

Review

In this project I set out to create a multimedia treasure hunt for my target audience of teenagers who have an interest in space. I think that I met my objective quite well as I kept my target audience in mind through the whole project by not using complicated vocabulary that some of them may not be able to understand.

Map

When I made the map I made sure it was easy to identify who it was aimed at because the first things you see are the four inner planets and the sun with a space background. I think I made it clear how to access the different tasks because I added a little caption saying “click the planets for your surprise task.” My map was produced using Adobe CS4 Flash and Adobe Fireworks CS4. They were a good choice to use because it allowed me to make more detailed planets in Fireworks than I could in flash. I think they were the right software to use because in Flash you can also use animation to make it look interesting.

Tasks

As a whole my tasks have a variation of difficulty varying from hard to easy so they don't get overwhelmed by several difficult tasks or bored by several easy tasks. All of the answers to the questions can be found by completing the tasks. My tasks meets the requirements set because they are related to my theme, they are the recommended length, they don't include any credits and in a format that plays through a web browser.

Instructions

My instructions are located right at the very beginning when you click on the treasure hunt button, they are written in simple English so are easy to understand. When I first made the instructions my test buddy pointed out that they didn't tell you how to type the code or the order the code goes in, to fix the problem I numbered the planets to show the order the code goes and I tell the users this in the instructions.

Coding sheet

To help my audience collect the code I have given them a link to my coding sheet which contains all the questions they will be asked, a place to write the answers and a place to fill in the code once they have it.

Assets

I think that I have used a very good choice of assets which are all copyright free because I made them all myself. I also think that they are very appropriate for their purpose. I have used some verity but I could have used more. The only problem I had was creating the assets because I had to use my imagination to help me with this I looked at some images which gave me an idea of what my asset should look like.

Whole project

I think I've met the objectives of my task to a good degree as everything in the treasure hunt works as it is supposed to and runs smoothly. Something I found to have let me down quite a bit was my initial plan

because when I went to refer to a task sometimes I found that the task was unclear. To fix this problem I decided to change my plan majorly when I made the final plan also enabling me to have more time to complete task I initial thought wouldn't take long. I think that the final plan definitely worked better than the initial because I found it easier to fill in and understand. I think my time management was quite good as a lot of my task were done either early or on time and a few of them were late so I barely had to give my self any contingency time to catch up on work. Besides my initial plan not being as good as it should've been other thing went wrong because when my original treasure hunt was to be done in Dreamweaver but o found out that doing some of the task was very complex and I didn't know how to create some of the tasks, this I why I changed it to doing it in Flash. When I changed it to Flash I also found that doing buttons was hard so I look up some easy tutorial on how to do the buttons. I think that I chose the right test users because they were very critical in my work telling me about little things that could be a problem like how it was hard to tell the code order. They were also helpful because they also showed me different way I could do things to make them more helpful or user friendly. Overall my reviews said that it was a good treasure hunt and was target audience appropriate. If I did the project again I would start off by making a more useful plan this time and make the task more user friendly with more audience interface rather than them just answering questions about what they can see or hear.

During this project I think that my performance was good as I managed to keep on track with most of my tasks. Most of my tasks I managed to keep the deadline except those few late tasks. I think this project has affected my other work very well because I now know how to use all the programmes I used better, for example I can now creating impressive button in both Dreamweaver and Flash. I think I have benefited very well form the project I have done because it has improved my computing skills which makes using computers easier and making things online more presentable in my work.