

Project documentation

**Group 15 - Jevgenia Artjuhhina, Margarita Avin, Tomas Gazi,
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Concept of our interactive teaser

Our goal was to make the interactive teaser appealing to the young audience. The movie To be or not to be offers plenty of timeless jokes and funny scenes, that's why we think, that it deserves the attention even these days.

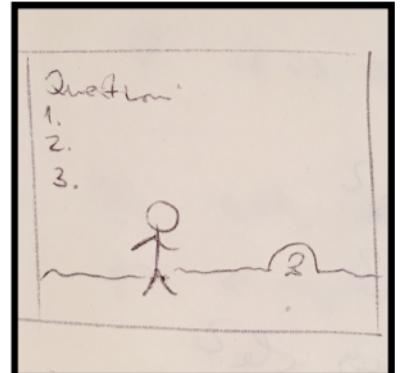
While creating the story board and figuring out the interactive aspects, we decided to combine elements of video games with funny scenes from the movie.

We didn't want to show the actual plot, that's why we have created our own story, based on the movie and also some totally made up stuff included. The teaser begins with the quiz, where you are helping the actor, who forgot his lines. After you answer the question correctly, the teaser itself begins. You can find out more about interactive parts and story in our story board and sequence diagram.



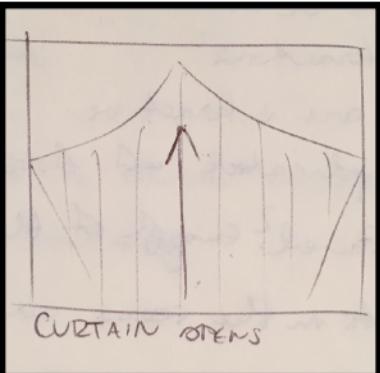
Final story board

Scene 1



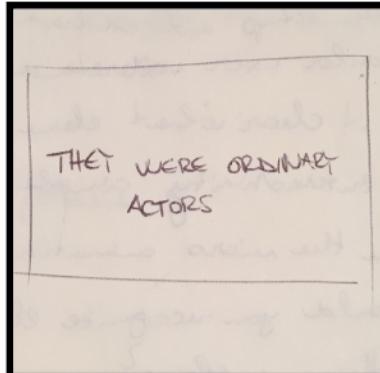
Action: We are in theatre and there is an actor playing Hamlet. He forgot the first line.
Interaction: Click the right answer to play the teaser.
Sound: theatre noise, to be or not to be by actor/prompter, buzzer
Duration: 5 seconds

Scene 2



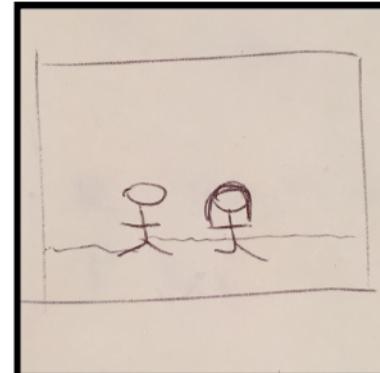
Action: The curtain goes up and the teaser begins
Interaction: None
Sound: curtain sound effect
Duration: 2 seconds

Scene 3



Action: The text "They were ordinary actors" appears
Interaction: None
Sound: voice over, slow music
Duration: 2 seconds

Scene 3



Action: The actors appear
Interaction: None
Sound: voice over, slow music
Duration: 2 seconds

Sequence diagram

Selection of answers to continue.

The confusion animation for Hamlet starts.

The option to start the sound for the hint of prompter.

The prompter disappears.

Hamlet says the line, curtain opens.

The animation starts.

The sound of voiceover starts, the text appears.

Swap the pictures to actors with a spotlight on them.

The scene turns to black again.

Page loads,
The bell rings to start.

The choice is correct.

The introduction ends.

The light turns on. The scene of buildings and the plane. Interactive buildings shake. User clicks on the building, it explodes. Bombing sounds. A person appears in the place of destroyed building.

Plane flies over the screen from right to left with the sign "Even actors turn into spies during the war".

The bombing game.

Characters change some faces.

3 buildings are destroyed.

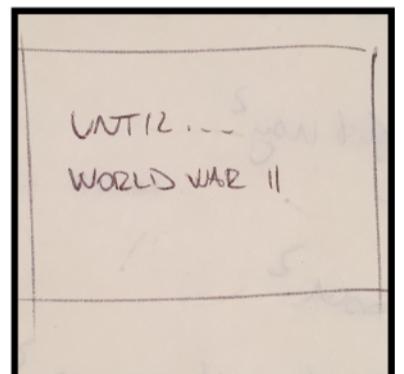
Role changing scene

Actors run out of the picture

Hitler's moustache falls off. Hitler says: "Schaize". User has to catch the right moustache, and it flies back to his face. Someone in the background says: "Heil Hitler!". Hitler lifts his arm and says "Heil myself!"

Statistics about user's performance.
 The credits appear.

Scene 4



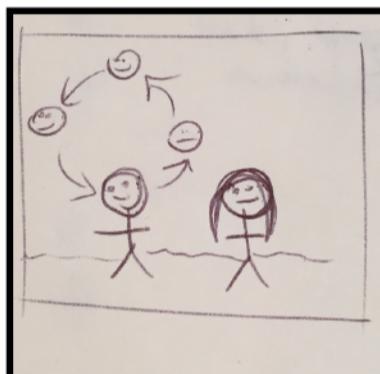
Action: The text "Until..." World War II appears
Interaction: None
Sound: voice over
Duration: 3 seconds

Scene 4



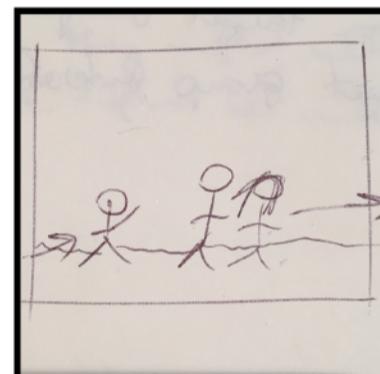
Action: The plane flies into the scene. You can bomb the Warsaw as a symbol of war starting.
Interaction: Click the buildings to bomb the Warsaw
Sound: voice over, plane sound, bomb falling, explosion
Duration: 10 seconds

Scene 5



Action: The actors are changing as a symbol of becoming a spies.
Interaction: None
Sound: background music
Duration: 8 seconds

Scene 6



Action: Hitler appears and starts chasing the actors. His moustache falls off.
Interaction: None
Sound: background music, steps, schisse, run
Duration: 6 seconds

Scene 6



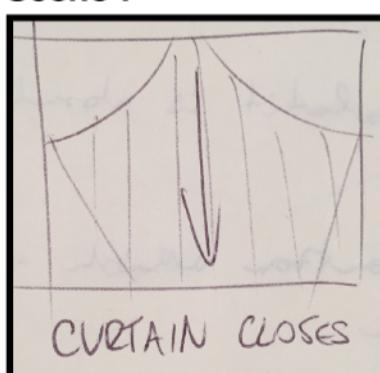
Action: Hitler needs his moustache back!
Interaction: Click the right moustache to continue
Sound: background music
Duration: 7 seconds

Scene 6



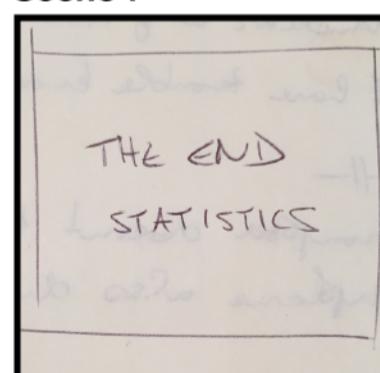
Action: Hitler has his moustache back and says Heil myself
Interaction: None
Sound: heil myself
Duration: 3 seconds

Scene 7



Action: The curtain closes
Interaction: None
Sound: curtain sound
Duration: 2 seconds

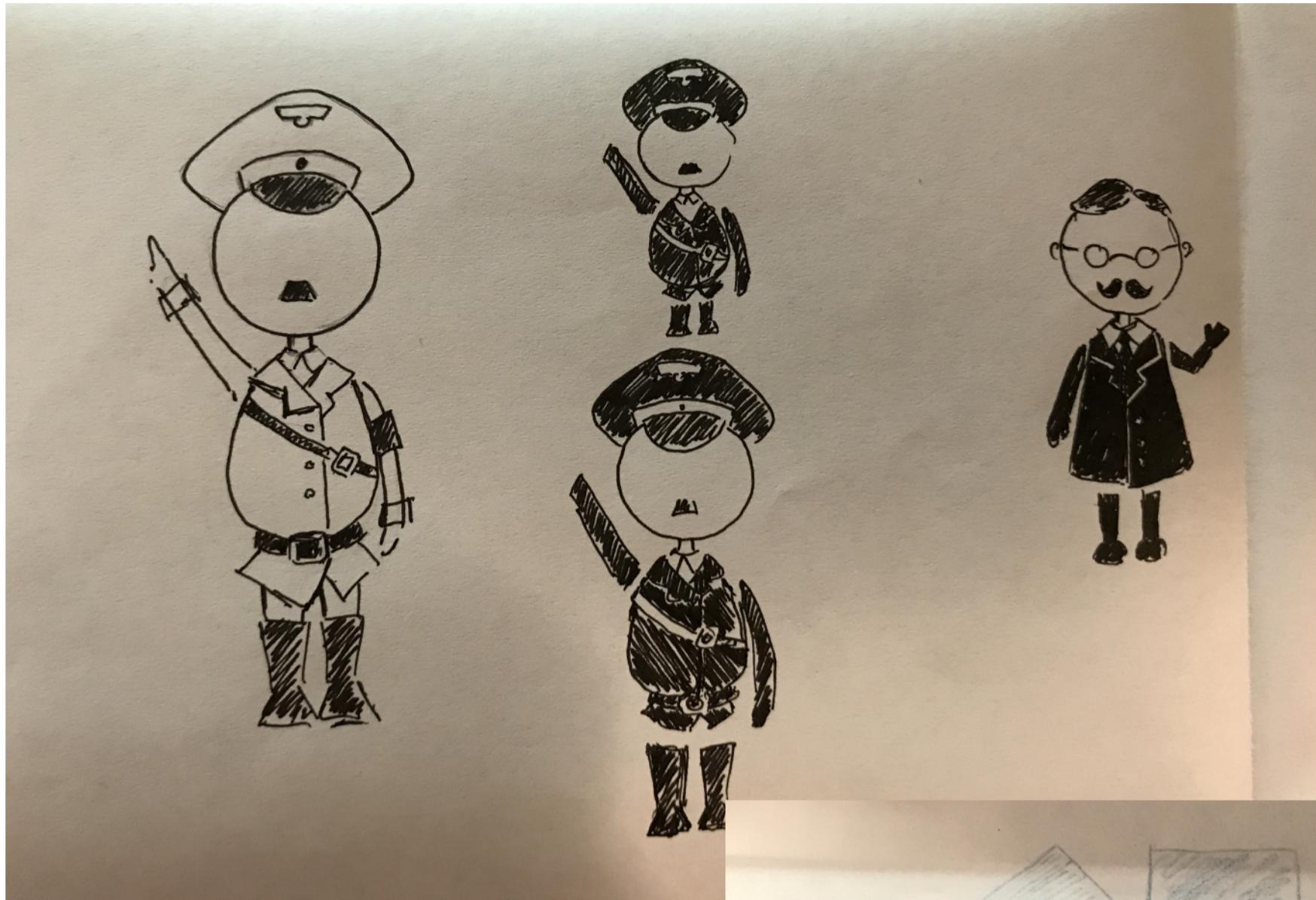
Scene 7



Action: Credits and stats of victims of your bombing attack
Interaction: None
Sound: background sound
Duration: 8 seconds

Curtain closes

Sketches and final design



Sketches and final design



Sketches and final design



Snippets of javascript codes

Example no. 1

This part of code assigns functions on clicking the button;
A class of the element is removed;
A class of the element is added;
Element's background image changed directly in JavaScript;
Audio sound added;
Event listener “animationend” used to stop the sprite sheet animation at the particular time;
Timeout set for the next function.

```
97  function textAppears() {
98      theat.pause();
99      mus.play();
100     unt.play();
101     setTimeout(playWar, 1500);
102
103  function playWar() {
104      war2.play();
105  }
106  var para = document.createElement("p");
107  var node = document.createTextNode("until World War 2");
108  para.appendChild(node);
109  var element = document.getElementById("slogans");
110  element.appendChild(para);
111  setTimeout(textDisappears, 3000);
112
113  function textDisappears() {
114      document.getElementById("slogans").classList.add("fade");
115  }
116  setTimeout(musicEnds, 5000);
117 }
118
119  function musicEnds() {
120      mus.pause()
121      window.location = "bombing.html";
122 }
```

JS code example No 2.

Audio sound paused;
Audio sound added;
Created text element with JavaScript;
Added class to fade the text element;
Added another HTML document.

```
56  function beClicked() {
57      document.getElementById("ha").classList.remove("hamletConfused");
58      document.getElementById("ha").style.backgroundImage = "url(images/hamlet_sprite02.png)";
59      document.getElementById("ha").classList.add("hamletSpeaks");
60      document.getElementById("ha").addEventListener("animationend", hamletStopsMouth);
61
62  function hamletStopsMouth(evt) {
63      evt.target.style.backgroundPositionX = "-1760px";
64  }
65  aud.play();
66  setTimeout(curtainOpens, 6100);
67 }
68
69  function curtainOpens() {
70      document.getElementById("ha").classList.remove("hamletSpeaks");
71      curt.classList.add("curtainOpen");
72      curtainOpen.play();
73      document.getElementById("toGo").classList.add("wrong");
74      document.getElementById("toCry").classList.add("wrong");
75      document.getElementById("prompt").classList.add("wrong");
76      document.getElementById("hint").classList.add("wrong");
77      document.getElementById("what").classList.add("wrong");
78      document.getElementById("toBe").classList.add("wrong");
79      setTimeout(the, 500);
```

JS code example No 3.

Event listener “load” added to set initial bombing scene;
Event listener “transitionend” added to activate the next action when the plane transition ends;
Event listener “click” added to activate bombing action.

```
11 //THESE ARE THE FUNCTIONS TO FIRE OFF THE BOMBS AND CHAIN OF EVENTS///////////
12 window.addEventListener('load', flyIn);
13 function flyIn(){
14     let plane = document.getElementById("plane");
15     plane.classList.add("planeFlyIn");
16     planeSound.play();
17     plane.addEventListener('transitionend', function(){
18         hint.classList.add("opacity");
19         building1.addEventListener('click', bombMe);
20     function bombMe(){
21         let fallingSound = document.getElementById("falling");
22         let bomb1 = document.getElementById("bomb1");
23         let building1 = document.getElementById("building1");
24         fallingSound.play();
25         bomb1.classList.add("animation");
26     function bomb1(){
27         bomb1.classList.remove("animation");
28         bomb1.style.display='none';
29         building1.style.display='none';
30         explosion.play();
31         bombCount++;
32         fallingSound.addEventListener('ended', function(){allBombed();
33             })
34     }
35 }
36 building2.addEventListener('click', bombMe2);
37 function bombMe2(){
38     let fallingSound2 = document.getElementById("falling2");
39     let bomb2 = document.getElementById("bomb2");
40     let building2 = document.getElementById("building2");
41     fallingSound2.play();
42     bomb2.classList.add("animation2");
43     function bomb2(){
44         bomb2.classList.remove("animation2");
45         bomb2.style.display='none'}
```

Individual contributions to the project

Jevgenia Artjuhhila - story board, exhibition, design of characters, buildings, sprite sheets

Margarita Avin - story boards, exhibition, design of characters, background, props, end credits

Rytis Drazdauskas - coding of scenes 4 & 5

Tomas Gazi - story board, exhibition, suit, hand-ins, expert tests, poster, documentation

Ulrika Sniedze - coding of scenes 1,2,3,6 & 7

Final remarks about the project

This project was very complex and we can consider it as a great experience, because we get to work in the team of five people, having different opinions and knowledge, which might be little challenging but we have managed very nicely. You gave us the opportunity to enjoy 75 years old movie and make something current out of it. We really hope that you will enjoy interacting with our teaser as much as we enjoyed the process of making it.

Special thanks to Tomas' girlfriend Eliska, who was constantly baking cakes, that brought all of us closer together.

