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GIMM 250

Rhetorical Analysis

Mobile Interactive Comic

With this project, our group was tasked with making a mobile comic following a set path that was a form of the hero’s journey as well as having a deeper meaning behind it. It had to be on mobile and required interactivity, so it was not just a video or animation. With the beginning of the project, our team came up with a very extravagant idea. Over time, this idea became too complicated to accomplish with the resources we had, so we went with another idea that we could accomplish in the slotted time frame. The topic we chose was just as good, and was simple enough in art and assets to make that we could easily do it in the time we had. The original design we had would involve a dwarf warrior who was sent out on a quest to recover a stolen flame for his people, discovering himself and the person who took it in the process. Because of the requirements and the meaning required for the comic, we felt that we did not have enough time to give it the justice it deserved, as well as a complete meaning behind his journey. Instead we went with a comic we thought we could give justice in the time we had.

The idea we went followed a man who was stuck in in his dreams. In his dreams, there is a path through a forest that leads to three doors. Each of these doors represent a bad time in his life, something that put him on the edge. From being bullied, to a funeral, to even him hanging himself. Through clicking each of these doors, the dream shoots him back to the forest, but each time it gets worse and worse. This represents his nightmare changing, getting worse and worse. It all starts okay, but the second you see these, his life starts to go from bad to worse. Once all three doors have been opened, he is finally able to open the final door. Once he goes through this door, he sees what really happened in his life. His friend was there all along. Even though he thought his life was so bad and a waste of time, there was someone there that cared for him and helped him through the hard times. Then, the funeral you realize was for his friend, which shows the pain he feels. The final scenes are your character running up the hill, seeing him one final time before he disappears. Then you wake up.

The meaning of the project overall is simple. There is someone there for you, even if you don’t realize it. All the nightmares lead to the realization that he is gone, but the final door leads to the good memories. You have to go through the bad to get to the good in life. Even if you do not think you can do it, there is someone there that can help you through. There is interactivity to the comic, but the majority of it is you going through the scenes, living the story of this character. It isn’t supposed to make you feel happy at any time really, but to look at life and those around you and see the hard times that they themselves may be going through as well as showing that there is always a light at the end of the tunnel. With the design we went with the simply character and complex backgrounds. This helps show that anyone or anything could be the character, and your attention is taken away from the character himself and you see the background for what it is.

With this project, our group worked very well together. First off, the group leader(Christian/Sam) earned a solid 5 overall. He did his part with the animation, but pulled through with the coding part the most, coming up with the method we would use and help all the others get their coding parts done. The next up is Ross. He also earned a solid 5. The brains behind the project idea itself, he took the lead in what was needed for the project and helped get the pieces that were needed for completion at the end as well as put the soundtrack into the project. Dan also received a 5. Even though he was behind with his parts for the project, he was still messaging us and keeping us informed about what was going on with his part of the project. The final person, Sam, sadly earned a 1. We gave him a pretty simple part to complete, with coding help from Christian, but he was still not able to accomplish this task very well. Ross and Christian both spent many hours trying to help him through the project, and we were all available via Discord almost 24/7, but he did not use either of these resources very well. The final part he did used assets and pieces from Ross and I alike, so the required work we actually gave him was not a lot at all. I understand that it may have been difficult for him, but the lack of reaching out for help and communication as well as the difference between the work he would show us each week shows that he did not put that much time or effort into the work at all.