

ROUNDTABLE PRESENTATION

Annie Chen

IDEA #1: WHAT IS YOUR HAPPILY EVER AFTER?

The general storyline derives from popular fairy tales...

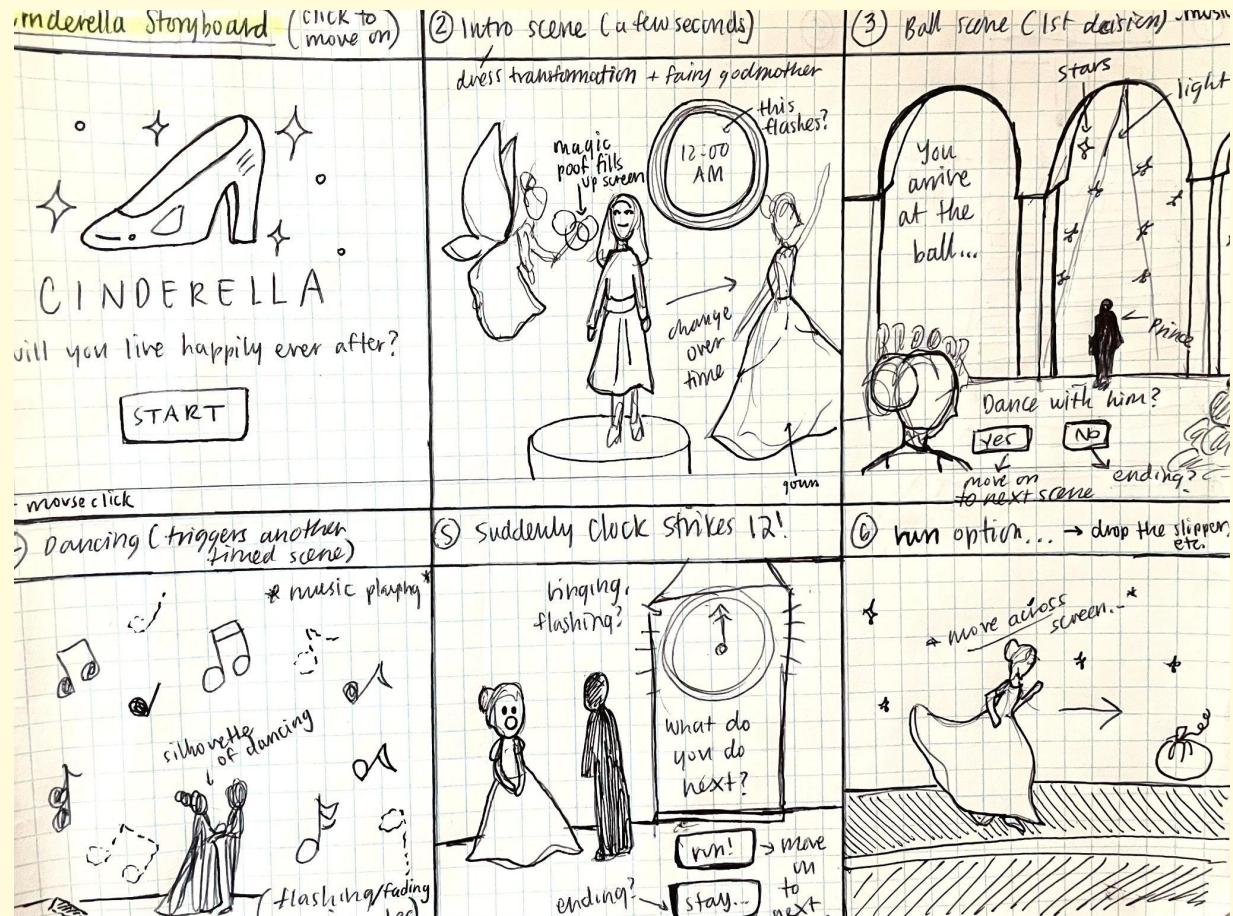


... except the ending and outcomes depend on your choice! You can change the fate of the characters!

Cinderella Storyboard

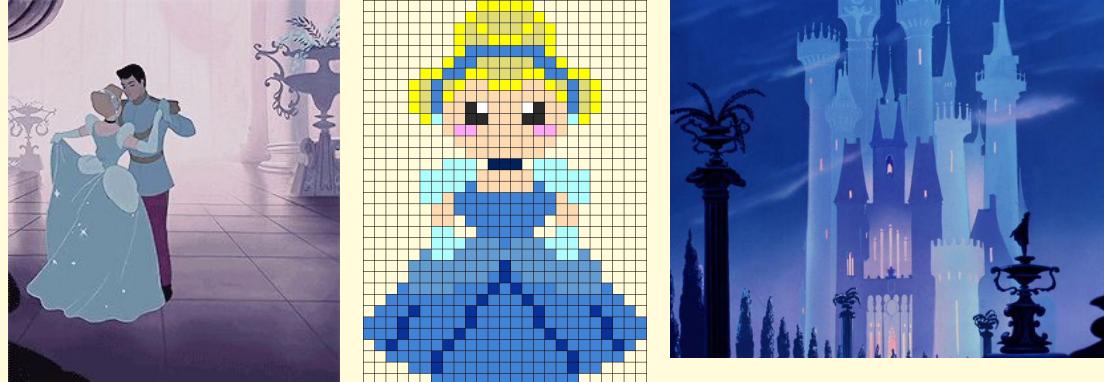
- Alternates between animated scenes (no interaction, just watch) and choices to make (interaction with mouse)

- Different choices lead to different scenes. → a bunch of different endings depending on player choice

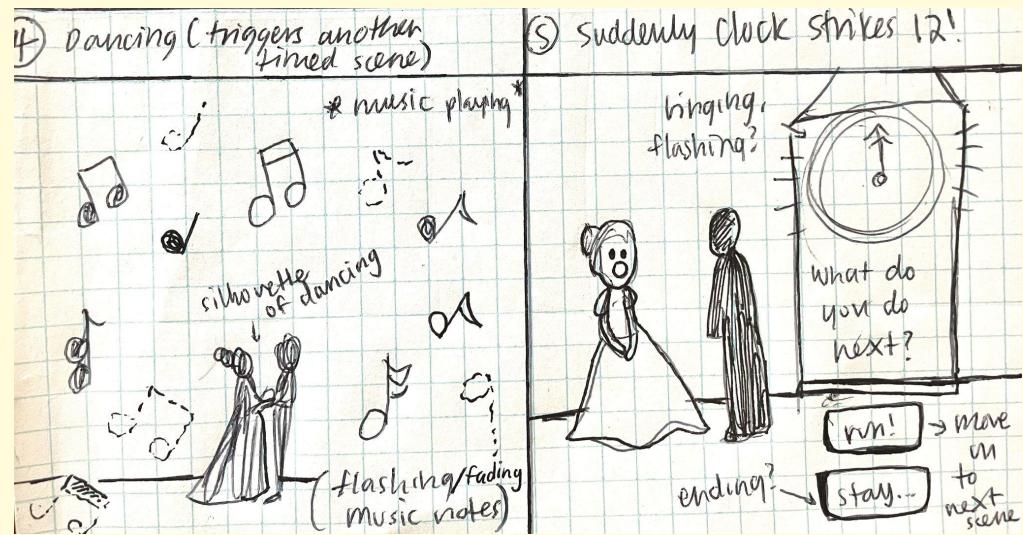


Design

- Graphics play a huge part, especially detailed scenery for more immersion.
- Image, video, sound (esp. Classical music), and text play a part in making the story more vivid

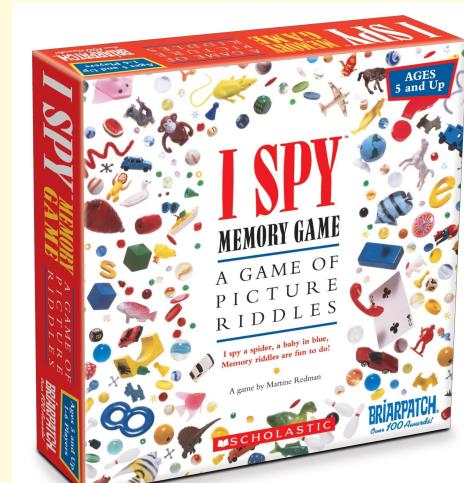
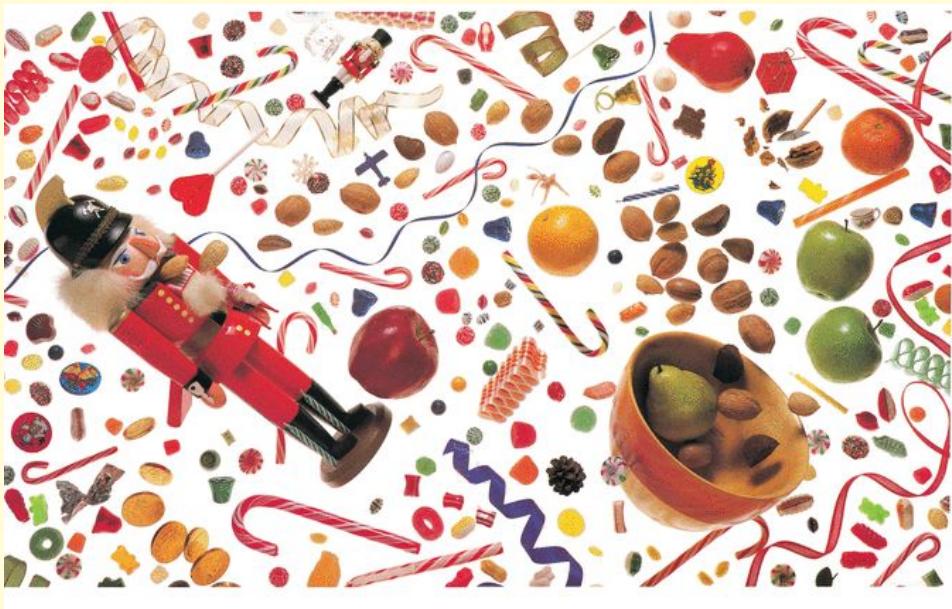


Choose Your Own Adventure - example



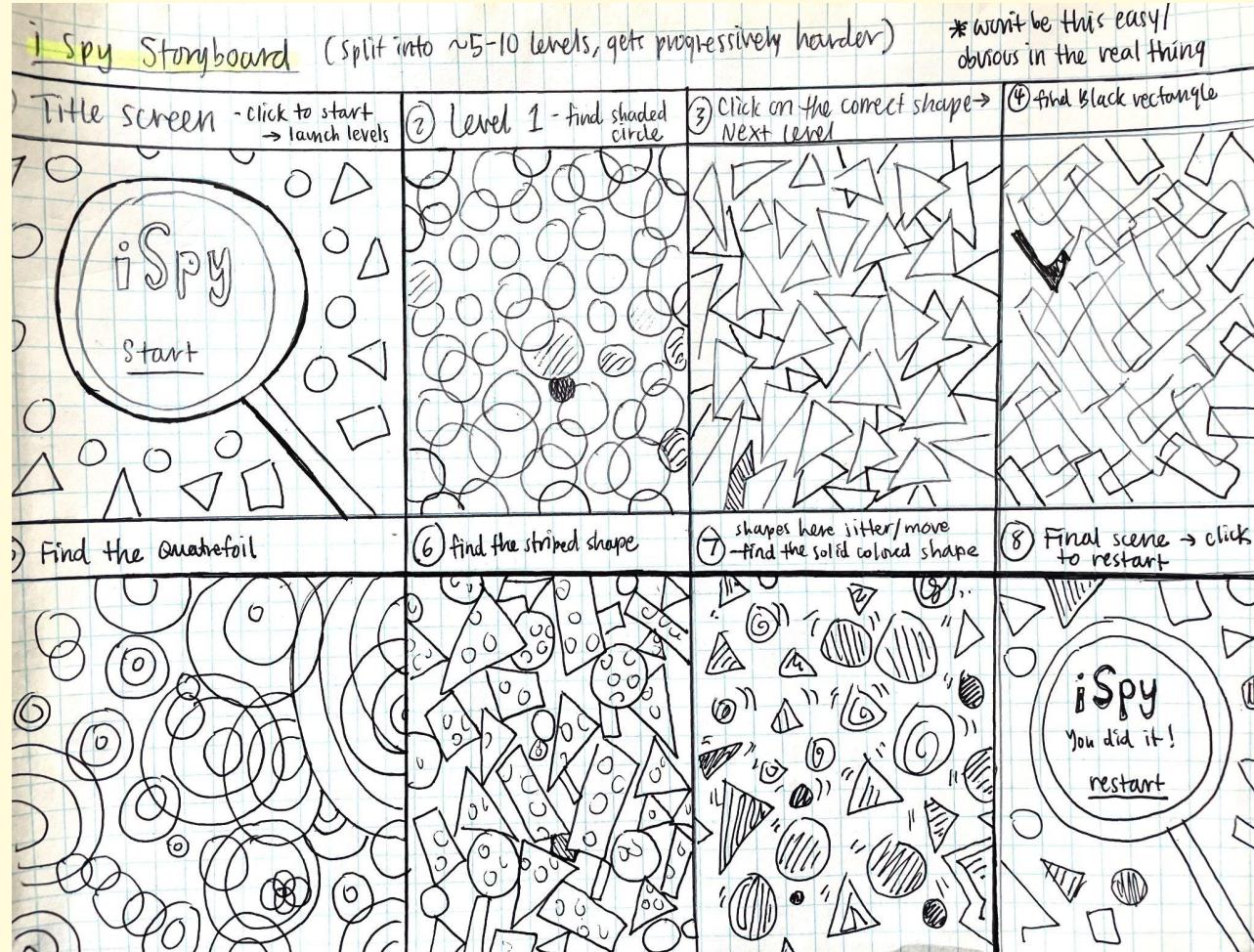
IDEA #2: I SPY GAME

-Find a specific object in a huge pile of objects!



Details + Storyboard

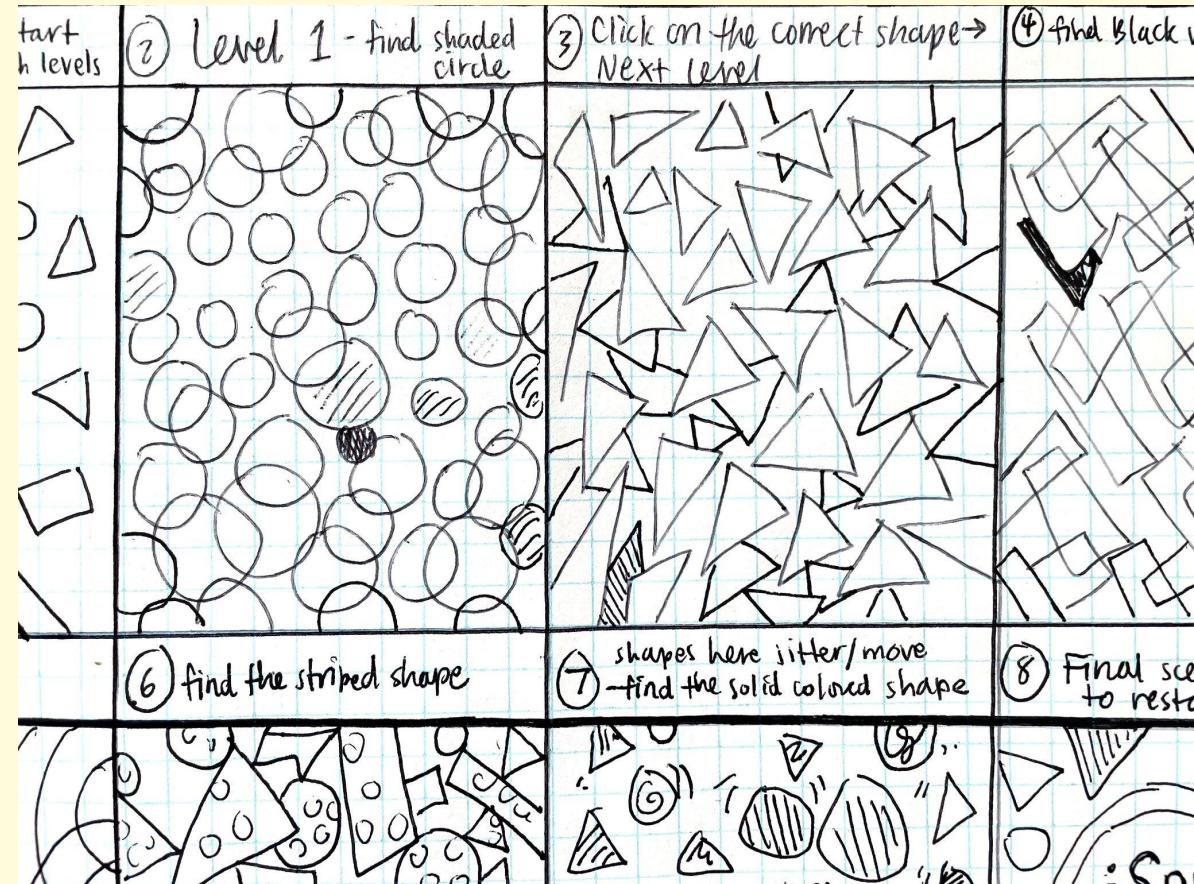
- There's 6 levels
- Use mouse to start or restart game, find specific objects
- The specific objects are clickable and lead to next level



Design

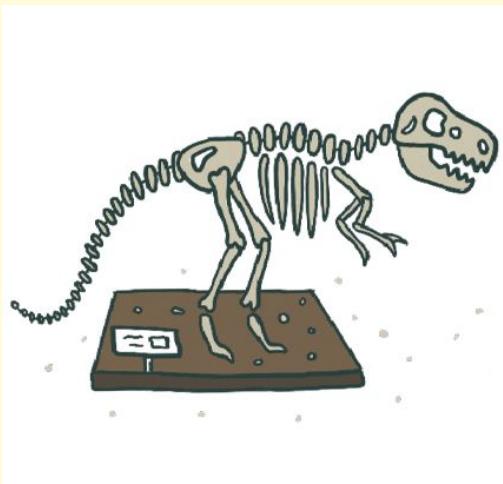
- All kinds of colorful shapes and different patterns and small movements.

Far away: looks crowded and busy



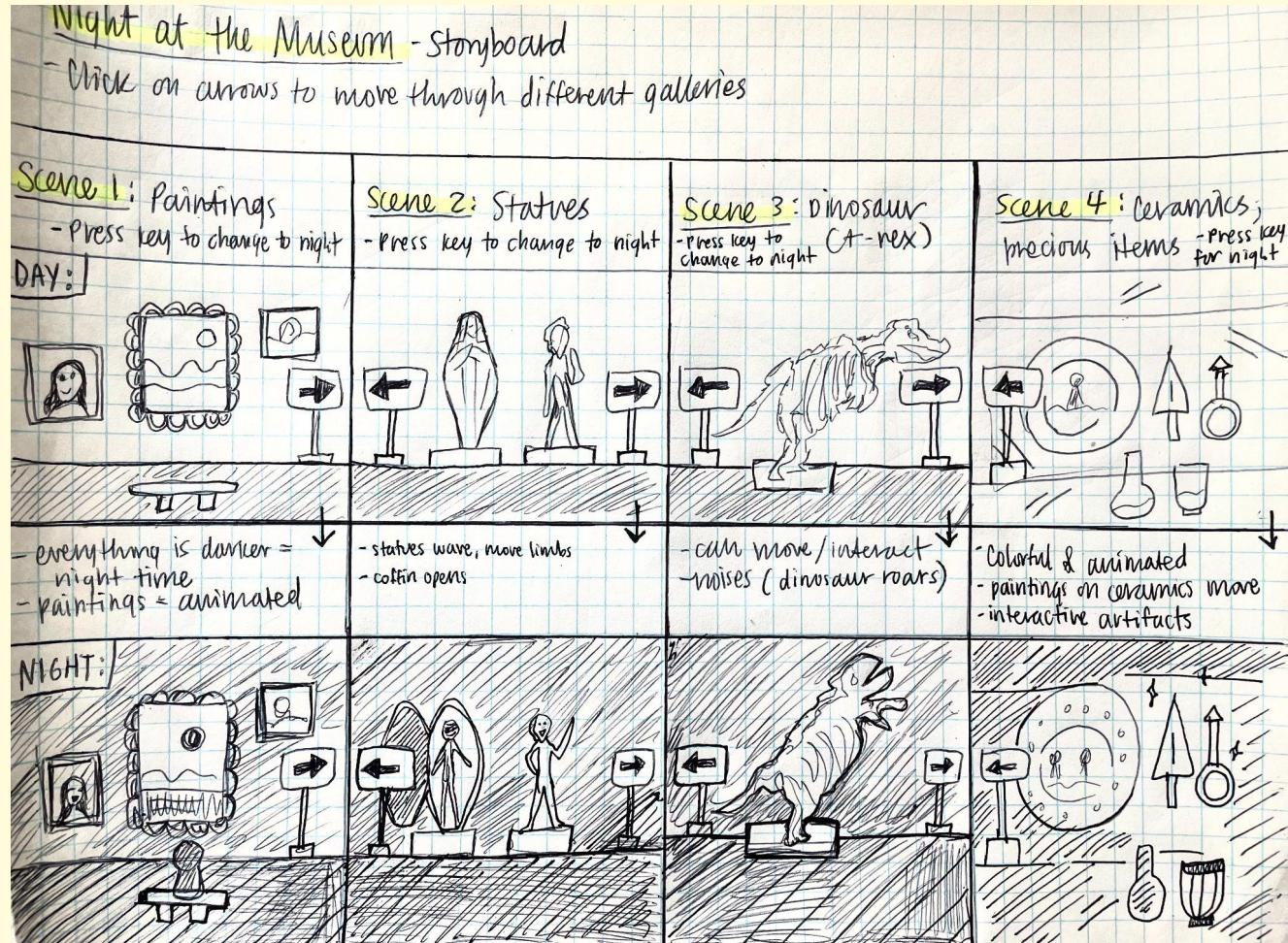
IDEA #3: NIGHT AT THE MUSEUM

- Idea inspired by the 2006 movie
- Everything artifact or artwork is static during the day but comes to life at night



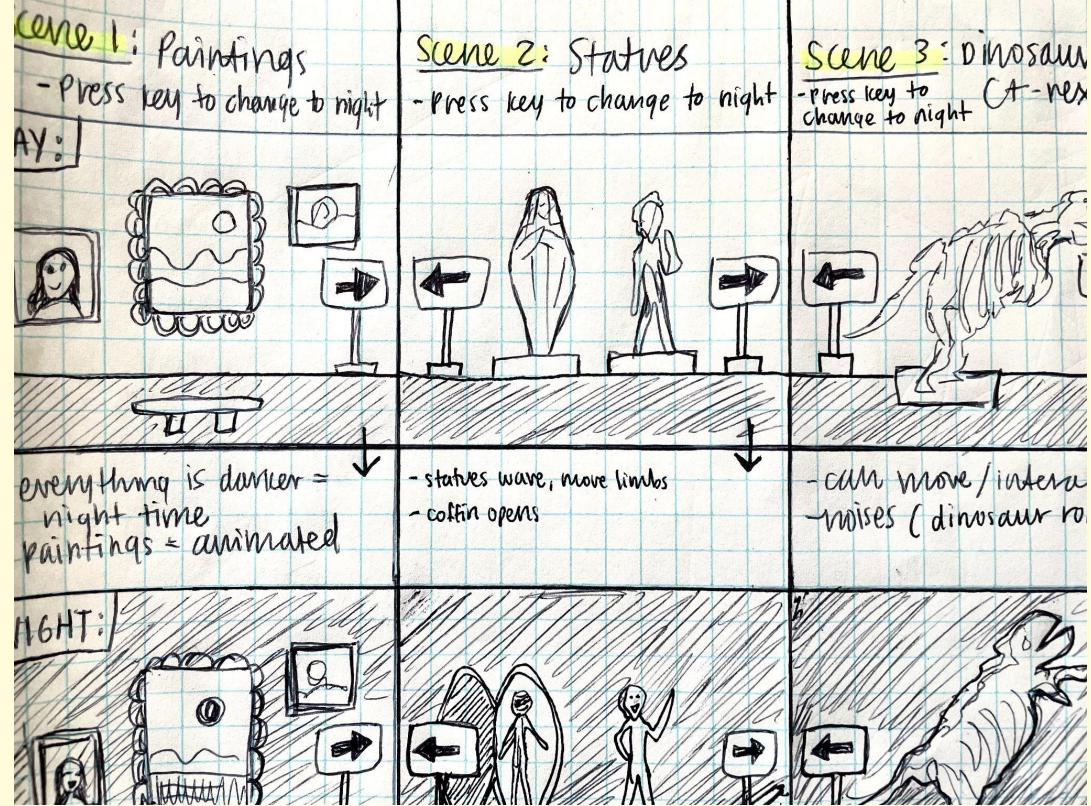
Storyboard

- 4 scenes in total. Each scene is a different section of a museum. To navigate through the sections, you click arrows.
- In the day time, it is mostly static. But once you press a key, nightfall will come (this is where the bulk of the cool animations are)



Close up

- The paintings will move, the statues will dance around, and fossil will move too and make some noise (audio)





Thank you!