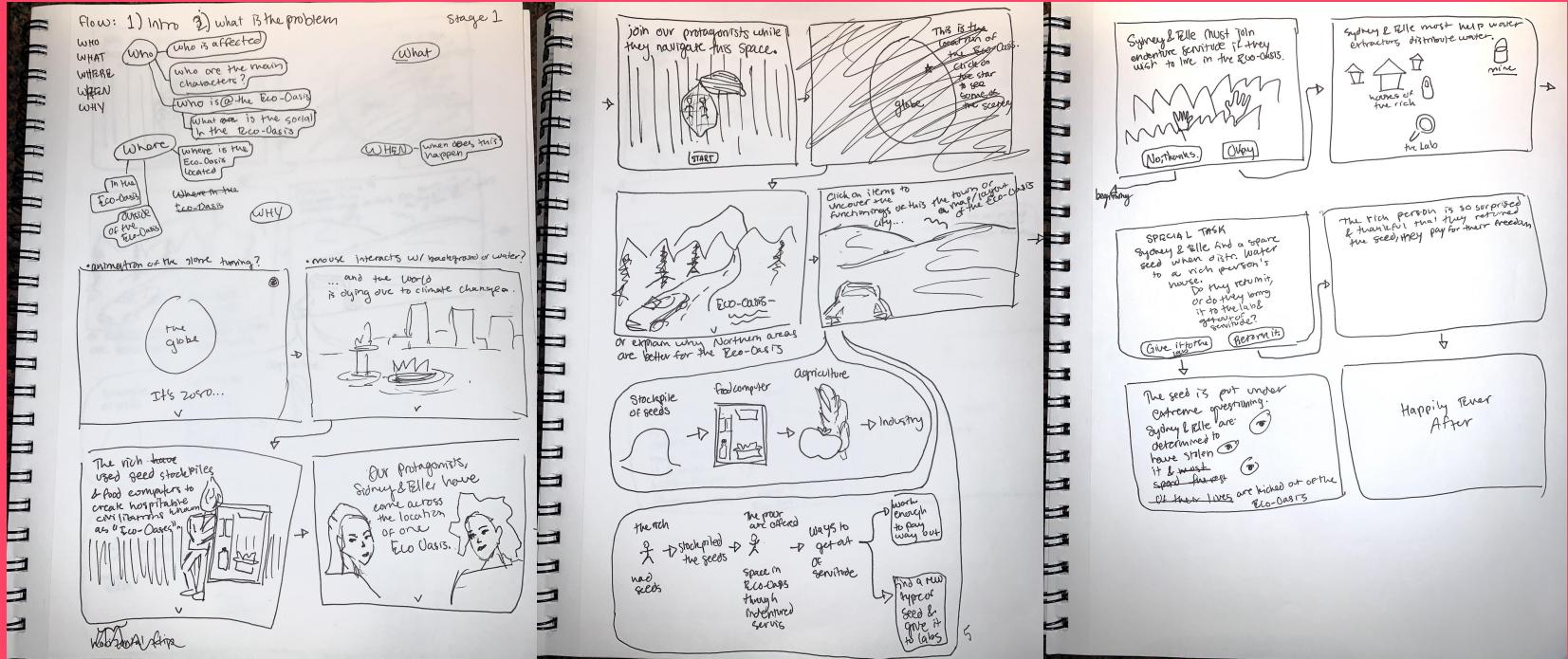
Ideation

The image is a composite of several photographs and a conceptual diagram. At the top left, there's a close-up of various seeds and food items like potatoes. Overlaid on this are several white rectangular boxes with rounded corners, each containing a different element of the narrative:

- A black box at the top center contains the text "Introduction to the narrative".
- A pink box below it contains "Text".
- A teal box below that contains "Characters".
- A maroon box below that contains "Graphic".
- A dark gray box at the bottom contains "Options Base".

On the right side, there's a large photograph of a small plant growing under a LED light panel. Below this image is the text: "THEY ARE ENABLED TO CREATE THESE NEW SOCIETIES USING FOOD COMPUTERS." To the right of the plant, there are two stylized figures: a woman in a white dress and a man in a blue suit. Below them is the text: "MEET OUR PROTAGONISTS IN THIS DYSTOPIAN WORLD." At the very bottom center, there's a small caption: "They are enabled to create these new societies using food computers." The entire composition is set against a dark background.

Ideation



Creation

These are few assets I created in Illustrator.









A photograph showing a person's lower legs and feet standing on a textured, reddish-brown surface. The person is wearing blue jeans and blue sneakers. Two spray paint cans, one orange and one white, are visible on the ground nearby. The background is a blurred outdoor scene.

https://daisylbe
ll.github.io/stor
yboardSite/sto
ry.html

What I am happy about

- Color palette is strong
- Visuals
- Extent of pieces
- Flow

Opportunities for Improvement

- Interactivity with mouse and background
- “Swish” movement between slides
- Drag the bucket on one page
- Have pop-up modals
- Introduction animation
- Buttons connecting users to the homepage at any point
- Make it feel more like a simulation

Thank you! 

