Group 13 Animation Project

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Movie: The Hunchback of Notre-Dame

Story board

FRAME 1

Action/plot:
The animation starts with a background image, the church of Notre Dame. It reveals the place and the time that the action is gonna take place.
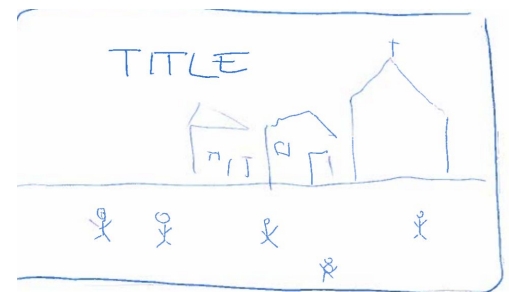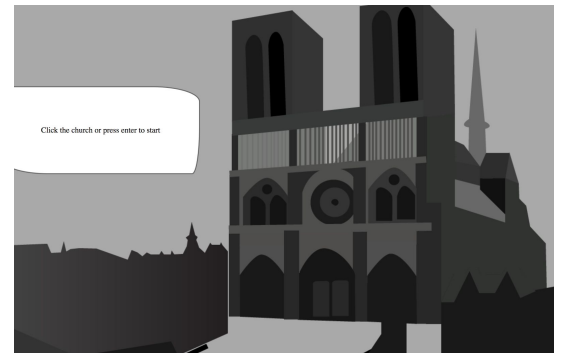
Time:
Until the user clicks the church or press enter;

Sound:
Holly music,Sad music; choral: church music;

Interaction:
The user has to click the church or press enter to get to the next frame;

FRAME 2

Action/plot:
 The second frame starts with Quasimodo (The Hunchback) who is ringing the bells in the Notre Dame church;

Sound:
 Bells sound ;

Time: 4 sec;
Interaction: None;

FRAME 3

Action/plot:

 The festival is taking place in the center of the city were Esmeralda(The gipsy girl) is dancing in front of the king, to get some money to live; Phoebus (Captain of the King's Archers) falls in love with Esmeralda when he sees her dancing;
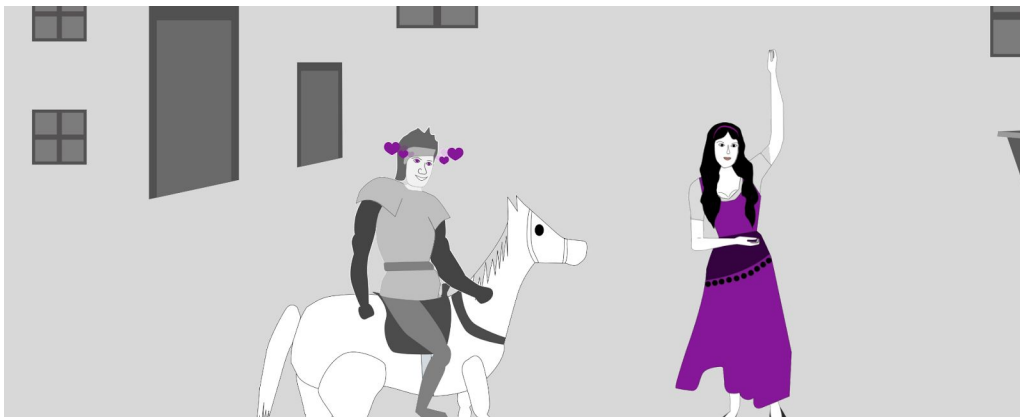
Sound:

dancing sound;

Time :

Until the user has decided to click Esmeralda ;

Interaction:

The user has to click on Esmeralda to make her dance;

FRAME 4

Action/plot:

  Written story, a description with the action that happened in the meantime, to help the user keep up with the story;

Sound:

Dramatic sound;

Time : 6 sec;

Interaction:

none;

While the people outside were enjoying the festival, a dark soul named Jehan Frollo was having terrible thoughts. Obsessed with Esmeralda's beauty he fools Quasimodo into kidnapping Esmeralda for him.

FRAME 5

Action/plot:
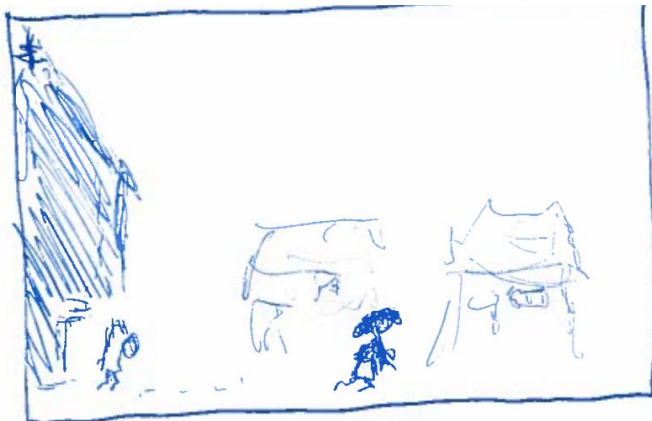 Quasimodo is chasing Esmeralda;

Sound:
Dramatic sound and screams ;

Time :
3 sec;

Interaction:
none;

FRAME 6

Action/plot:

Quasimodo is being punished for chasing Esmeralda;
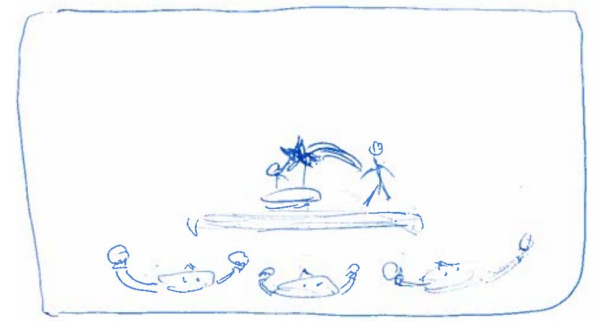
Sound:

Whipping sound ;

Time :

Until the user whips him 3 times, if it will be more than 3 times, Quasimodo will die ;

Interaction:

The user has to click on the guard to whip The Hunchback;

Ending 1

Action/plot:

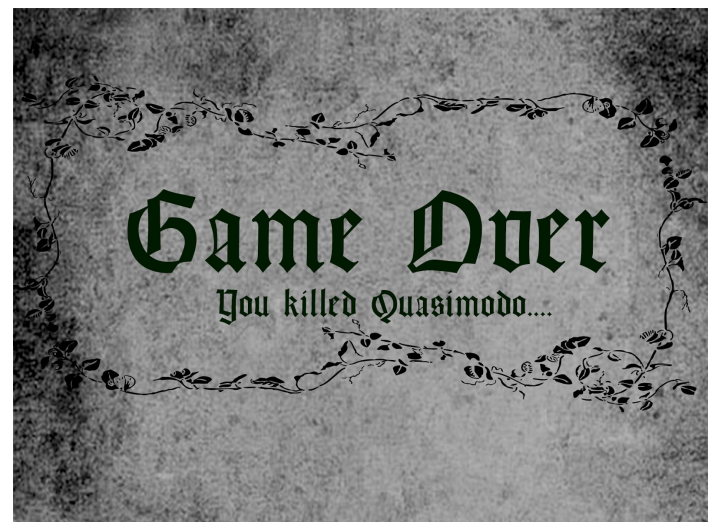Quasimodo is ded because the user wiped him to much.

Sound:

Tragic sound;

Time :

3 min;

Interaction:

None;

FRAME 7

Action/plot:
Esmeralda forgives him and comes to give him water ;

Sound:
Sad, lovely sound, Esmeralda sound(when she appears this sound is displayed) ;
The Hunchback shouts "water" ;

Time :
Until the sound stops;

Interaction:
The user has to click on Esmeralda to give him water; The Hunchback shouts "water" until the user decides to click on Esmeralda;
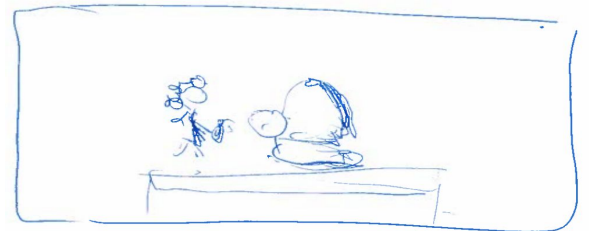
FRAME 8

Action/plot:
Written story, a description with the action that happened in the meantime, to help the user keep up with the story;

Sound:
Tragic sound;

Time :
6 sec;

Interaction:
none;

Meanwhile Esmeralda's love, Phoebus has suddenly been murdered by an unidentified Killer but the people are accusing ....
Esmeralda of murder.
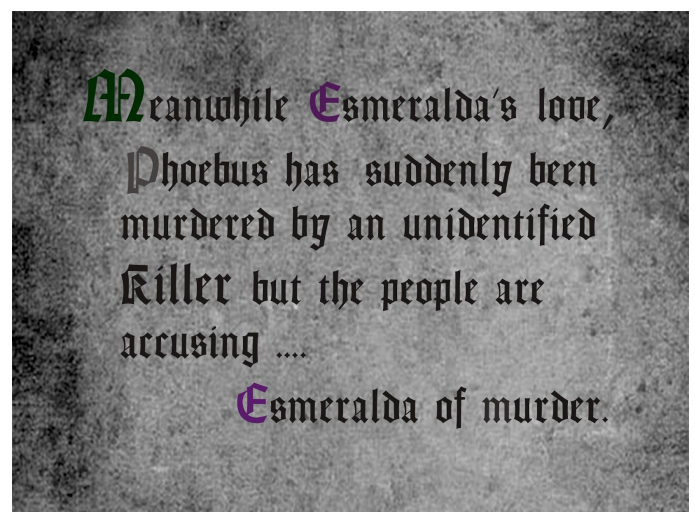
FRAME 9

Action/plot:
 Esmeralda is to the point of being hanged .

Sound:
Tragic sound, scary;

Time :
6 sec;

Interaction:
none;

FRAME 10

Action/plot:
Quasimodo is in the church crying.

Sound:
Sad music, Esmeralda ;

Time :
6 sec;

Interaction:
none;
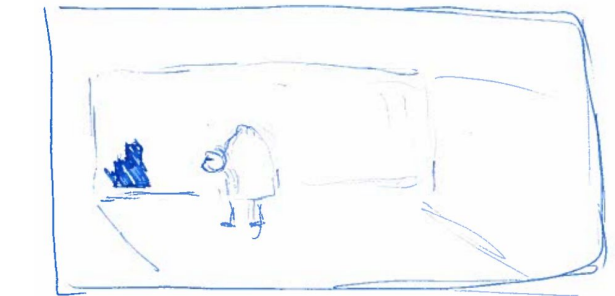
Frame 11

Action/plot:
Credits ” restart page”;

Sound:
Sad music;

Time :
6 sec;

Interaction:
none;
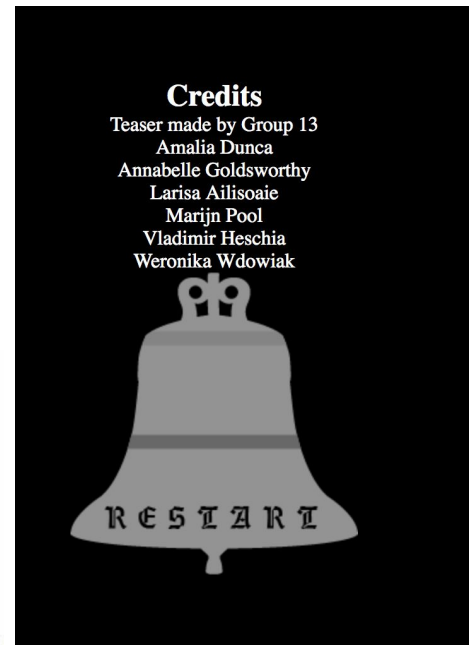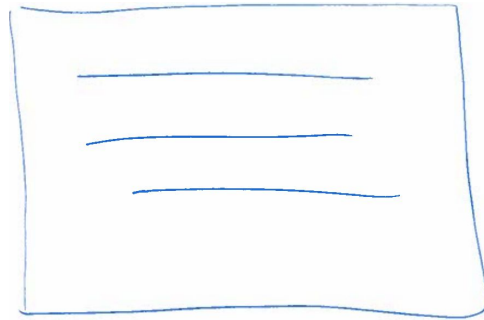
Message:

Love doesn't care about beauty;
Don't judge people by their appearance;

Mood:
Tragic Love Drama Black Humor;

Analyzed with the Narrative curve

Prelude: intro picture, revile the place where the action is gona take place.
(1 frame);
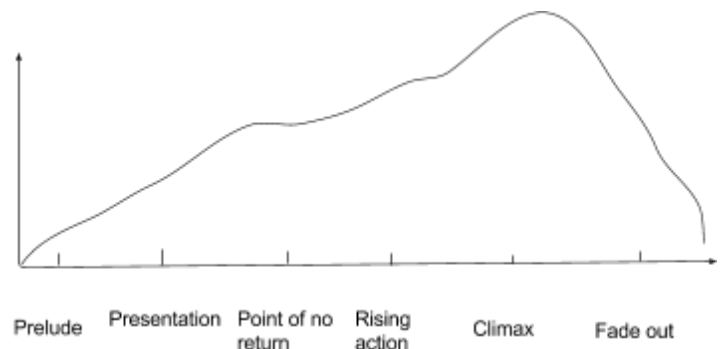
Presentation:
The user meets the main character Quasimodo ´The hunchback` who is ringing the bells in Notre Dame church,(frame 2) and Esmeralda who is dancing in the festival;
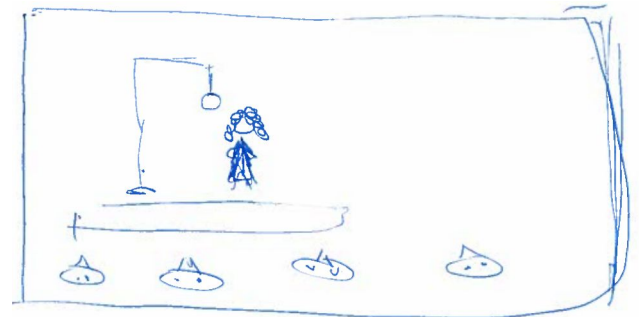(frame 3)

Point of no return:
When Quasimodo is being tricked by Frollo to kidnap Esmeralda;
(frame 4,5).

Rising action:
Quasimodo is being punished for chasing Esmeralda; (frame 6,7). Esmeralda forgives him and comes to give him water ;

Climax:
 Esmeralda is accused of murder and it is to the point of being hanged (frame 8,9).

Fade out:
Quasimodo is crying in the church;

Idea/concept of the teaser

We wanted to make an interactive teaser that will be more appealing to young people 15-18 years, so they will want to watch the movie " The Hunchback of Notre Dame" black/white version 1939.
 The idea of the tesar was to begin with the image that reveals the place and timing of the action and is in the center of the movie, Notre Dame church. Than display Quasimodo world in a frame, The Hunchback , all the time alone and all about his life was to ring the bells of the church. At the opposite side is Esmeralda, a gypsy girl how earns money by dancing she was always surrounded by people. Esmeralda is dancing in the festival while Phoebus, a captain is falling in love with her;
Quasimodo and Esmeralda meat in a bead circumstance, Frollo is obsessed with her beauty and fools Quasimodo to kidnap her, he failed and had been punished for his deed; Esmeralda forgives him and tries to help him by giving him water;
Than the story continues with Esmeralda being accused of killing Phoebus, because she is a gypsy and Frollo setted all up;
The teaser ends with Quasimodo crying because of the injustice that they made to Esmeralda;

Sketches and final graphics

Crowd:

Esmeralda:
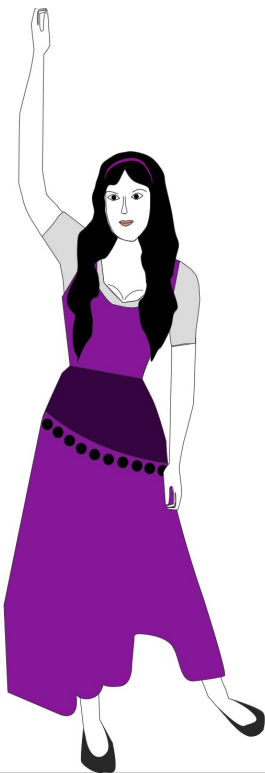
Quasimodo:
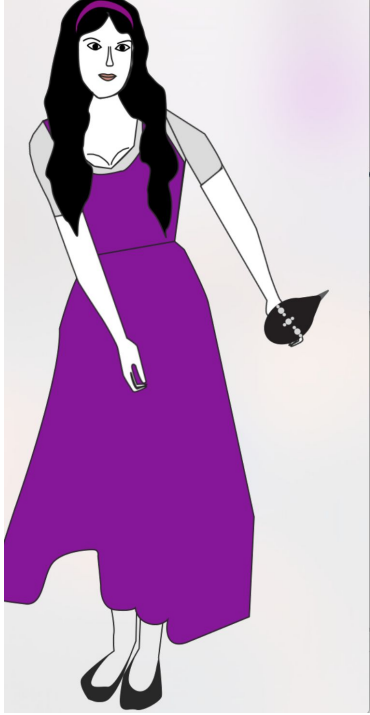
People reactions,emotions:
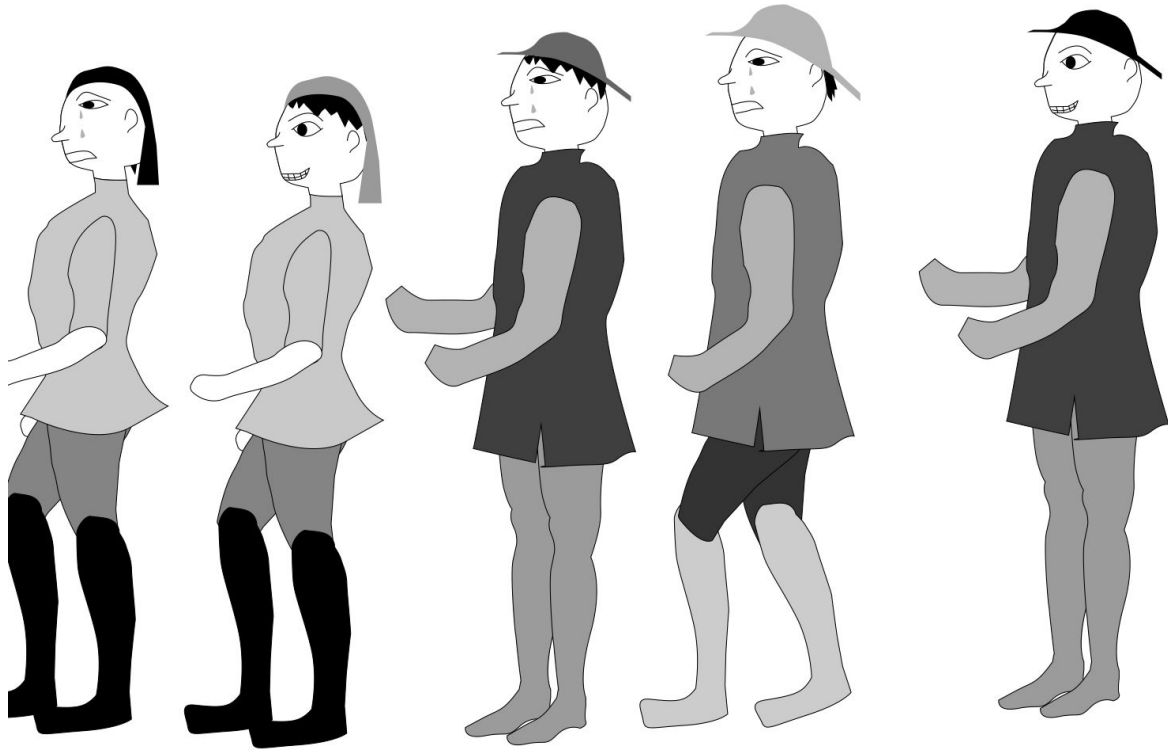
More Characters:
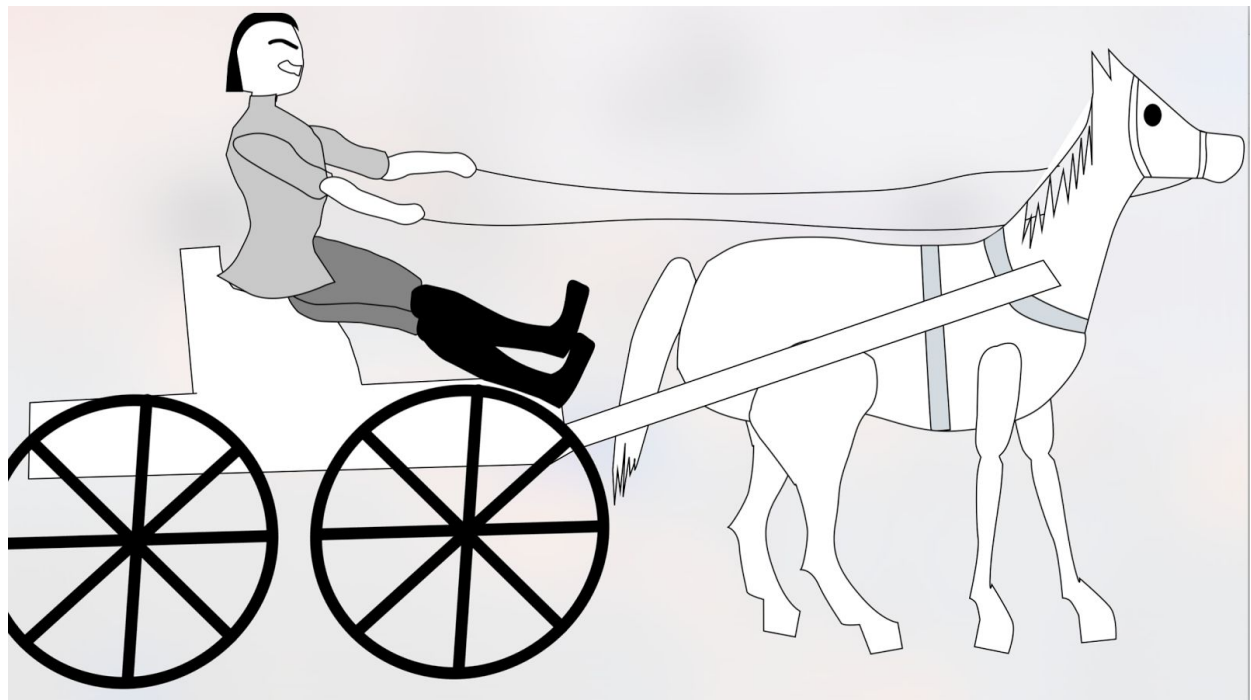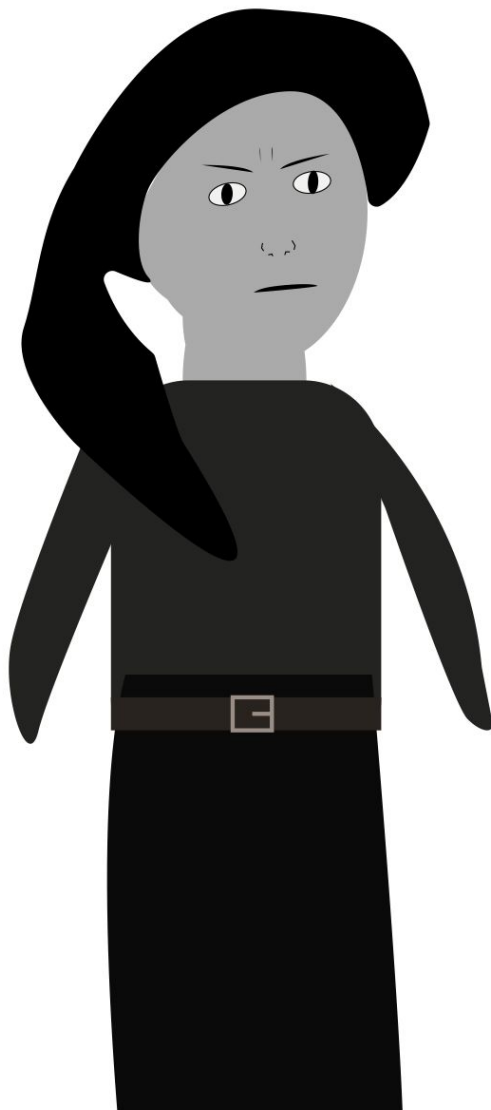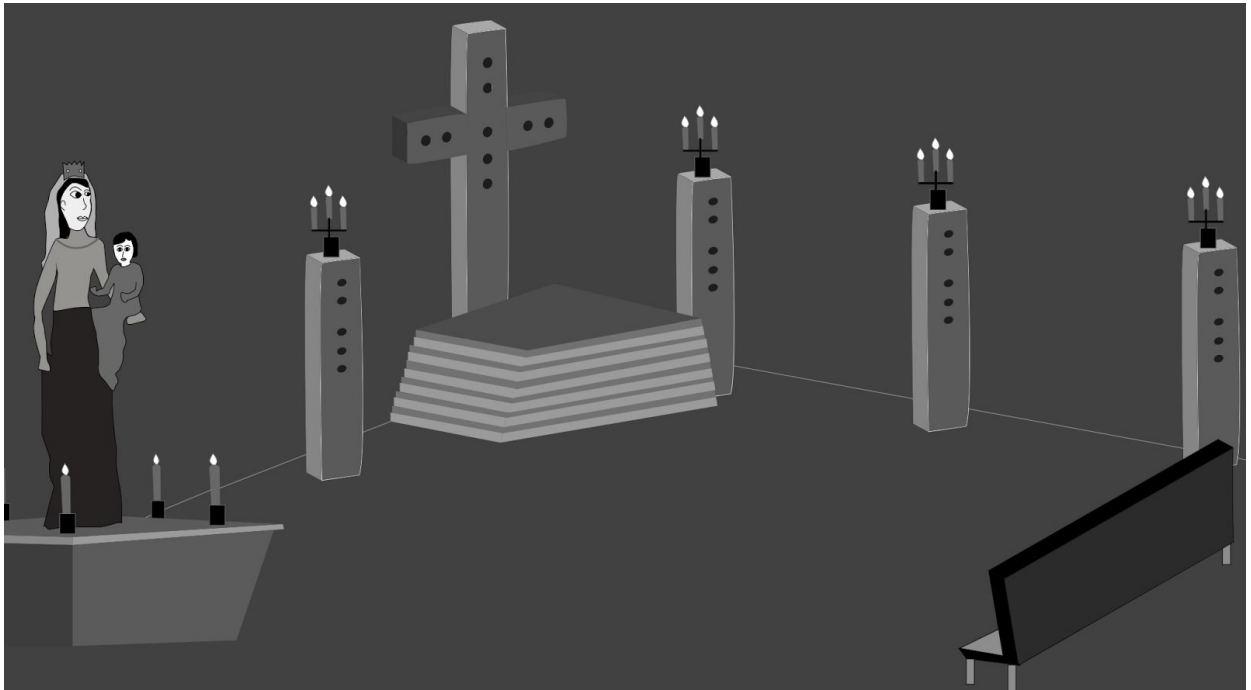
Background:

Sequence Diagram

Load intro page. Church background.	→ Start sound: Holy music
Church clicked.	→ End sound: Holy music
Load bell scene	→ Start sound: Bells ringing. → Animate: Quasimodo ringing church bells
Bell sound and animation complete	
Load festival scene	
Click on Esmeralda	→ Start sound: Dancing music → Animate: Dancing
Dancing music and dancing animation complete	
Load written scene	→ Start sound: suspense music
Load chasing scene	→ Start sound: Dramatic music and

Continued below...

```
                              Load chasing scene  ──────────┐          ┌──→  Start sound:
                                                            └──────────┤        Dramatic music and
                                                                       │        scream
                                                                       └──→  Animate: Quasimodo
                            Dramatic music and                                   chasing Esmeralda
                            scream complete.
                            Animation complete.


                            Load punishment scene


                            Click Quasimodo to ──────────┐          ┌──→  Start sound: Crowd
                            punish him                    └──────────┤        and whipping sound
                                                                     │
                                                                     └──→  Animate: Whipping

                    Click Quasimodo        Click Quasimodo
                    more than 3 times      ONLY 3 times

     GAME OVER. You
     beat him to death.
                                           Load water scene


                                           Click Quasimodo to ──────────┐     ┌──→  Start sound: Whip
                                           give him water                └─────┤        and whip count
                                                                               │
                                                                               └──→  Animate: Esmeralda
                                                                                        gives Quasimodo
                                                                                        water

                            Clicked => 5          Clicked < 5
```

Continued below...

Clicked => 5

Clicked < 5

GAME OVER. You drowned him.

Load church scene. Esmeralda praying.

→ Start sound: Jehan talking

→ Animate: Esmeralda

Sound complete, End animation

Load writing scene

→ Start sound: Evil music

Sound complete

Load hanging scene

→ Start sound: dramatic music

Load crying Quasimodo

→ Start sound: sad music

→ Animate: crying Quasimodo

Animation complete

Load credits

Coding Examples of Event Chaining

```javascript
154 ▼ function showScene5() { //beaten
155         scene5.classList.remove("notshowing");
156         scene3.classList.add("notshowing");
157       beat_scene.addEventListener('click', toBeat)
158     whipBackA.play();
159
160
161 ▼     function toBeat() {
162       beated ++
163       console.log(beated)
164         console.log('whip audio');
165         let whipAudio = new Audio('audio/'+beated+'whip.mp3');
166         whipAudio.play();
167       beatingImg.classList.remove("clickable")
168       beatingImg.src = 'animations/whiping1.gif'
169       setTimeout(checkBeated, 500)
170
171     }
172
173 ▼   function checkBeated() {
174     console.log('check beated status quasimodo')
175     console.log(beated)
176     setTimeout(resetbeatImg, 100)
177 ▼     if (beated == 3) {
178       setTimeout(showScene6, 3000)
179     }
180
181 ▼     if (beated >= 5) {
182       setTimeout(gameOver, 100)
183       killed ++
184     }
185
186 ▼     function resetbeatImg() {
187       beatingImg.src = 'whiping.png'
188       beatingImg.classList.add("clickable")
189     }
190   }
191 }
192
```

This is the scene where Quasimodo gets beaten. He must be whipped at least 3 times in order for the scene to proceed. If he is whipped 5 or more times, the user kills Quasimodo and the game ends. If he is whipped under 5 times, the scene will proceed to Esmeralda giving him water.

```
258 ▼        function checkWatered() {
259               wateredChecked ++
260               console.log('check water status quasimodo')
261 ▼        if (watered >= 5) {
262            setTimeout(gameOver, 100)
263            killed2 ++
264          }
265 ▼        if (watered >= 2) {
266                 setTimeout(showScene7, 1000)
267                 console.log('polite player tho')
268 ▼          } else if (watered <= 4) {
269                 setTimeout (checkWatered,3000)
270                 console.log('not enough water')
271                 let askWater2 = new Audio('audio/1water.mp3');
272                 askWater2.play();
273            }
274          }
275
276 ▼        function showScene7() { //praying
277 ▼        if (killed2 == 0) {
278                 let holyMusicAudio = new Audio('audio/7_eviltalk.mp3');
279
280                 holyMusicAudio.play();
281                 console.log('move to scene3');
282                 scene7.classList.remove("notshowing");
283                 scene6.classList.add("notshowing");
284
285                 setTimeout(showScene07, 10000)
286          }
287
288  }
```

This screenshot shows the code for the scene of giving Quasimodo water. The code declares that if the number of times Quasimodo is clicked is equal to or greater than 5, the game ends and he is killed. If he is given water 2 or more times, he will ask for water politely. If the number of times he is given water does not exceed 4, the next scene where Esmeralda is praying will start.

```javascript
325 ▼        function showScene8() { //point of hanging
326                console.log('drama music audio');
327                let dramaticMusicAudio = new Audio ('audio/8_dramatic.mp3');
328                dramaticMusicAudio.play();
329                console.log('move to scene8');
330                scene8.classList.remove("notshowing");
331                scene07.classList.add("notshowing");
332
333                setTimeout(showScene9, 7000)
334        }
335
336 ▼        function showScene9() { //crying in church
337                console.log('innocent audio');
338                let innocentAudio = new Audio ('audio/9and10_cryingcredits.mp3');
339                innocentAudio.play();
340                console.log('move to scene9');
341                scene9.classList.remove("notshowing");
342                scene8.classList.add("notshowing");
343
344                setTimeout( theEnd, 8000)
345        }
346
```

This shows the function that calls scene 8 and 9. Scene 8 has a duration of 7 seconds. Once the 7 seconds are over, the music will stop and the scene will change to scene 9 where Quasimodo is crying in the church. This scene has a duration of 8 seconds and it will switch to the credits after these 8 seconds, but the audio will continue into the next scene.

Final Remarks

We were constantly improving the project whilst working on it. It was hard to foresee and plan elements we were going to have to add to it until we ran into said situation.

We got a lot of feedback from different sources - experts, real users - which helped us to create the most appropriate, entertaining and user-friendly experience.

Everyone in the group worked well together. We maintained a democratic system which helped a lot and prevented conflict and tension from arising within the group.

The teaser was well perceived by the young people, they were attracted by the animation, the backgrounds, the gifs, the sound and the black and white feel;
Some of them were very attracted by the thing that the user could make some choices and influence the game.
We got some good feedback and we could improve in some aspects, e.g. some of the users were confused about how they killed Quasimodo and were unsure as to how they could keep him alive. We could give the user more hints to know more of what to expect from the game and what they have to do in order to finish it.

Overall, it was a very pleasant and educational experience.