

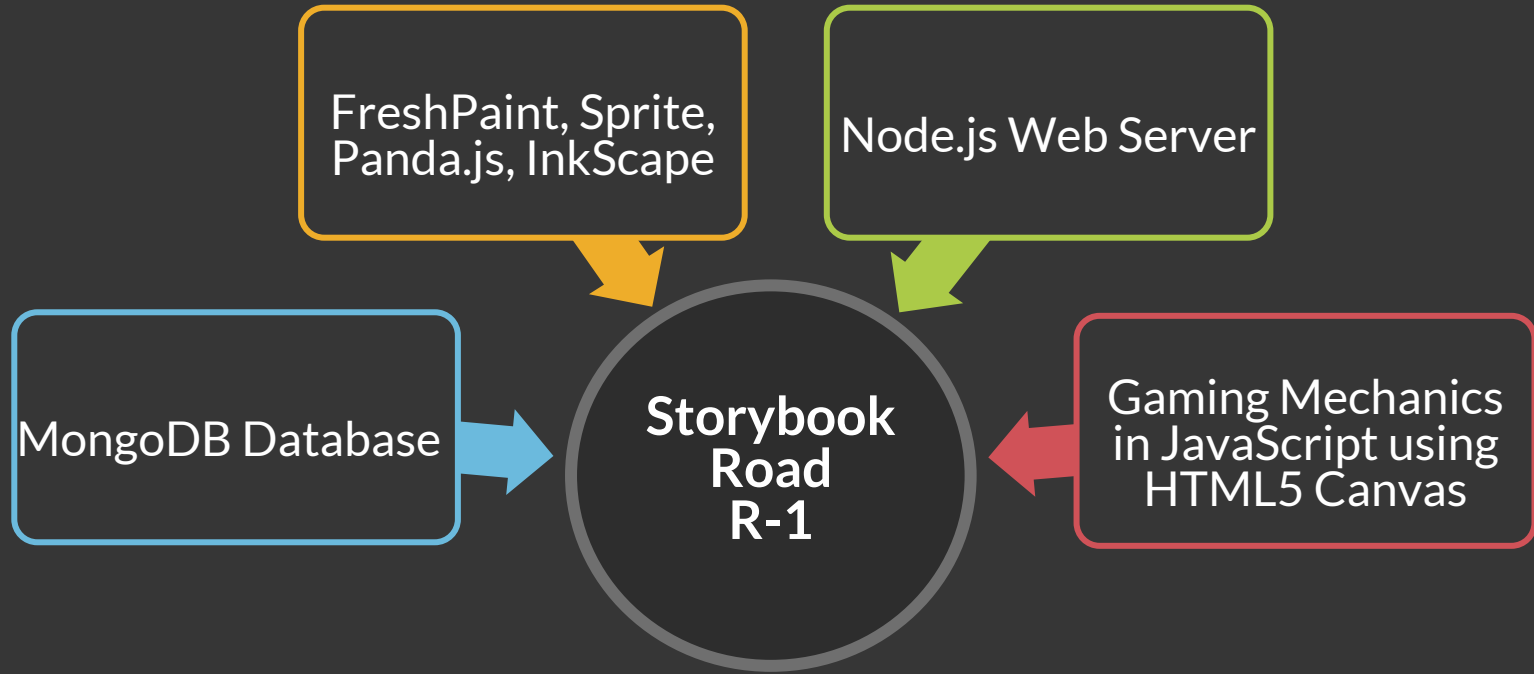
# RELEASE 1



## Project Goal:

Teach students to read through  
interactive storytelling using elementary  
school course material

# STORYBOOK ROAD TECHNOLOGY



# Sprint Summary to Date

Sprint 1	Sprint 2	Sprint 3	Sprint 4
Test Platforms: Node, MongoDB, Firebase	Gather Educational Documentation	Roadmap Document	Integrate User Interface with Game code
Generated Concept Doc	Research Game Engines	Prototype Puzzle 1	Prototype Puzzle 2
Setup GitHub Group	Design Application Interface	Git Wiki Setup	Generate Rolling Background Images
Image and Sound collection, word lists	Integrate relevant grade level study	Word Lists grades 1 & 2 completed	Research madlib sentence structure
Completed	Completed	Completed	Completed

# Release 1 Goals



## Web Interface

User Friendly:

- Teacher
- Student



## User Profile/Login

- Teacher Login
- Teacher Portal
- Student Login
- Grades 1 -5



## Story Progress

- Track current puzzle
- Track win/loss ratio
- Link to user



## Story Building

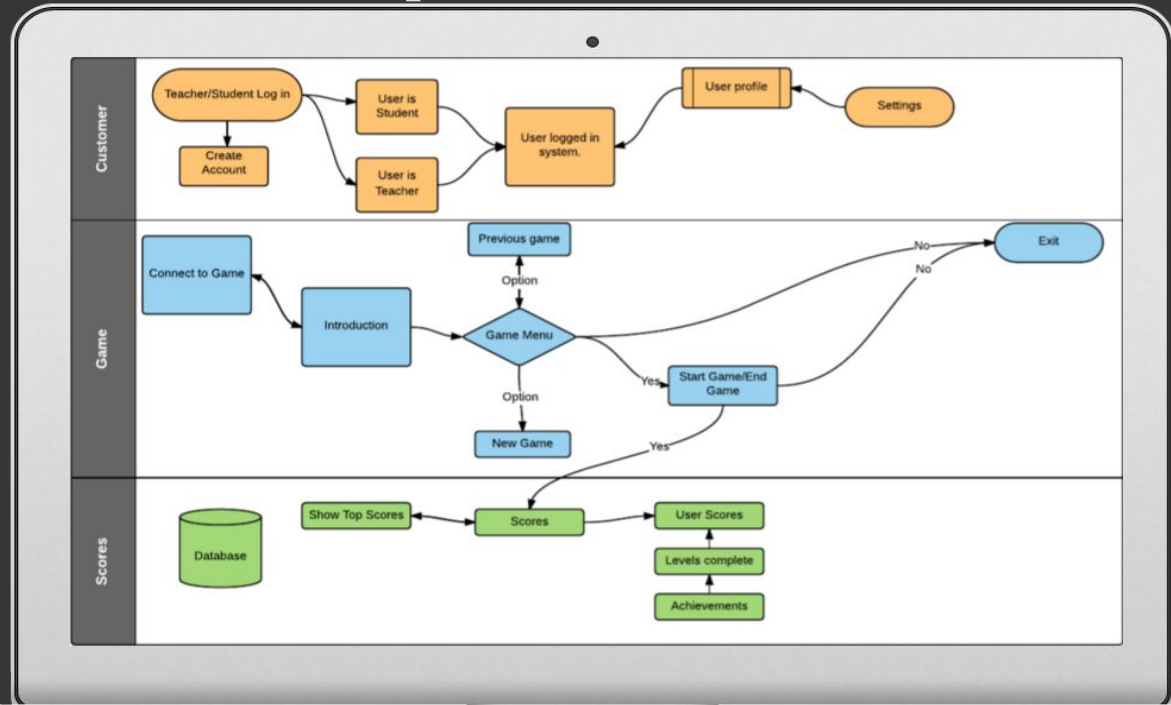
- Create puzzles involving fairy tales
- Create story with multiple puzzle types (scramble & multiple choice)



## Dynamic Puzzles

- Generate puzzles from items stored in database
- Puzzle level 2
- Load images

# Website Map



# Course Material

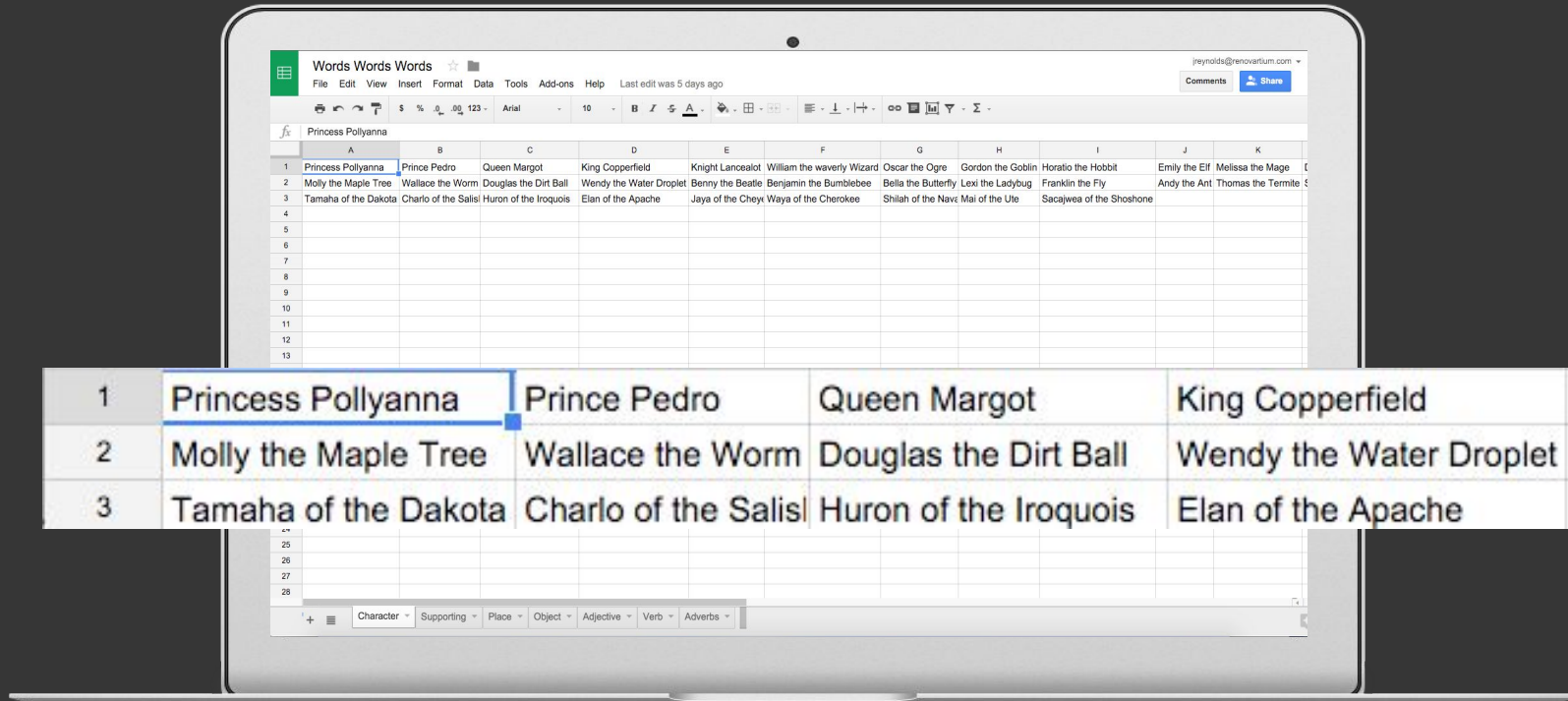
**1st Grade:  
Fairy Tales**

**2nd Grade:  
Science, Bugs &  
Nature**

**3rd Grade:  
Native  
American  
History**

**Grade 4:  
Westward  
Expansion**

**Grade 5:  
Greek Mythology**

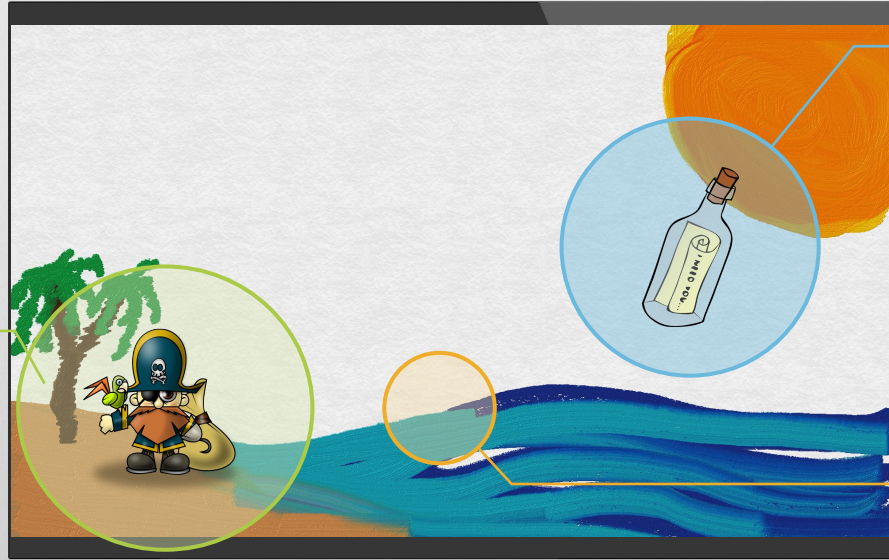




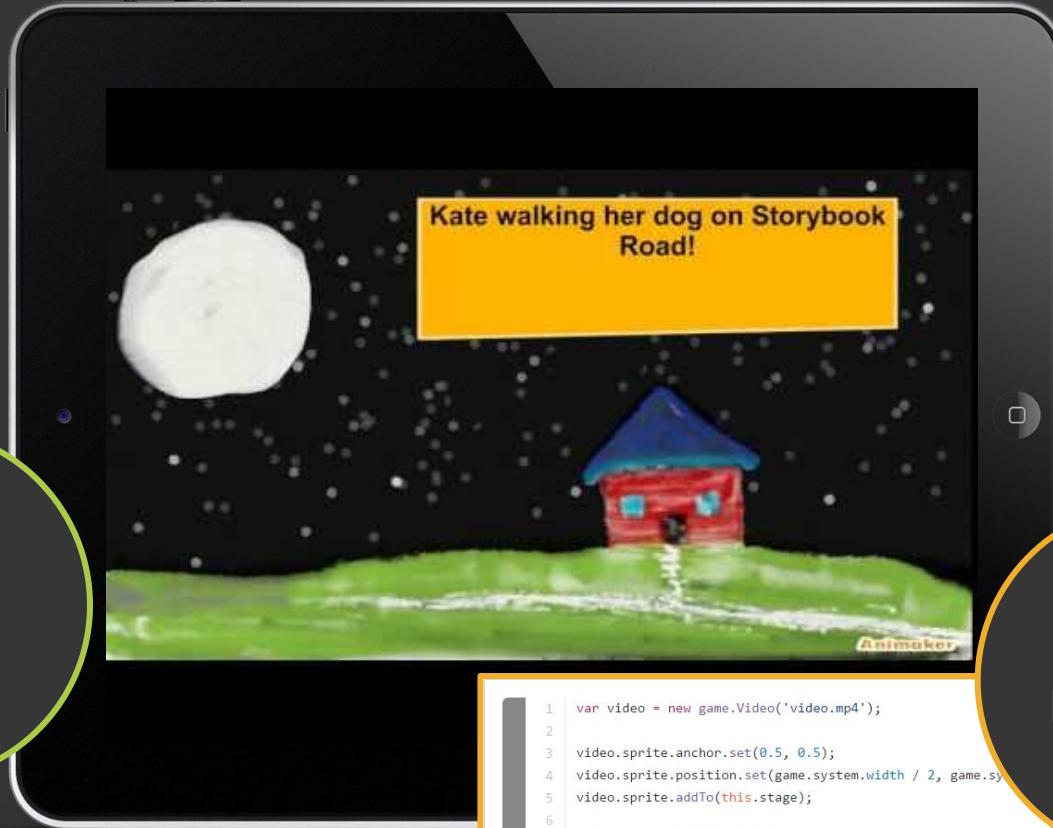
Character  
Load Area

Game Asset  
Load area

Animated  
background



MP4  
Panda.js

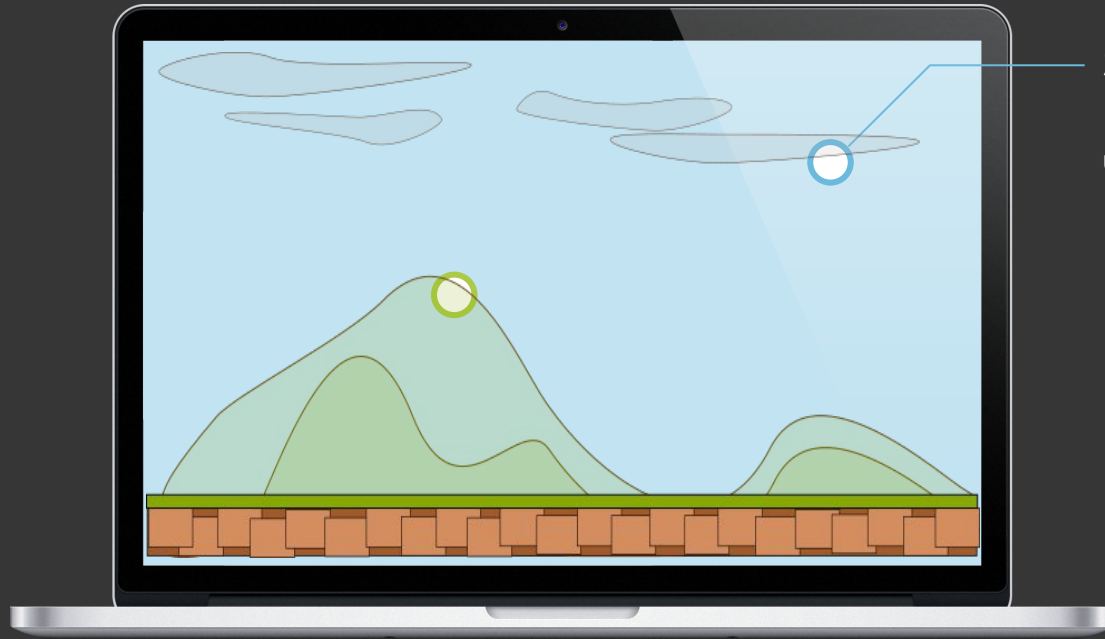


Video  
Integration

```
1 var video = new game.Video('video.mp4');
2
3 video.sprite.anchor.set(0.5, 0.5);
4 video.sprite.position.set(game.system.width / 2, game.system.height / 2);
5 video.sprite.addTo(this.stage);
6
7 video.onLoaded(function() {
8     // Video loaded
9 });
10 video.onComplete(function() {
11     // Video complete
12 });
13
```



All images are  
layered for ease  
of use.



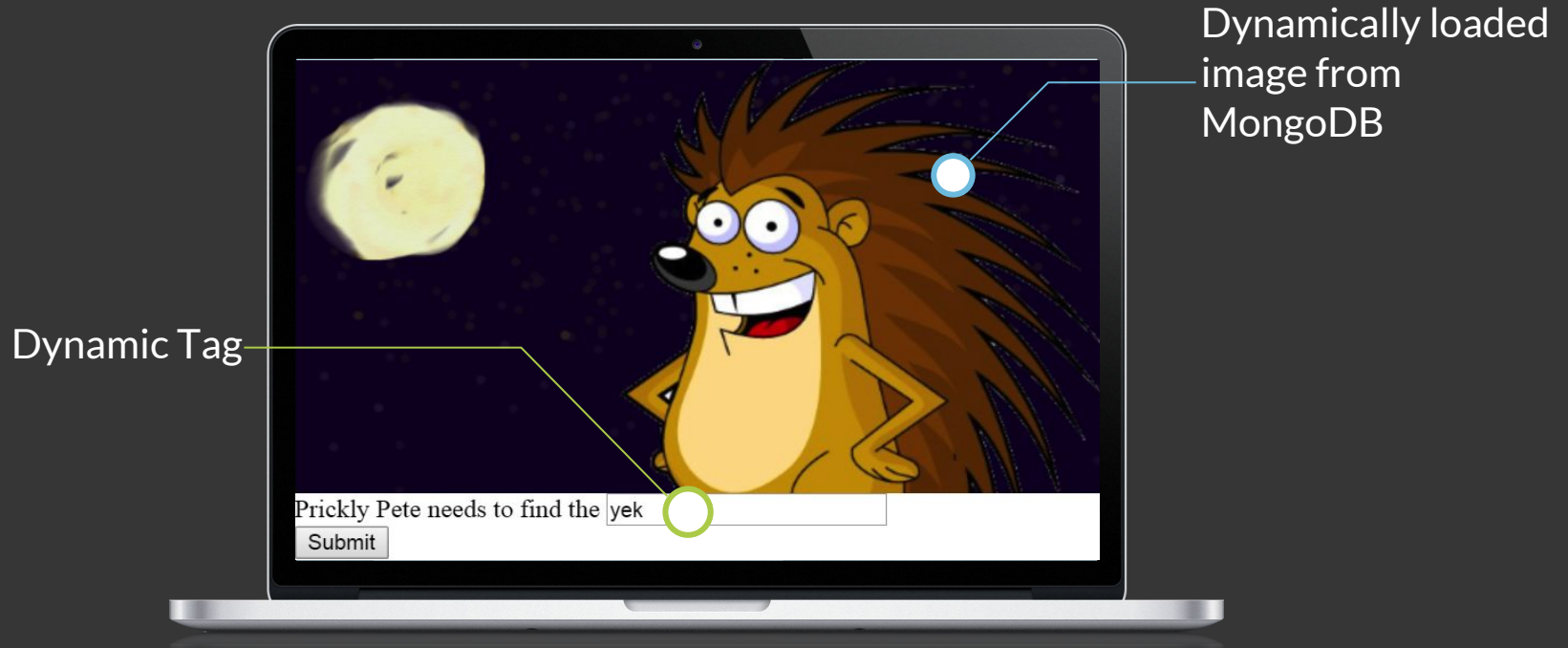
Scrolling  
Background  
using Panda.js

```
1 // Create animation with 3 frames
2 var anim = new game.Animation('frame1.png', 'frame2.png', 'frame3.png');
3 // Set animation speed
4 anim.animationSpeed = 0.2;
5 // Play animation
6 anim.play();
7 // Add animation to stage
```



Dynamically  
loads characters  
and objects

MongoDB  
database



# Puzzle 1



Node.js  
webserver

MongoDB  
database



Colorful, kid-friendly and simple interface

Username is Email  
Automatically differentiates teachers and students





New  
Teacher Account



Class  
Sorted by grade  
level



# Let's See a Demo!

# Storybook Road

Learning Words Through Fairy Tales

## Release 1

- Issues merging via GIT
- Issues integrating MongoDB (callbacks)

## Release 2

- Consider moving away from websockets
- Game menu (focus on?)
- Basic animations for all images
- 4 Puzzle Types functional
- Authentication

## Release 3

- In Depth Animations
- 6 Puzzle Types
- Fully functional word replacement
- Save states