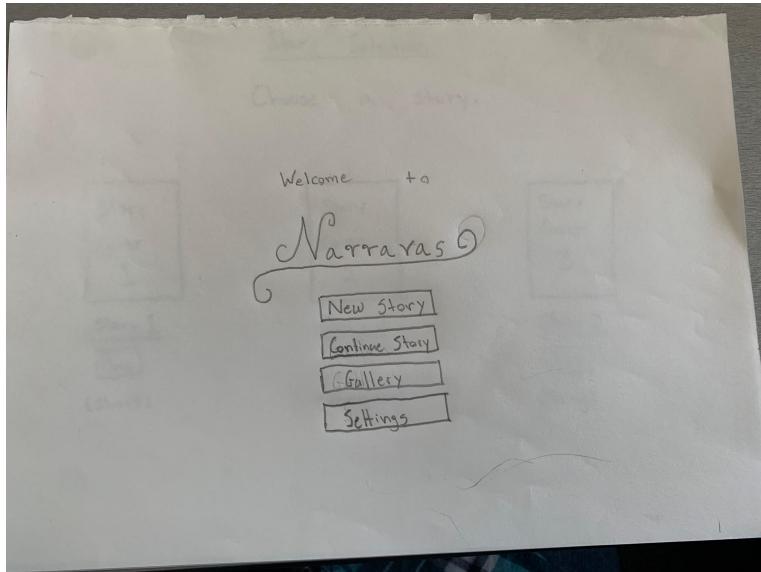


- **Project Title:** Narravas
- **Names:** Alex Alsheimer Anthony Forcella Christian Gibson
- **Version:** 1.0
- **Date:** Oct 12 20222
- **Description:** Narravas generates a unique artwork based on a user's choices
- **User Goal:** For the user to synthesize an introspective reflection through creativity that helps the user to navigate their personal experiences and leave them with pride & satisfaction that further connects them with their sense of self
- **User Tasks**
 - Go to story selection screen
 - Choose a story based on story length
 - Navigate through story by making choices
 - Save the image at the end of the story
 - View the gallery
 - Delete a saved image
- **Conceptual Model** (uses similar table format as provided [here](#))

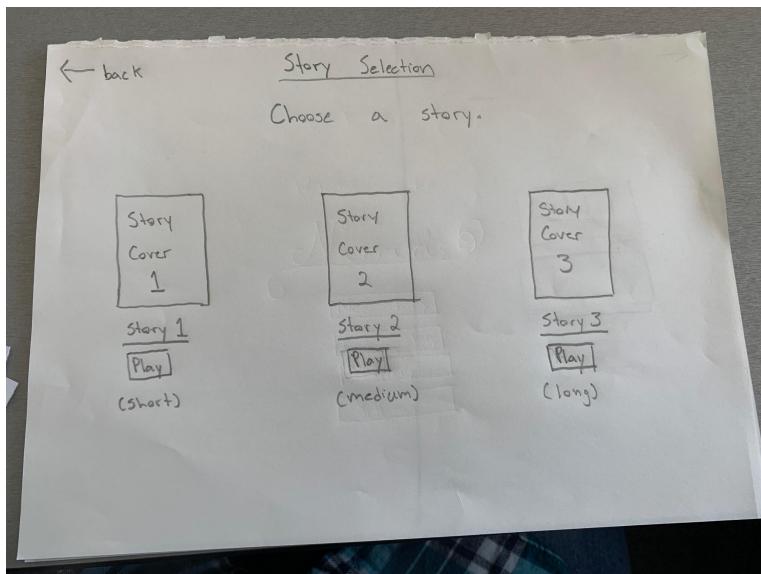
Object	Attributes	Operations
● Main Menu	<ul style="list-style-type: none"> ● Various Menu Buttons: <ul style="list-style-type: none"> ○ New Story ○ Continue Story ○ Gallery ○ Settings ● Close Button 	<ul style="list-style-type: none"> ● Select & Go to (2 operations) : <ul style="list-style-type: none"> ○ Story selection screen ○ Gallery ● Close software
● Story Selection Screen	<ul style="list-style-type: none"> ● Back Button ● Play Button ● Pop Up Description 	<ul style="list-style-type: none"> ● Go back to the home screen ● Start story ● View description
● Story	<ul style="list-style-type: none"> ● Title ● Length ● Description/Type ● Branch/Graph* ● Narrative/Choices* ● Style 	<ul style="list-style-type: none"> ● Make Story Choices* ● View Graph ● Update Graph* ● Exit Story
● Canvas	<ul style="list-style-type: none"> ● Images ● Colors 	<ul style="list-style-type: none"> ● Add image ● Color image ● Display canvas ● Share image ● Save to Gallery ● Download image
● Gallery	<ul style="list-style-type: none"> ● Gallery Title ● Artwork Title 	<ul style="list-style-type: none"> ● Download Image ● Delete Image

	<ul style="list-style-type: none"> • Artwork thumbnail • History 	<ul style="list-style-type: none"> • View Image • View History • Exit Gallery
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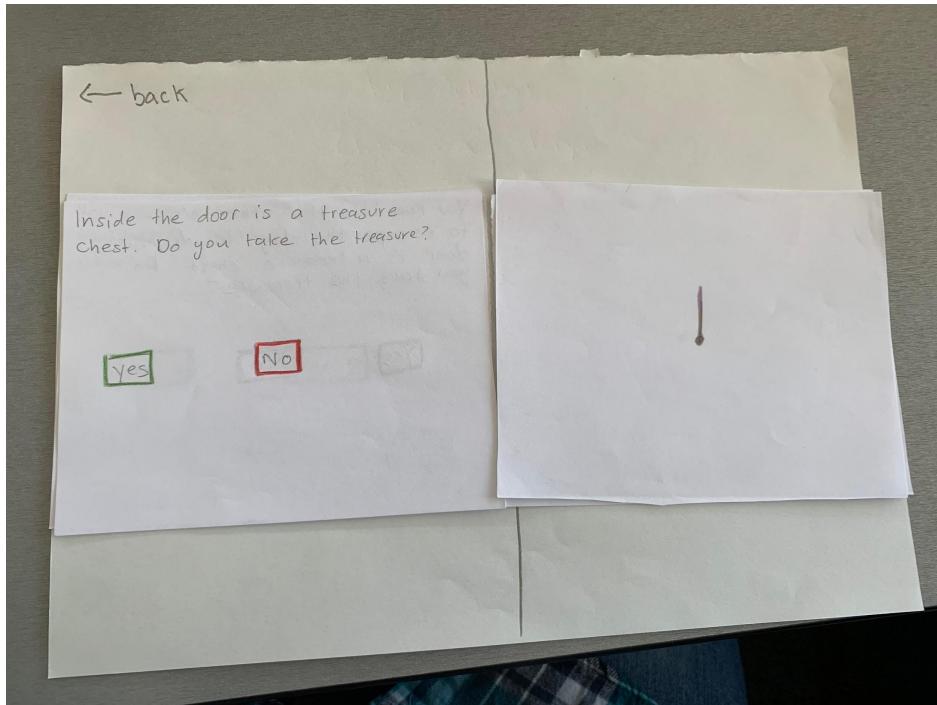
- **Paper Prototype.** Include text that explains what these images are showing.



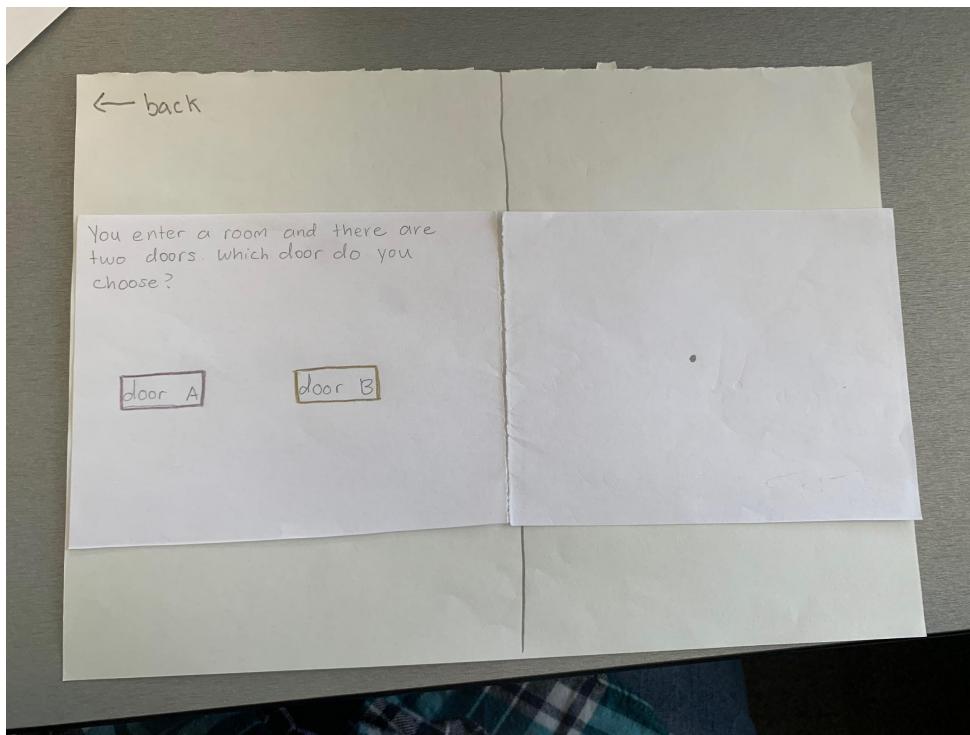
Main Menu: Navigation to begin, or exit game.



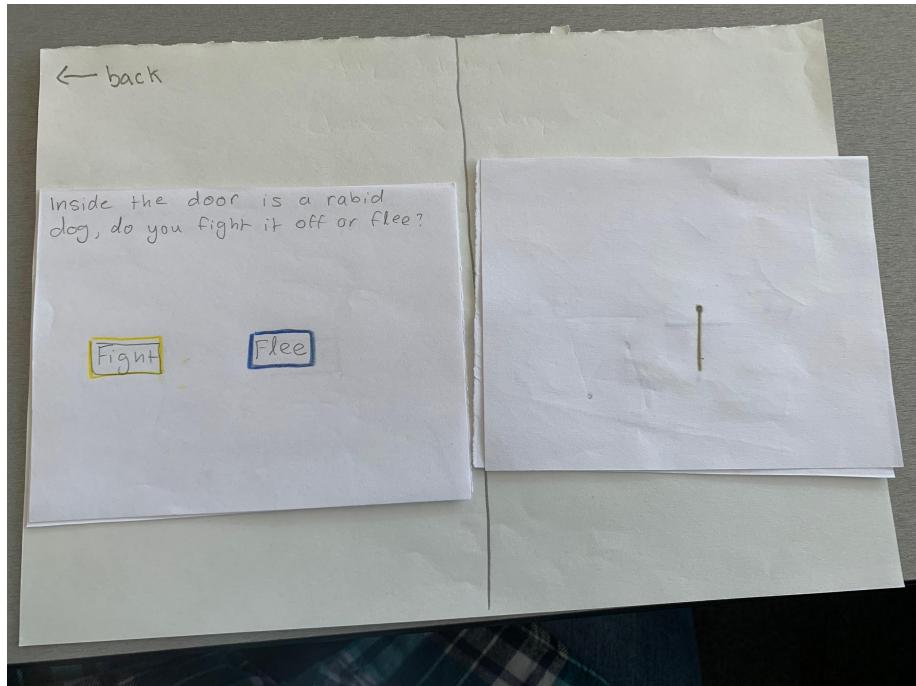
Story Selection Screen: Select a story from a variety of choices where artwork complexity is dependent on story length



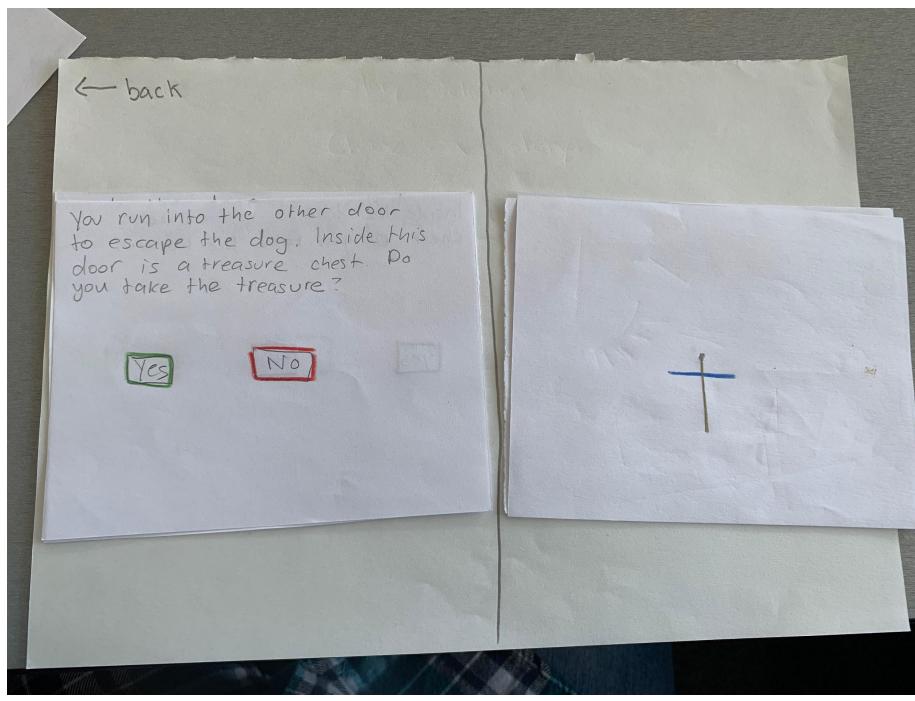
(see next)



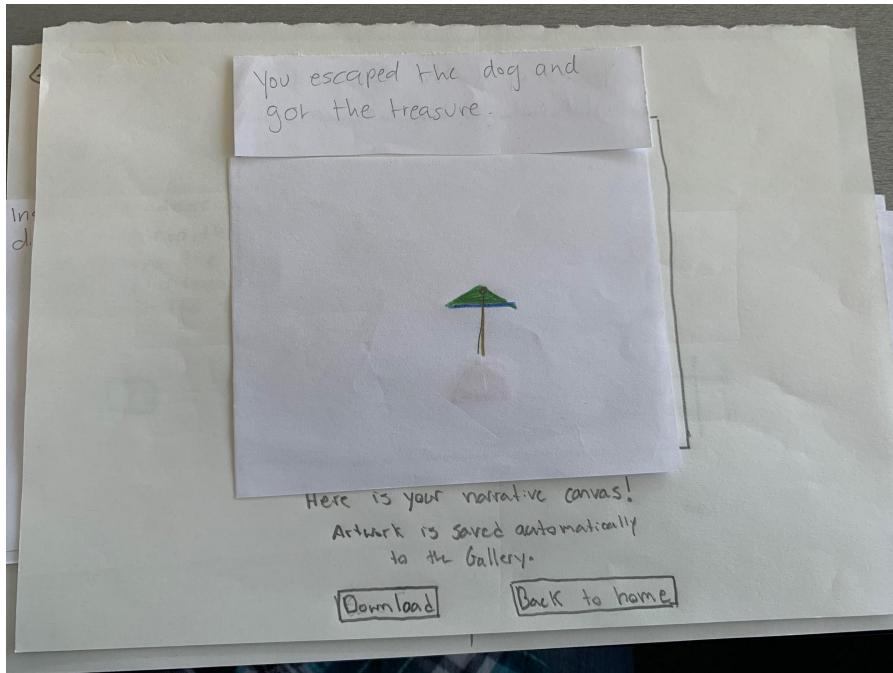
Story Pages and Canvas: Players are presented with a story along with a selection of choices. Each time the player selects an option, something is added to the artistic canvas. This process continues until the story is finished.



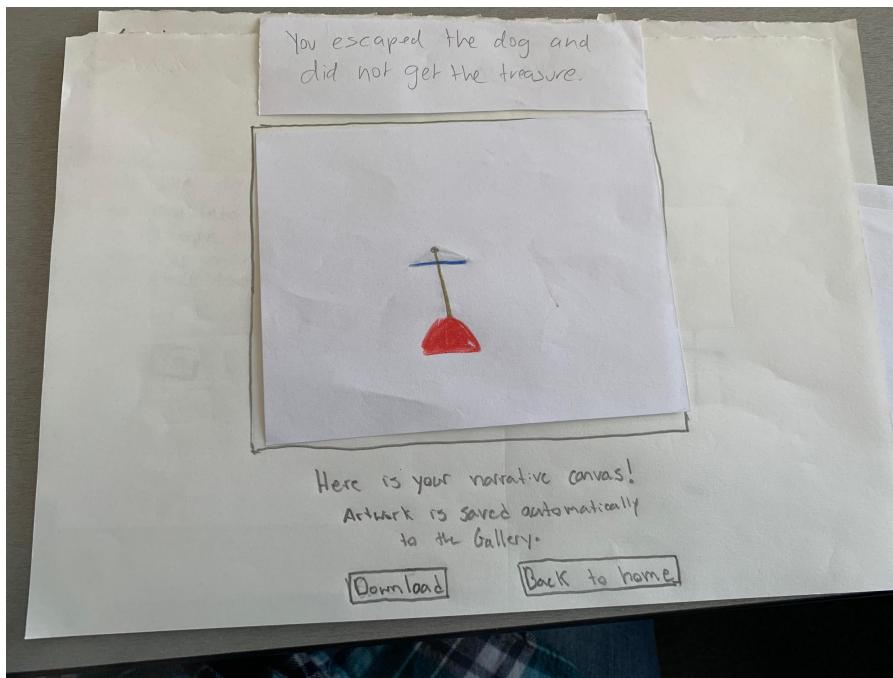
(see next)



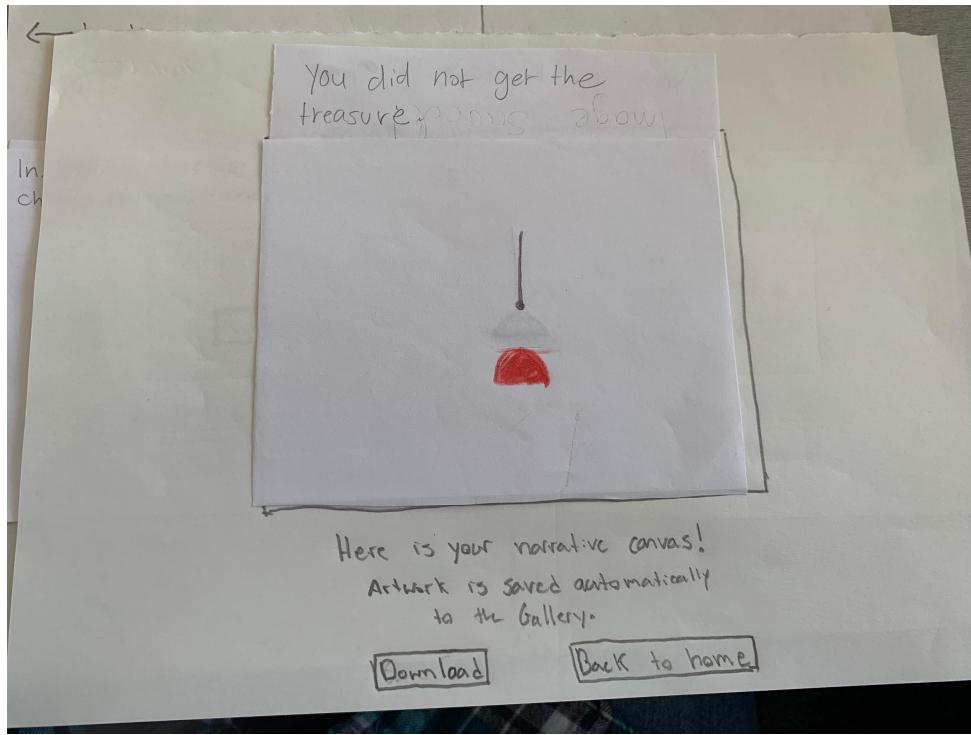
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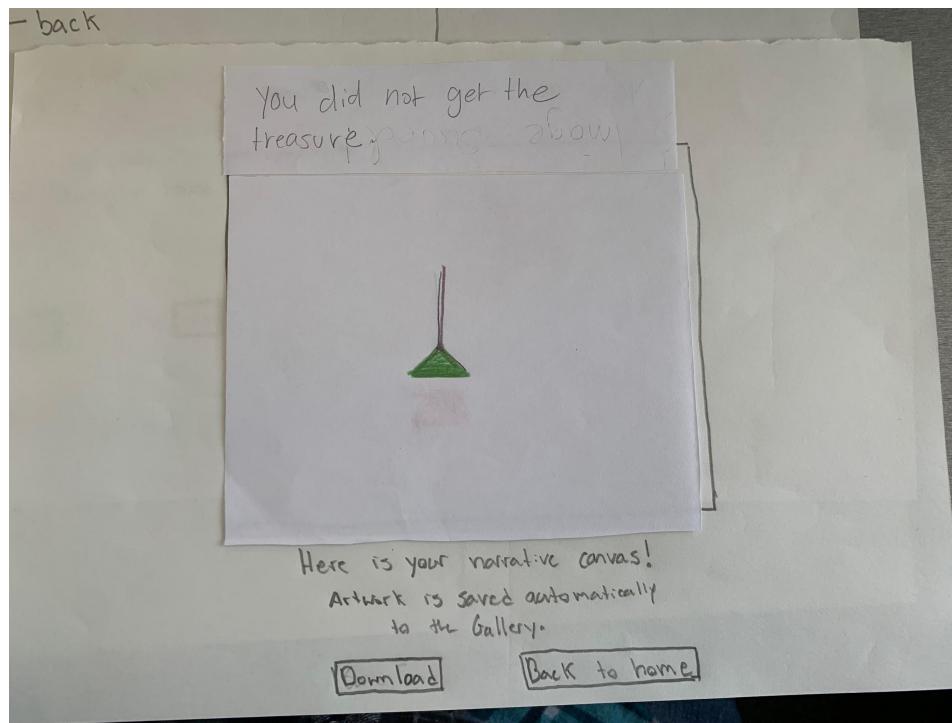
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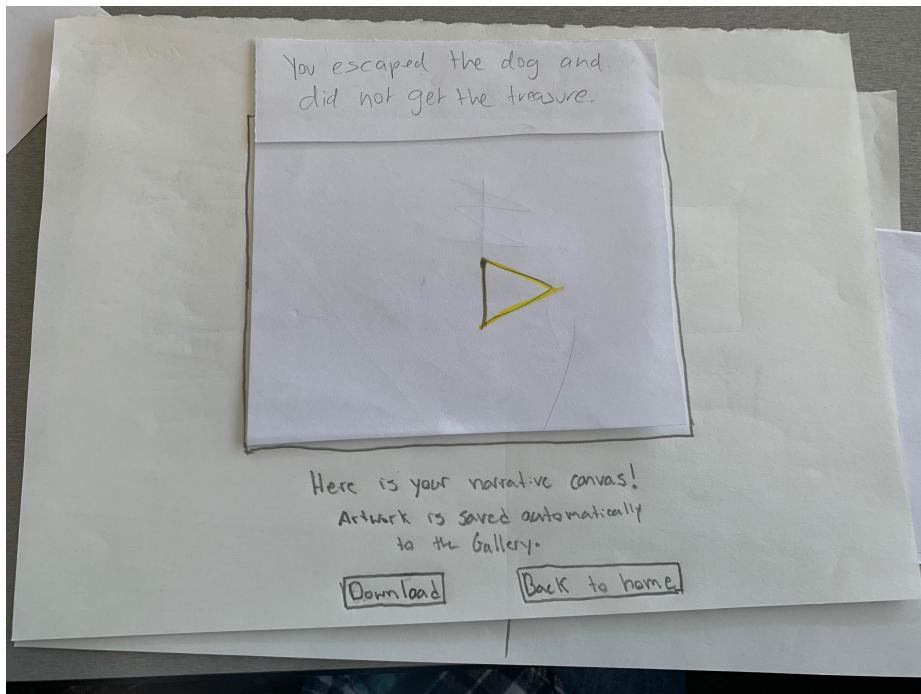
Final Art Piece: Once the story is finished, players are taken to this page where their final work is presented with a description. They have the option to download the artwork to their system or go back to the main menu.



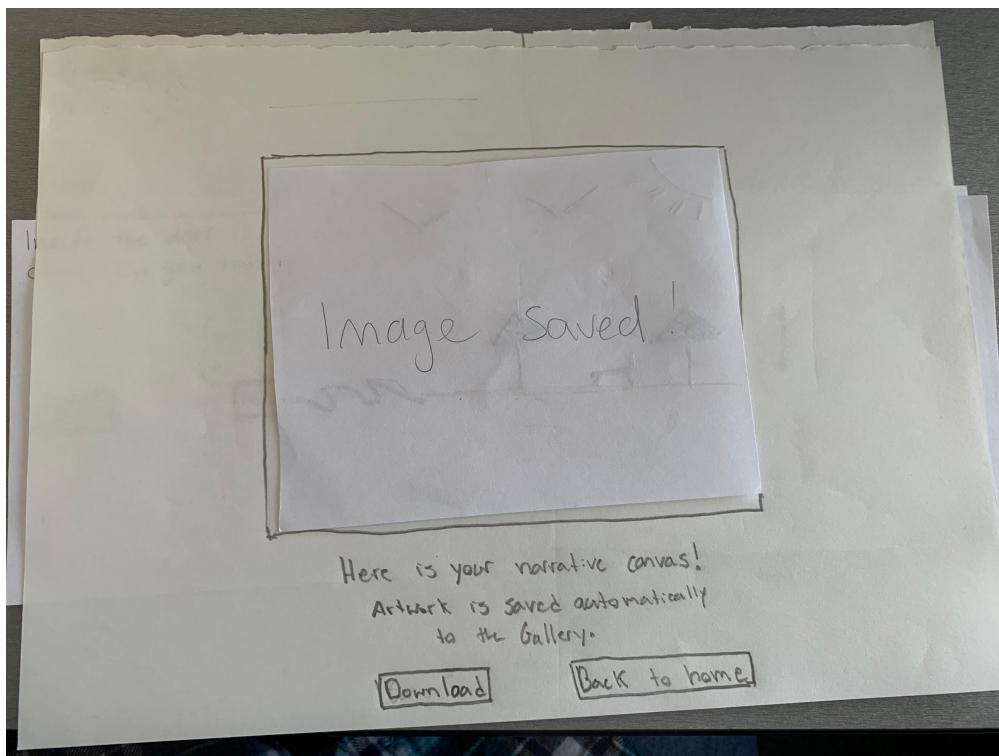
(see next)



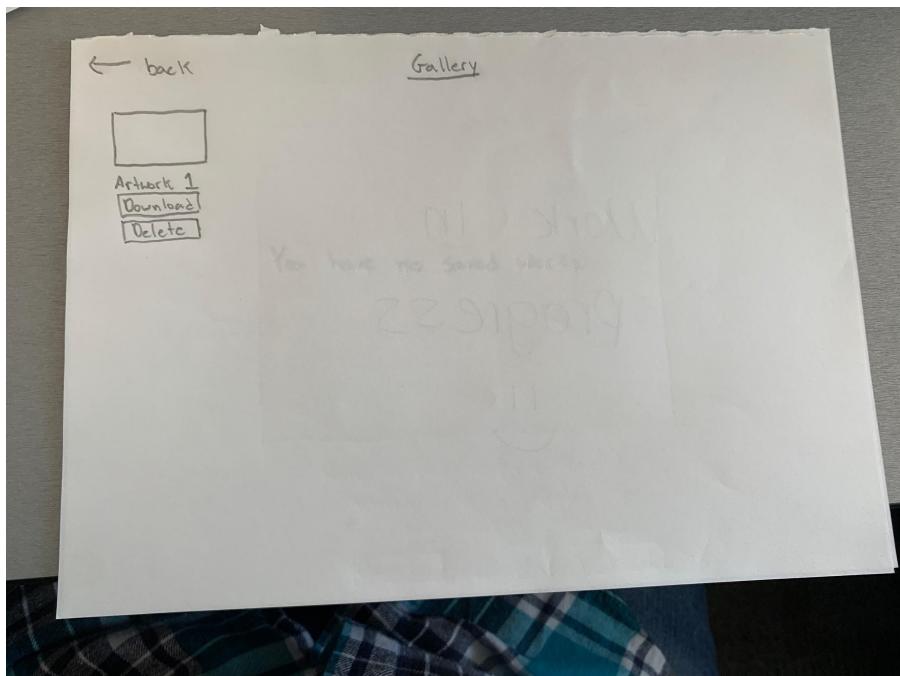
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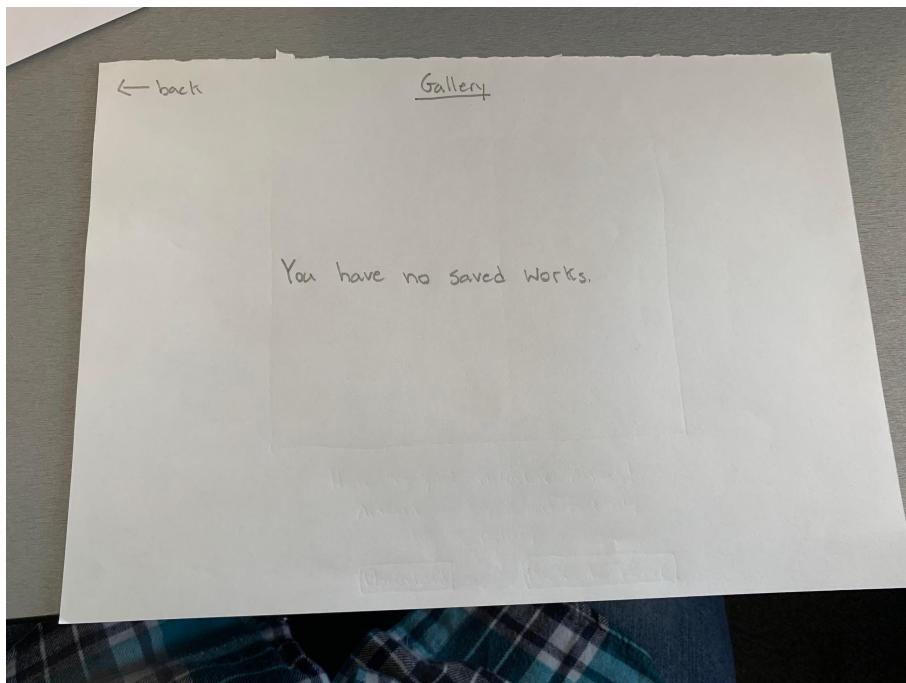
(see next)



Final Art Piece (Saved): When artwork is downloaded, a pop-up will appear to confirm download.



Gallery, Saved Works: A gallery which shows saved works.



Gallery, No saved works: A gallery which has no saved works.

- **Implementation.**
 - Currently planning on using Unity and C# to implement (Due to Unity's ability to store images, shippable of the final product, and our familiarity with Unity).
 - Creating art assets in photoshop or some other photo editing/drawing software