



MONTY PYTHON AND THE HOLY GRAIL **TEAM GR8**



STATE MACHINE DIAGRAM

OPENING SCREEN

- FLASH FEATURE LOOPED
- FLASHING/BLINKING ITEM CLICKABLE
- CLICK FUNCTION (BUTTON) TAKES YOU TO NEXT SCREEN

SCREEN 2

- FLASH FEATURE LOOPED
- FLASHING/BLINKING ITEM CLICKABLE
- CLICK FUNCTION (BUTTON) ENABLES PAGE TO TURN

SCREEN 3

- CHARACTERS APPEAR ON THE LEFT SIDE OF THE SCREEN
- CHARACTERS MOVE TOWARDS THE RIGHT
- AUDIO SOUND OF HORSES GALLOPING

SCREEN 4

- SWORD FLASHING LOOPED
- SWORD AS CURSOR
- CLICKABLE FEATURE ON SWORD ENABLES THE USER TO BE ABLE TO BREAK APART THE KNIGHT WITH EACH CLICK
- FINAL CLICK TAKES USER TO THE NEXT PAGE

SCREEN 5

- AUDIO: MUSIC
- NO ANIMATION, NO INTERACTION

SCREEN 6

- MAIN CHARACTER GLOWS
- CLICKABLE FEATURE ENABLES COLOR CHANGE
- TIMER OF COLOR CHANGE
- MAIN CHARACTER MOVE TO ATTACK THE OTHER CHARACTERS
- PAGE TIMES OUT, USER IS TAKEN TO THE NEXT SCREEN

SCREEN 7

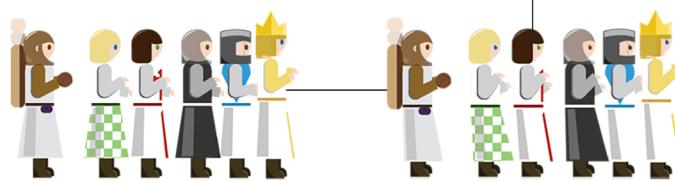
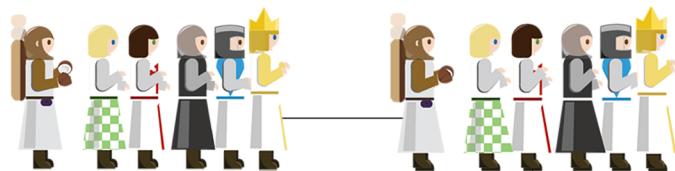
- CALL TO ACTION BUTTON WITH INFORMATION
- BUTTON IS CLICKABLE AND IT TAKES THE USER TO THE MOVIE

PSEUDO CODE

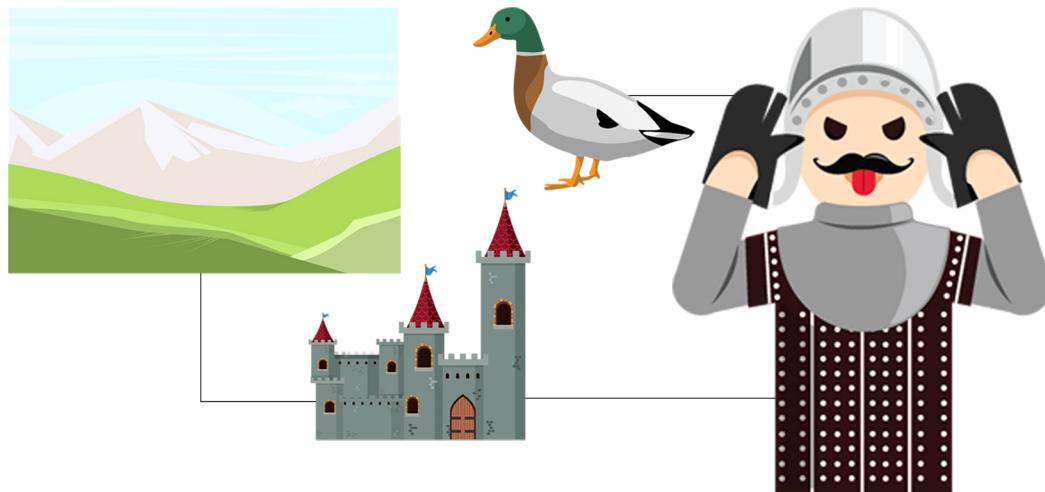
```
/* ADD FUNCTION THAT CREATES A BUTTON (START BUTTON) */  
/* ADD FUNCTION THAT CAN MAKE THE BUTTON FLASH AND CLICKABLE */  
/* ADD FUNCTION THAT ADDS AUDIO */  
/* ADD FUNCTION THAT ENABLES TRANSITION TO NEXT SCREEN */
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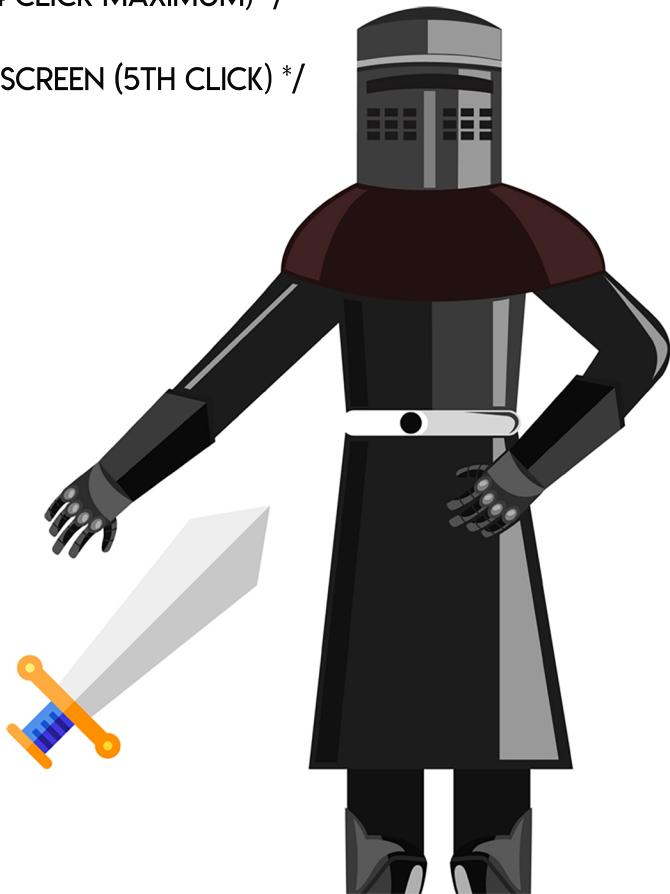
```
/* CREATE SPRITE ANIMATION */  
/* ADD FUNCTION THAT ADDS AUDIO (HORSE GALLOPING) */  
/* ADD FUNCTION THAT ALLOWS A TIME-OUT FEATURE */  
/* ADD FUNCTION THAT ENABLES TRANSITION TO NEXT SCREEN */
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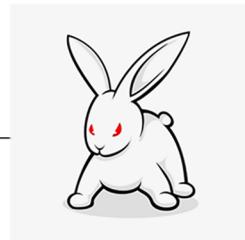
```
/* ADD FUNCTION TO ENABLE AUDIO */  
/* ADD FUNCTION TO SHOW USER FRENCHIE IS CLICKABLE */  
/* ADD FUNCTION TO MAKE CHARACTER GLOW */  
/* ADD FUNCTION TO ANIMATE AND HAVE  
    ANIMALS BE THROWN FROM INSIDE THE CASTLE */  
/* ADD FUNCTION TO STOP ANIMATIONS AFTER 5 CLICKS */  
/* ADD TRANSITION TO FOLLOWING SCREEN */
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/* ADD FUNCTION THAT ENABLES AUDIO */  
/* ADD FUNCTION TO MAKE THE SWORD GLOW AND USED AS A CURSOR */  
/* ADD FUNCTION THAT ENABLES EACH CLICK TO START ANIMATION */  
/* ADD FUNCTION THAT ALLOWS USER TO CUT LIMBS FROM THE KNIGHT WITH SWORD */  
/* ADD FUNCTION TO START AND STOP ANIMATION (4 CLICK MAXIMUM) */  
/* ADD FUNCTION TO TIME OUT */  
/* ADD FUNCTION THAT ENABLES TRANSITION TO NEXT SCREEN (5TH CLICK) */
```



```
/* ADD FUNCTION THAT FADES CUTE BUNNY INTO EVIL BUNNY */  
/* ADD GLOWING FUNCTION TO ALLOW EVIL BUNNY TO BECOME CLICKABLE */  
/* ADD FUNCTION THAT ENABLES EACH CLICKS TO START ANIMATION */  
/* ADD FUNCTION THAT CAN MOVE THE EVIL BUNNY TO ATTACK THE KING AND KNIGHTS */  
/* ADD FUNCTION TO START AND STOP ANIMATION (4 CLICK MAXIMUM) */  
/* ENABLE SPRITE SHEET WHERE THE KING AND HIS KNIGHTS RUN AWAY */  
/* ADD FUNCTION TO TIME-OUT */  
/* ADD TRANSITION TO NEXT SCREEN */
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/* ADD FUNCTION THAT CREATES A BUTTON (THE BOOK) */  
/* ADD GLOWING FUNCTION THAT MAKES BUTTON CLICKABLE */  
/* ADD FUNCTION THAT LINKS BUTTON TO FILM */
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