

Monty Python Interactive Storytelling Case Study

Inspirational Research and goals

The main inspiration for the website is old medieval manuscripts. I chose medieval manuscripts because "Monty Python And The Holy Grail"(which takes place during the Medieval Era) is probably what most people associate with Monty Python, as well as attempting to feel "official" while also keeping a light hearted and possibly comedic tone. The style also complements Terry Gilliam's paper cutout style of animation. After deciding to use this style, I determined that I would want to draw the most iconic scenes from their shows and movies in the style of medieval manuscript marginalia. I researched how manuscripts were laid out along with the style of the marginalia. For the Content, I looked at the official Monty Python website and used their history article for my own website. The main goal of the website is to document the history of the British comedy group, Monty Python. It tells the story about how they started the group, how they got their tv show, and what happened after the show. I wanted to have a pretty straight forward approach to the layout, with the text running down the center. It kept it easy to read, and I used the styling of everything else to set the mood for the website.

Target Demographic

The Target Demographic would be someone already at least a little familiar with Monty Python, but someone who is very familiar might find the information to be relatively basic. The age range would be very wide to include people who are a little familiar to people who know a bit more. They would probably just find it by chance after looking up "Monty Python"

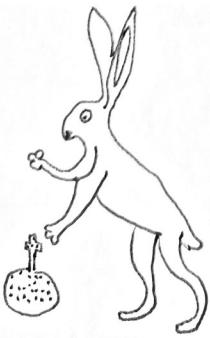
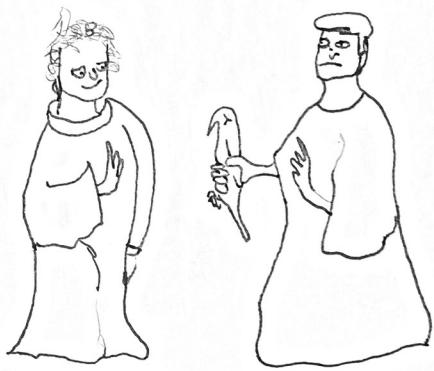
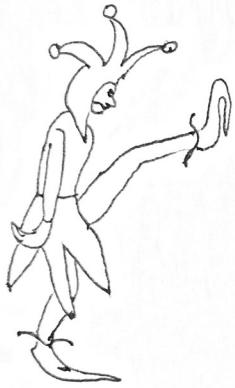
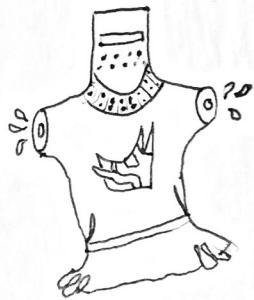
Strategy Statement

I plan on creating a website to effectively tell the story and capture the feeling of Monty Python.

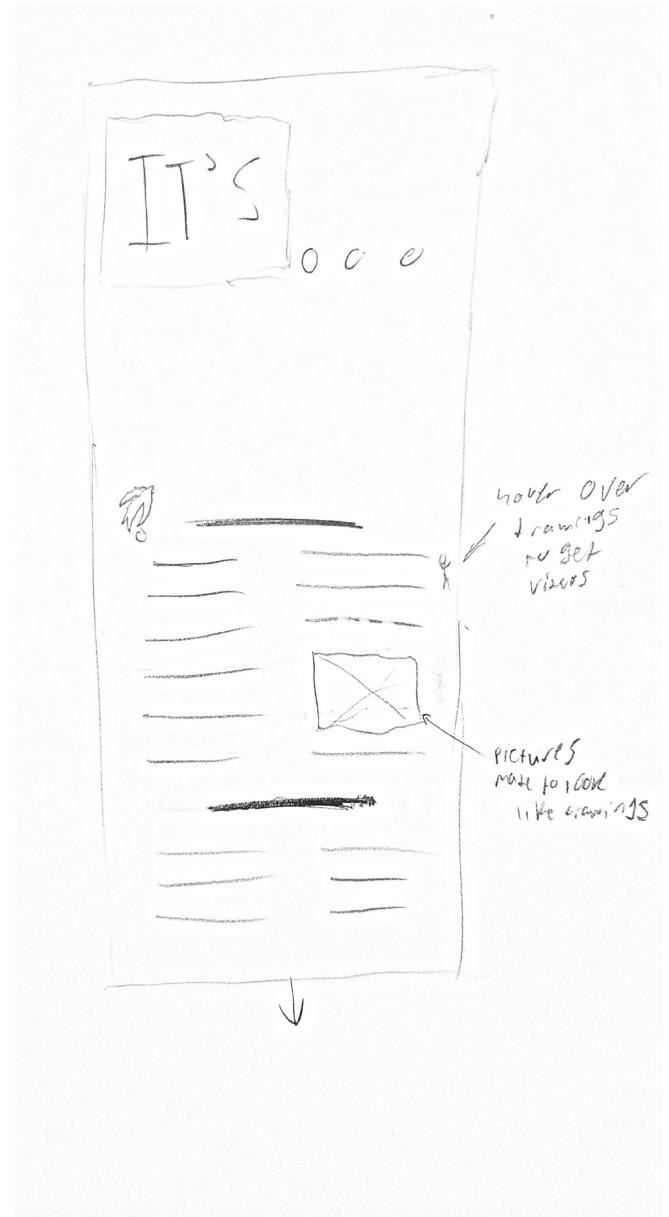
Moodboard



Sketches



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Usability testing

The Website is laid out so that the user just scrolls down. The feedback I got was that it was easy enough to read, but the giant space below the "It's" header was a bit annoying and that they weren't sure that there was any more. I Put that there specifically as a joke that called back to the original show. I figured once I put a drawing in that space, it would be more obvious that there is more content below it.

Difficulties and challenges

Luckily, the only major challenges were the last 3 parts of the website, the paper overlay, The animation with the logo and foot, and positioning the drawings. With the paper overlay, I was able to get it to overlay on the page, but it was covering only about half. Once I figured out what was wrong, it caused another issue with the headings getting put into scrolling text boxes. Next, to animate the logo, I tried many solutions, and I finally settled on using the transform property, but I couldn't get the foot animation to activate at the same time. After more research I was able to figure it out. Finally Positioning the drawings was surprisingly difficult until I found out about the "left, right, top, and bottom" properties. The biggest take away from these challenges is that the best solution to problems is usually the easiest.