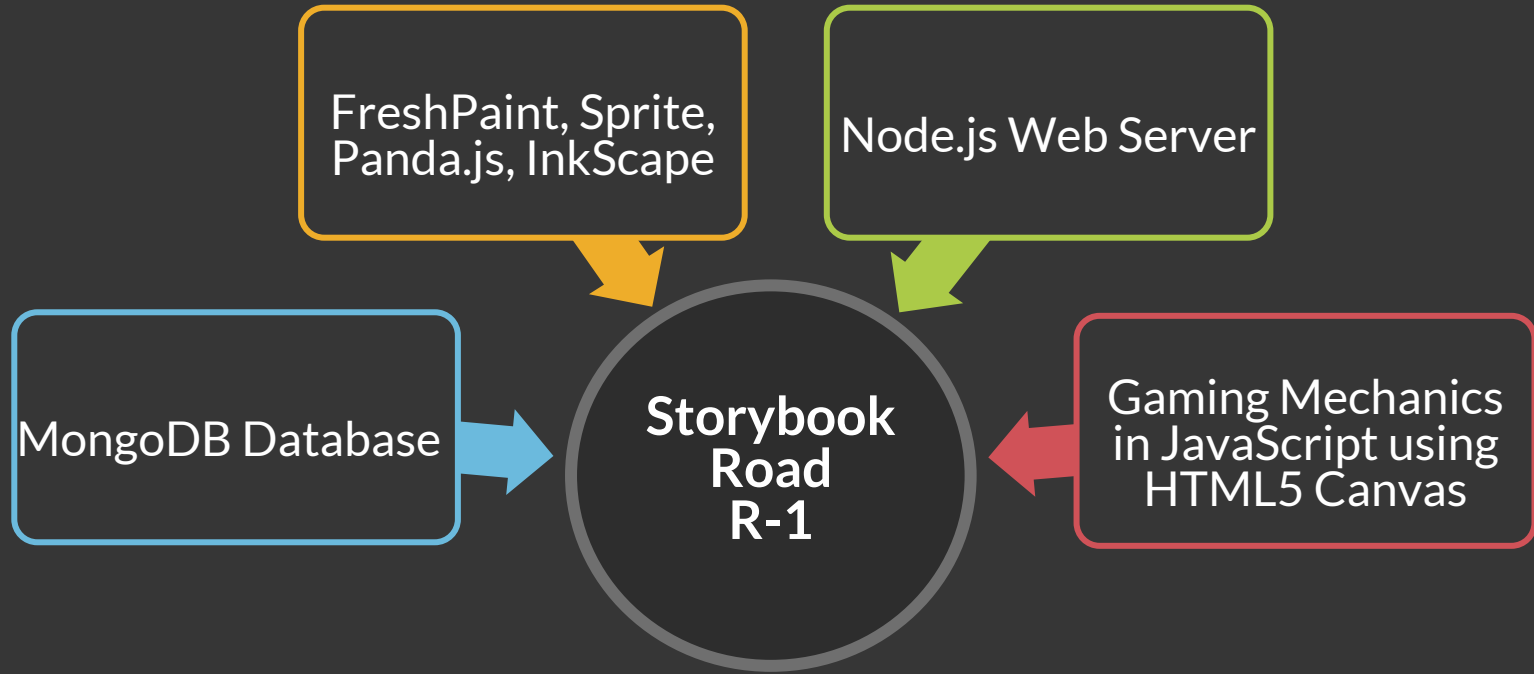RELEASE 1

Project Goal:

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

STORYBOOK ROAD TECHNOLOGY

FreshPaint, Sprite, Panda.js, InkScape

Node.js Web Server

MongoDB Database

Storybook Road R-1

Gaming Mechanics in JavaScript using HTML5 Canvas

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

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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
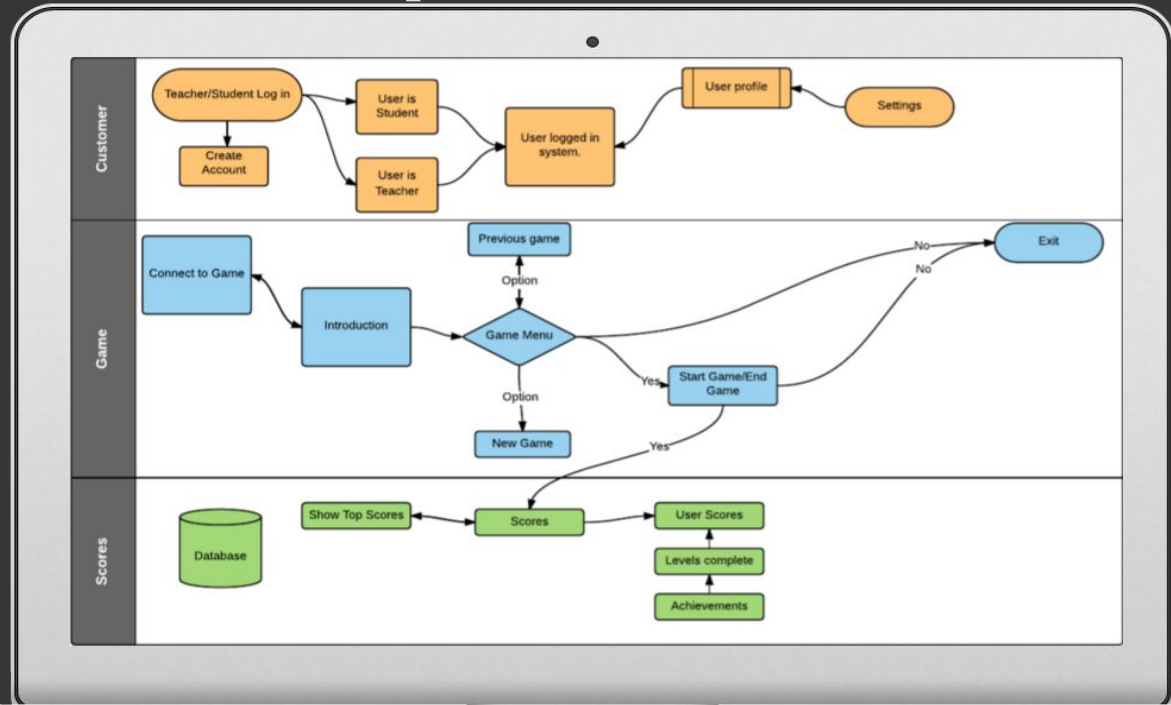- Link to user

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
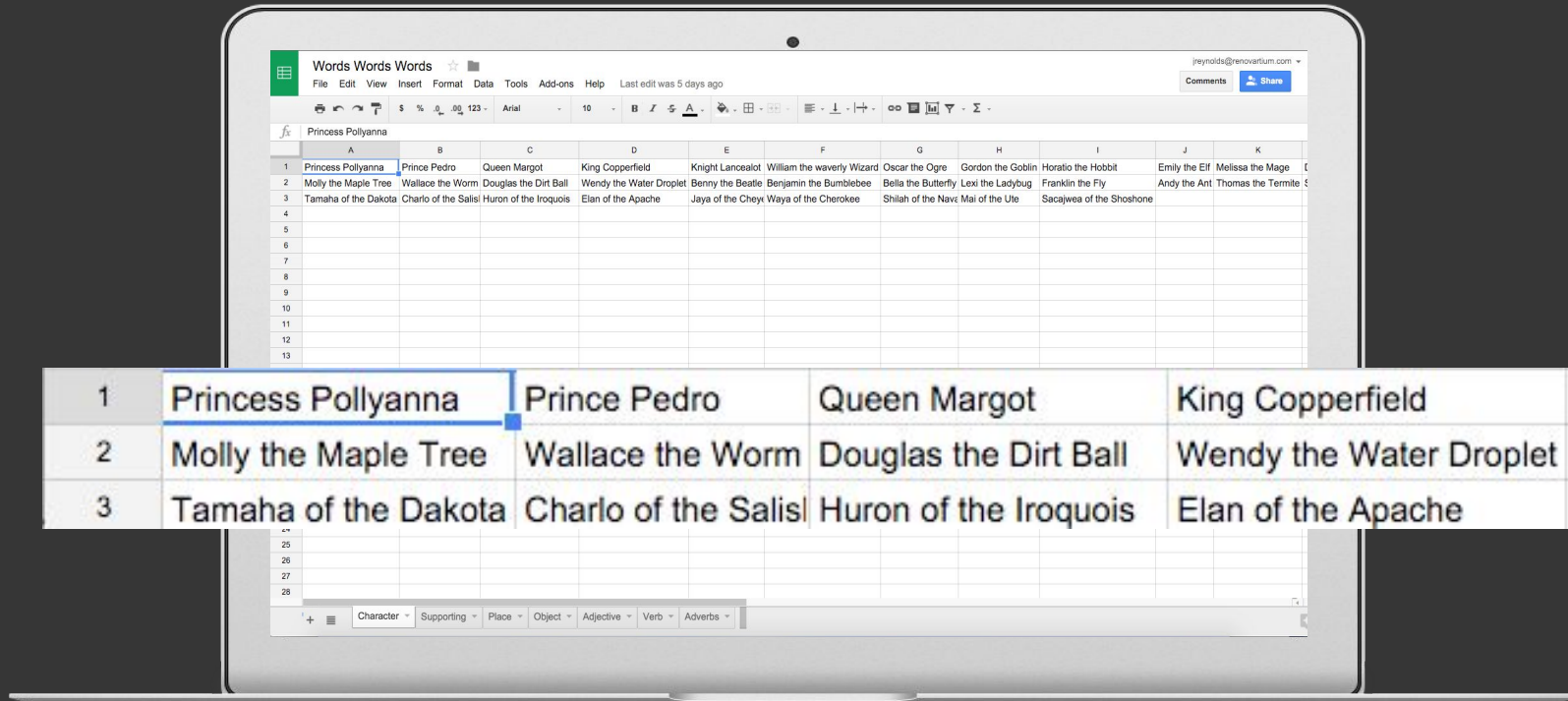
Website Map

Course Material

1st Grade: Fairy Tales

2nd Grade: Science, Bugs & Nature

3rd Grade: Native American History
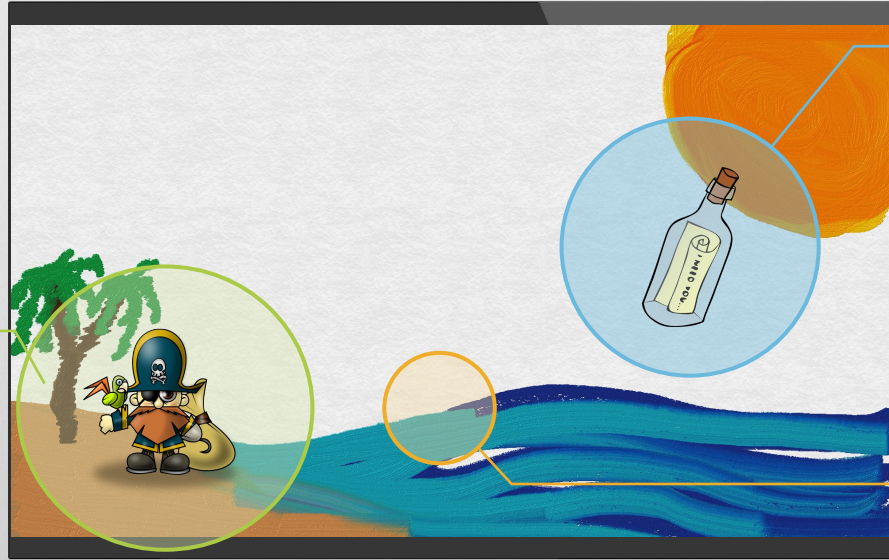
Grade 4: Westward Expansion
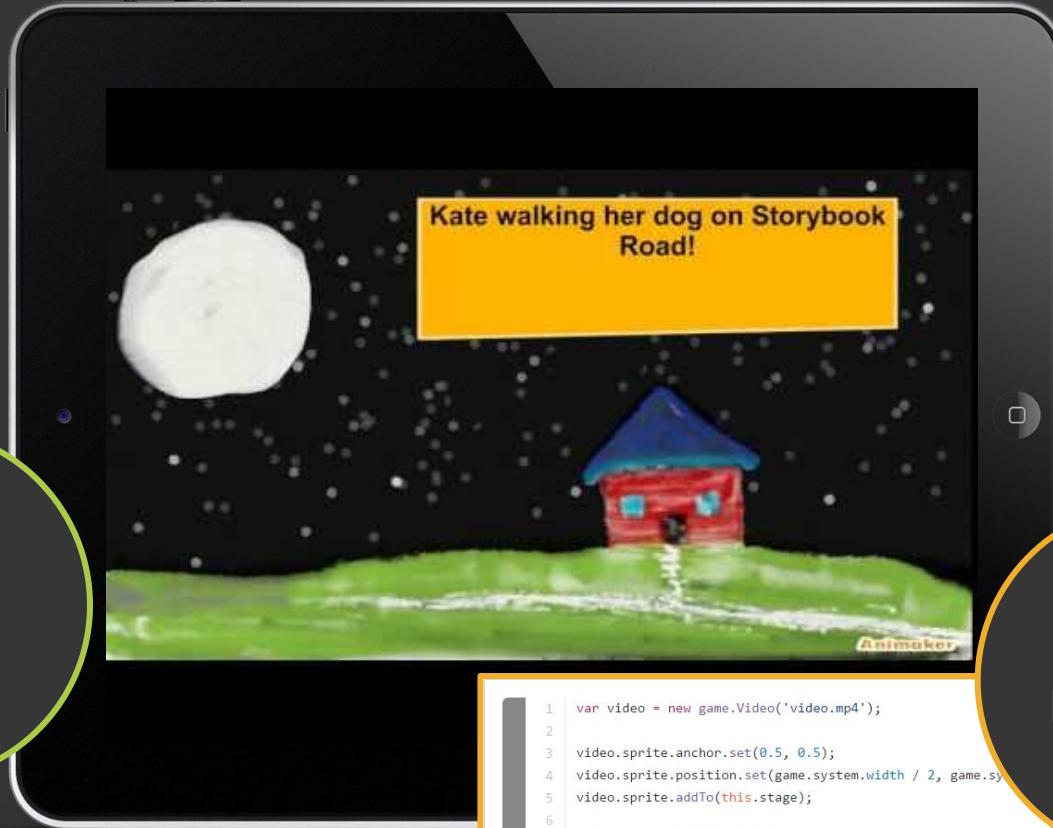
Grade 5: Greek Mythology

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Game Asset
Load area

Character
Load Area

Animated
background

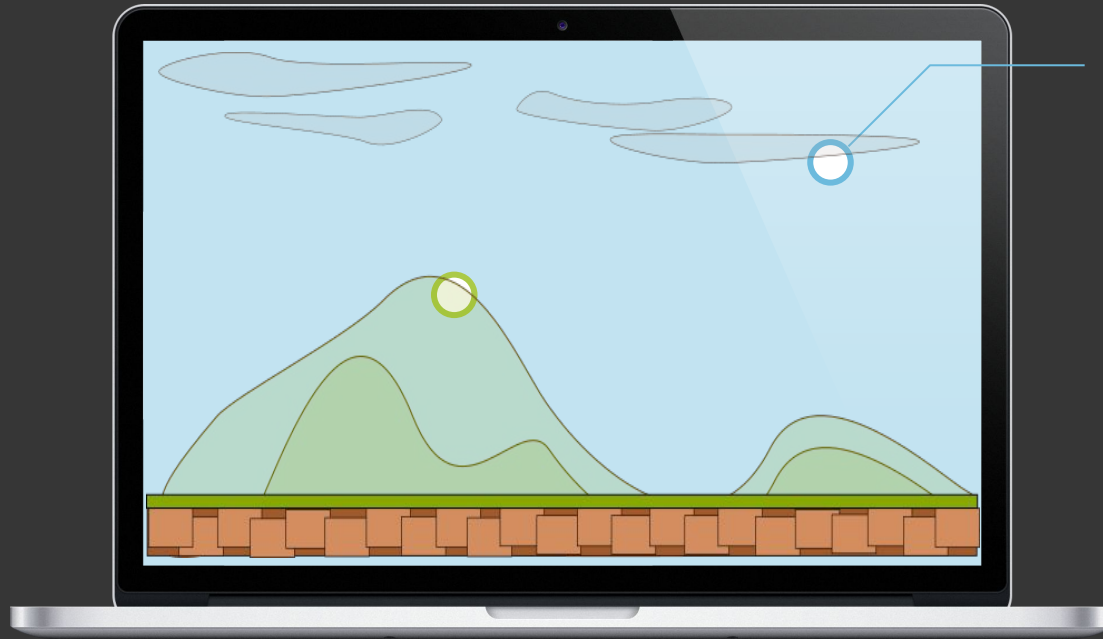Presentation to Daniel Steenblik - CMPT 322

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.sy
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.

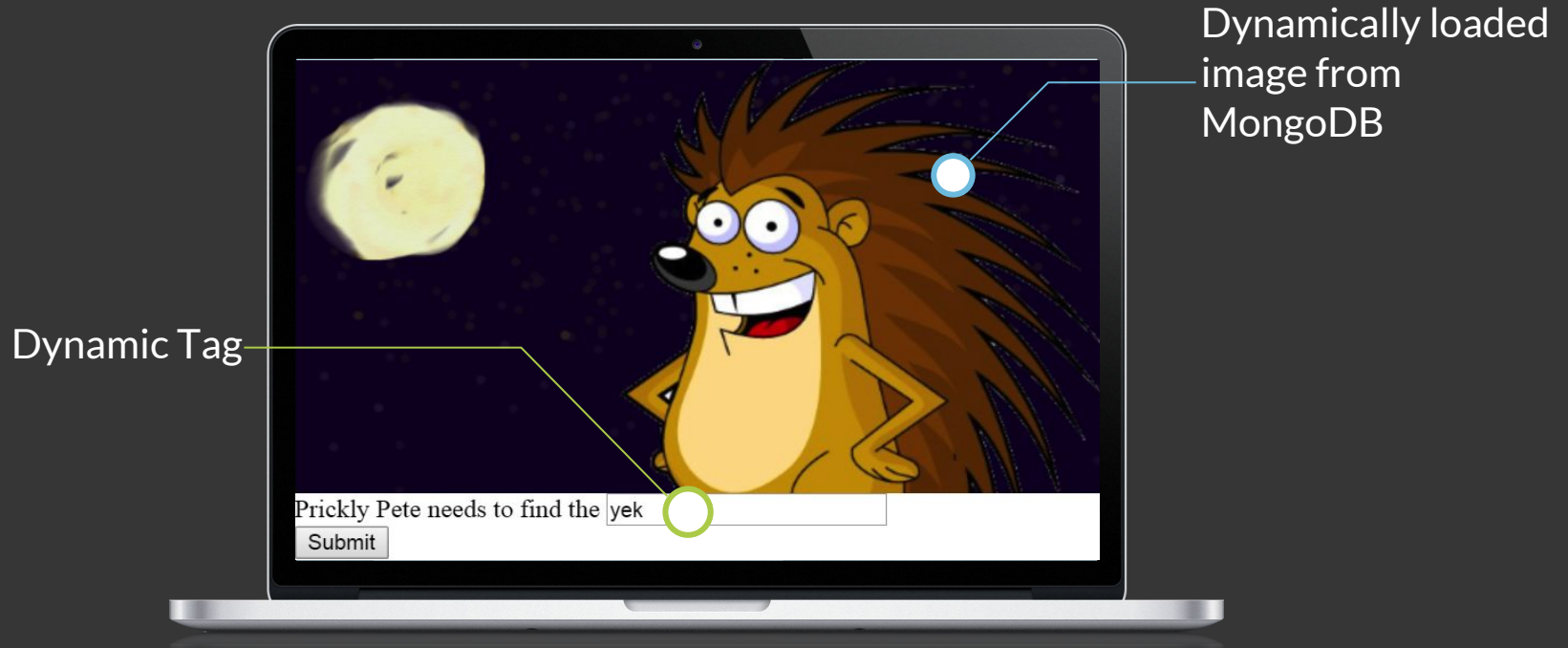Presentation to Daniel Steenblik - CMPT 322

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
```

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Dynamically loads characters and objects

MongoDB database

Dynamically loaded image from MongoDB

Dynamic Tag

Prickly Pete needs to find the yek

Submit

Puzzle 1

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Node.js
webserver

MongoDB
database

Storybook Road

Login

molliesue@gmail.com

Password

Login

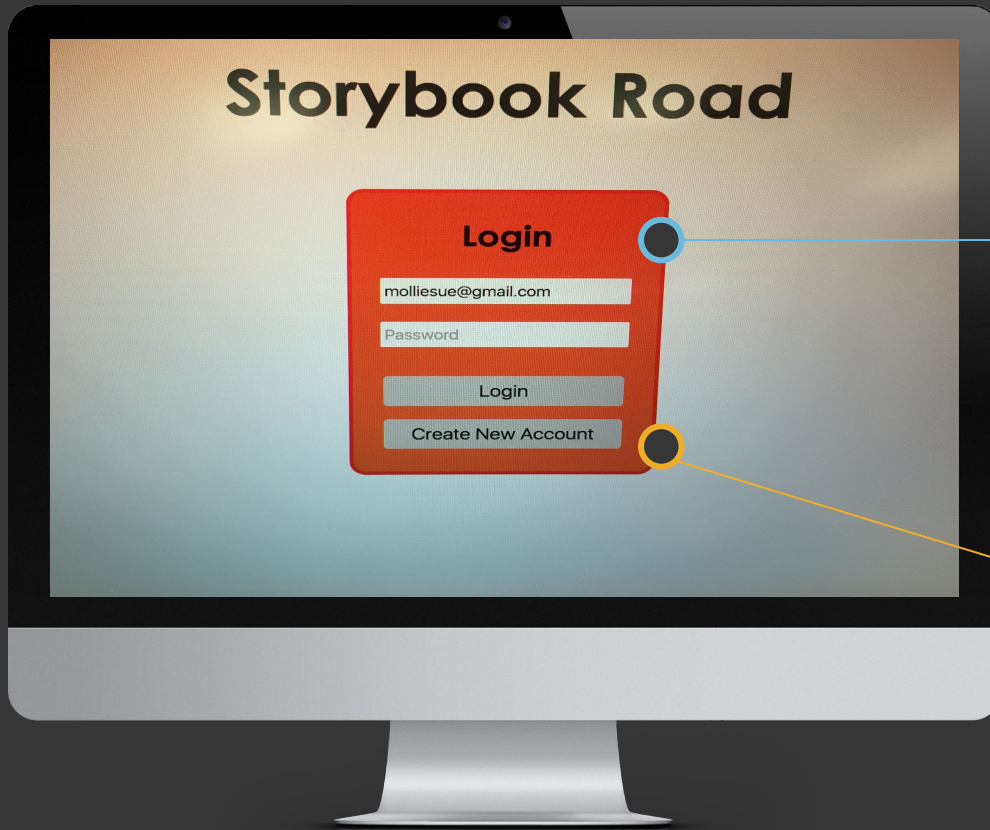Create New Account

Colorful, kid-friendly and simple interface

Username is Email
Automatically differentiates teachers and students

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New
Teacher Account

Class
Sorted by grade level

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Let's See a Demo!

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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

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