

Group 7



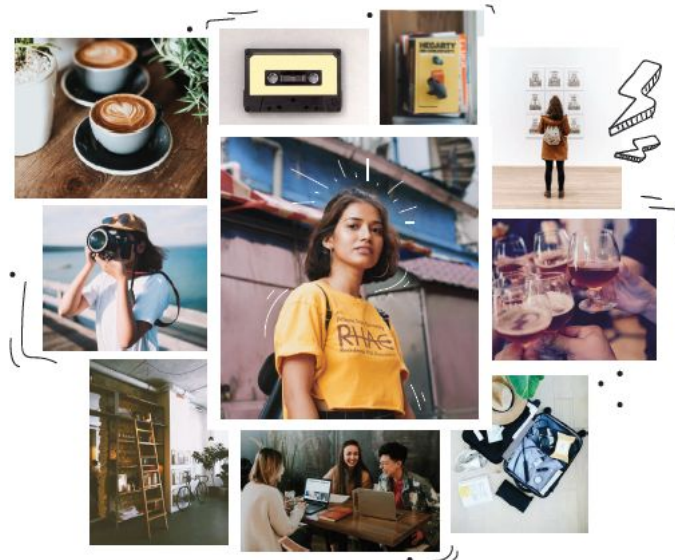
TAXI DRIVER

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MOVIE CHOICE - Taxi Driver

- We decided to choose Martin Scorsese's movie Taxi Driver mostly because of the director's reputation
- After we watched the movie and discussed our impressions, we decided on a story that we want to portray
- This document will present all the documents we produced through out the last two weeks

MOODBOARD & PERSONA COLLAGE



STYLE TILE

Inspiration

Our style is inspired by flat design, the 70's and the general vibe coming from the movie we chose, which is Taxi Driver. Flat design is clear and easy for a user to interact with. There is no confusion and we simply like it.



Typography

We chose the font based on the retro font which appeared in the movie. We were looking for something that reminds us of the 70's, NYC and it goes perfectly fine with the flat design.

TAXI DRIVER
DIN CONDENSED

Strokes and lines

We are using strokes around the text and only for buttons or icons. The rest of the design is created without the strokes.

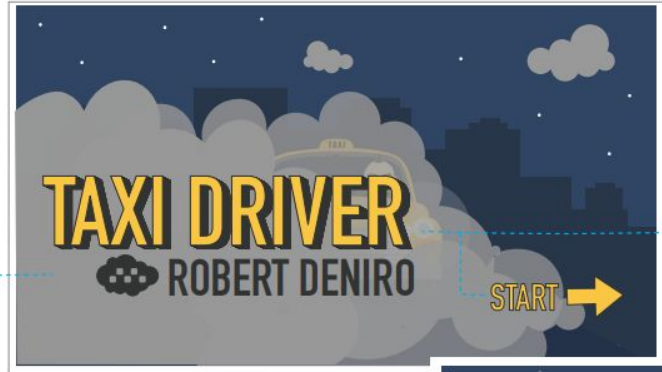
Color palette

Colors used in the design are reflecting the color scheme of the movie. Yellow, black, navy blue, red and combinations of them are creating a contrast which goes well with the chosen design.



STORYBOARD 1.

Scene no: 1 - Intro slide



Interactive elements:

- Floating fog
- after click: fog is slidely going on right side
- after click: headline and button are going slidely on right side
- car is starting move in forward

Action / Plot:

Starting interactive poster, which introduce in game about Taxi Driver with Robert Deniro and offer to start game with a visible and clear button in left bottom corner.

There is no visible action except a floating fog, which is covering taxi car behind.

After click on "start" a fog is going on left side and headline with start on right side, what make taxi car visible and user know, that game is starting.



Example of animation
(Fog is going all the way from view - then folowing scene come.)

Time:

Looping till time when user click on start.

Sound/music:

Intro music taken from movie.

STORYBOARD 2.

Scene no: 2. car coming near

SET UP



Action / Plot:

The car is coming near and this will come

up question if user is ready what will

follow by needed click on driver to go

to next scene.

Time:

around 3 sec.

then scene will wait for user to click to

be continuing

Interactive elements:

moving car

pop up question - Are you ready?

Sound / Music:

driving car

Scene no: 3. car coming to main scene

SET UP



Action / Plot:

The user can see the car from different

angle driving from side to front of the

Cafeteria.

Time:

around 4 sec.

Interactive elements:

driving car from side

Sound / Music:

driving car

Scene no: 4. car stoping on main-spot

SET UP



Action / Plot:

The user can see car stoping in front of

Cafeteria and people waiting for taxi

(they are stopping taxi).

Time:

around 2 sec till car stops

Interactive elements:

driving car which stops in front of

Cafeteria

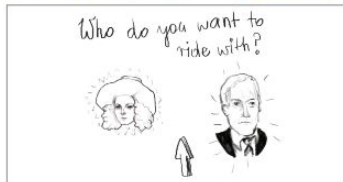
Sound / Music:

driving car

city sounds

Scene no: 5. coming options

CONFRONTATION



Action / Plot

Then in screen next to scene will come up

question - Who do you want to ride with?

With question are coming two option

(faces will be clickable as button)

Options: Iris or Palantine

pop up question with buttons around

2 sec. then scene is waiting for choice of

user to continue to next one

Interactive elements:

Pop up questions with two face buttons

which will be clickable

Sound / Music:

Scene no: 6A. Dancing Iris

CONFRONTATION



Action / Plot

After click on Iris - scene is moving

to room where she will be dancing for

him. End is not sure - so there will be

interaction to watch a full movie (button)

to know what will happen next

3 sec - Iris talking - sound from movie

waiting for click on button to watch movie

Interactive elements:

dancing Iris

pop up button to watch full movie

Sound / Music:

Iris talking - sound from movie

Scene no: 6B. President speech

CONFRONTATION



Action / Plot

After click on Palantine a scene is

moved to place where President have

speech. Again - to see what happen

next there will be clickable button to see

full movie.

6 sec - speech of Palantine, then scene is

waiting for click on button to watch movie

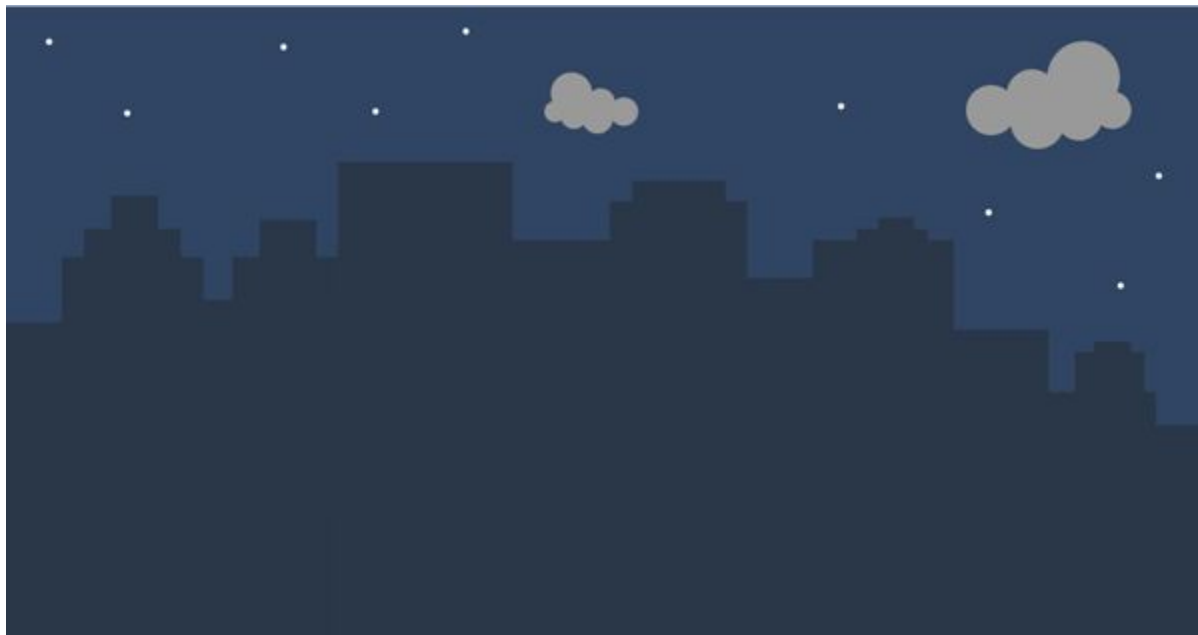
Interactive elements:

Palantine talking

Sound / Music:

Palantine speech

GIF FOR SOME



STATE MACHINE DIAGRAM

index.html

elements:

- background
- taxi
- fog (3 items)
- button
- headline

event listener on button:

fogs - going to left with
delay
button and headline -
going to right

city.html

elements:

- background
- taxi (side)
- cafeteria
- question - Who you wanna drive with?
- two buttons - iris and palantine

event listener on button:

start animation on question
pop up buttot which are
clickable

iris.html

elements:

- background
- pop up buttot as a link to
watch whole movie

event listener on button:

CTA - link to movie

palantine.html

elements:

- background
- pop up buttot as a link to
watch whole movie