

PSYCHO

Assignment 02.04.07

We were inspired by Alfred Hitchcock's theatrical trailer of Psycho the movie. He did a walkthrough through the murder scene and mentioned what happened in each room and so on. We wanted to bring the user into the house, so they could feel the atmosphere of the horrible things that happened in the murder house. We included a lot of interactive objects (important ones from the movie) so the user could click on them, and they would take them to the next scene. We wanted to bring a lot of mystery into the trailer, so the user has to guess what happens.

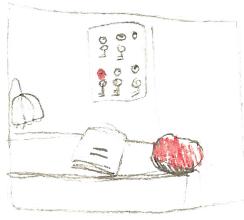
PSYCHO-STORYBOARD



Action/Plot: Introduction
Sounds: Flickering light
Effects: Neon sign glowing, flickering
Interaction: The user clicks to continue
Duration: 7 seconds



Action/Plot: User is guided to a scene; overview outside the motel, the Office sign is flickering and is inviting the user to come closer.
Sounds: flickering neon sign sound
Interaction: User click on the sign, hoover effects
Duration: Depending on the user speed to click on the button

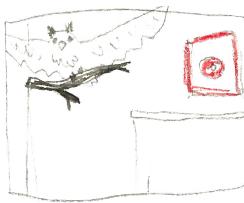


Action/Plot: User is guided to the office, different elements are clickable, keys, lamp, sandwich.. (Sandwich brings the user in the parlour).

Sounds: Sounds related to the elements, keys, eating..

Interaction: User click on the elements, hoover effects.

Duration: Depending on the user speed to click on the button

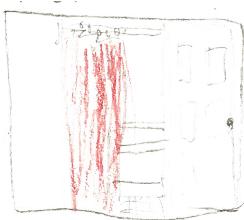


Action/Plot: User is guided to the parlour, objects are glowing, when the frame is clicked on, it flips and we can see the hole in the whole glowing.

Sounds: Sounds related to objects when clicked on.

Interaction: User click on the objects, frame, hole etc..

Duration: depending on the user speed to click on the button



Action/Plot: User is guided to the bathroom

Sounds: Depending on the user, shower curtain, water fall.

Interaction: User click on the object, hoover effects

Duration: depending on the user speed to click on the button

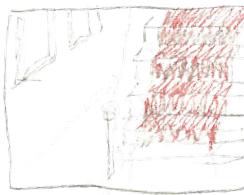


Action/Plot: User is guided outside again, but this time directed towards the house.

Sounds: Related to objects being clicked on, door opening..

Interaction: Once the user clicks on the house, he is asked if he really wants to continue there.

Duration: Depending on the user speed to click on the button

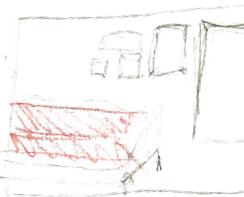


Action/Plot: User has entered, he stands in the hall and is guided up the stairs.

Sounds: Foot steps

Interaction: User click on the red carpet., hoover effects

Duration: depending on the user speed to click on the button

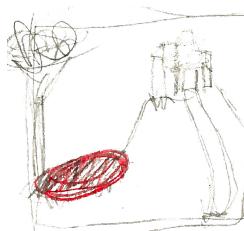


Action/Plot: User is guided to the bedroom, discover the place, and the clickable elements.

Sounds: Related to clickable elements

Interaction: User click on the elements, hoover effects

Duration: Depending on the user speed to click on the button

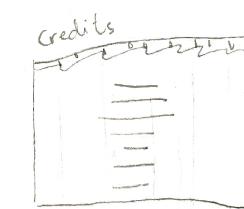


Action/Plot: User is guided outside, getting closer to the swamp.

Sounds: Swamp sounds

Interaction: User click on the swamp, hoover effects

Duration: Depending on the user speed to click on the button

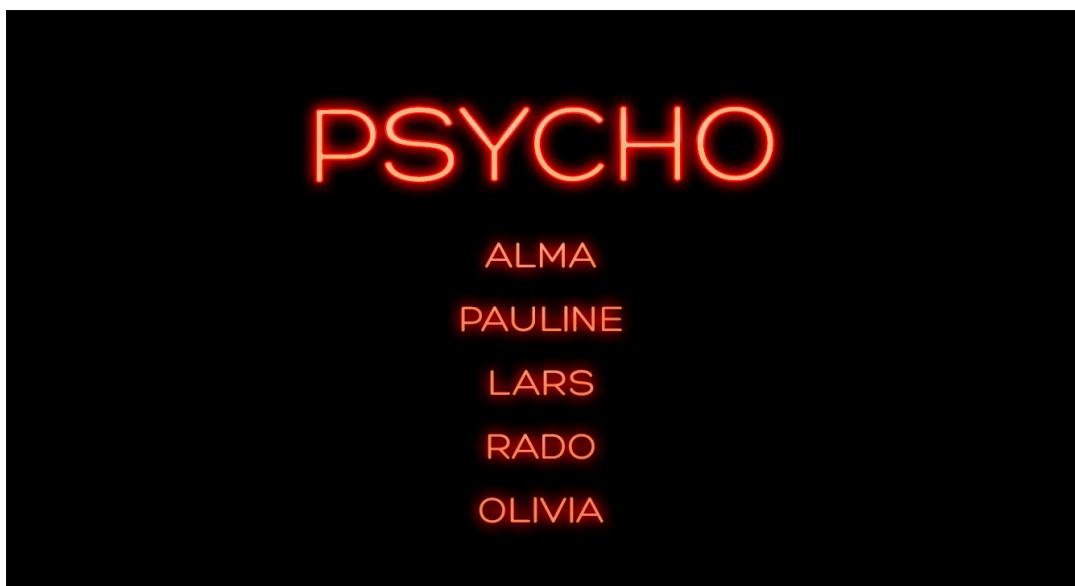


Action/Plot: User is projected in the dark, credit starts.

Sounds: Movie stressing sounds,

Interaction: None

Duration: 7 seconds



TEAM

ALMA

Storyboard
Edit clickable elements for interaction
Find and modify sounds
GIF Animated poster
Modify background images/scenes
Interactive production
Exhibition - cutting and drawing things

OLIVIA

Personas Collage
Find and modify sounds
Make animations for elements
Project document
Interactive production

PAULINE

Storyboard
Edit clickable elements for interaction
Find and modify sounds
Modify background images/scenes
Interactive production
User testing
Exhibition - cutting and drawing things

LARS

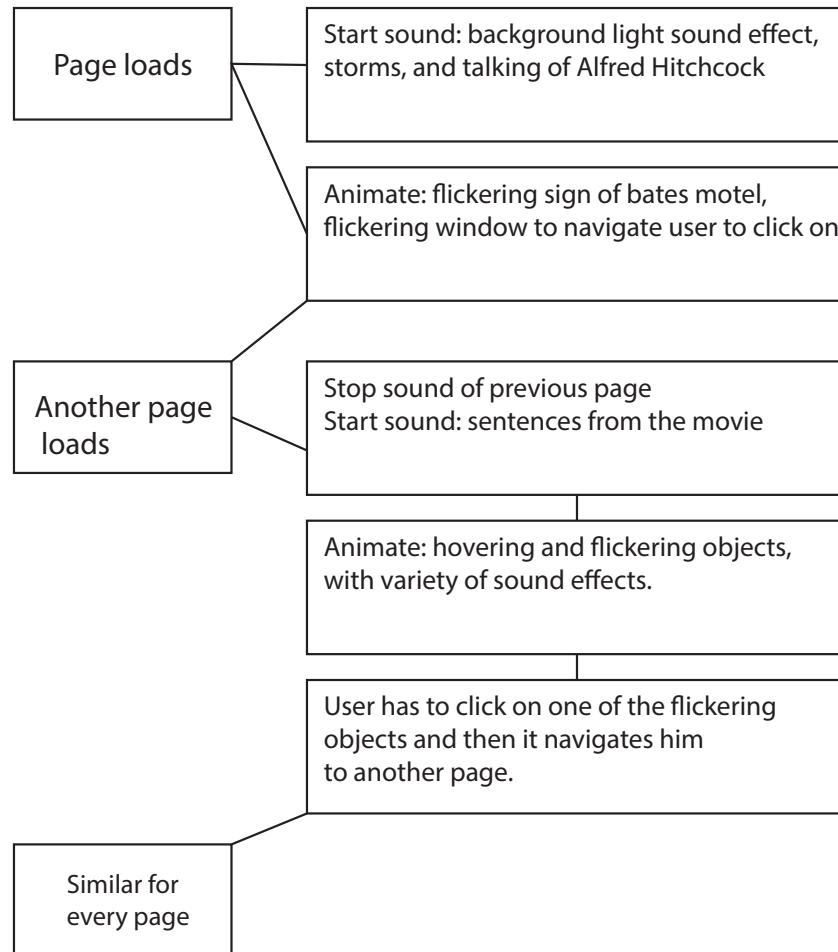
Personas Collage
HTML intro/credit page
Make animations for elements
Project document
Interactive production
CODING

RADO

Storyboard
Credit page
Modify background images/scenes
Edit clickable elements for interaction
Project document
Interactive production

Sequence diagram - PSYCHO

Scene 1 - HOUSE



```

// preload already sound for next scene.
introClickToStart.addEventListener('click', leaveIntroScene);

function leaveIntroScene() {
    console.log("Leave intro scene");

    //preload Images for next Scene for clean transition
    preLoadImage("scene2/screen2-background.jpg");
    preLoadImage("scene2/screen2-object1-window.png");
    preLoadImage("scene2/screen2-object2-lamp.png");
    preLoadImage("scene2/screen2-object3-key.png");
    preLoadImage("scene2/screen2-object4-vase.png");
    preLoadImage("scene2/screen2-object5-plant.png");

    //fade out audio and stop flicker audio
    /*fadeOutAudio(neonAudio);
    fadeOutAudio(rainThunderAudio);
    neonFlickerAudio.pause();*/

    //fade out intro scene and fade in scene 1 after 1200ms -
    //because it takes around 1200ms for fadeOut to finish
    fadeOut(intro);
    setTimeout('fadeIn(scene1)', 1200);
    setTimeout('goodAfterNoonA.play()', 1800);
    neonFlickerAudio.volume = .3;
    neonAudio.volume = .3;
    rainThunderAudio.volume = .3;

    //Activate functions from scene 1
    sc1NeonSignRandomGlow();

    //stop all running functions from the scene for better performance
    //and unlock the functions for next scene
    introActive = false;
    sc1Active = true;
  
```

```
//Adding click event listener to Window Area
sc1Window.addEventListener('click', leaveFirstScene);

// Do stuff after the click on Window
function leaveFirstScene() {
    console.log("leave first scene");

    //preLoad Images for next Scene for clean transition
    preLoadImage("scene3/scene3-background.jpg");
    preLoadImage("scene3/scene3-object1.png");
    preLoadImage("scene3/scene3-object2.png");
    preLoadImage("scene3/scene3-object3.png");
    preLoadImage("scene3/scene3-object4.png");

    //fade out audio and stop flicker audio
    fadeOutAudio(neonAudio);
    fadeOutAudio(goodAfterNoonA);
    rainThunderAudio.volume = .10;
    neonFlickerAudio.pause();

    //fade out scene
    fadeIn(scene1);
    setTimeout('fadeIn(scene2)', 1200);
    setTimeout('keysA.play();', 2400);
    setTimeout('dinnerA.play();', 3200);
    setTimeout(function () {
        scene2Continue.classList.add("glow");
    }, 12000);
```