



The intent of this interactive experience is to provide users variability, but instill a manageable architecture that will allow us to re-utilize the base code for multiple scenarios. The streams above represent the story structure for one scenario. A front end screen will allow the users to select one of three scenarios.

The Experience

When the user enters a scenario, they will see an initial node, which is the starting point of our story. It will be a collage of visuals and text that frame the events at that point of time. Progress through the story is initiated by dragging the pointer along the time line that is at the bottom of the screen. As the user drags the pointer, visual content will animate across the screen from right to left dissolving in and out of view.

Animation, Playing Video and Triggering Additional Information.

Any integrated animation, live video and interactive links will appear when a user snaps the slider to a node, or clicks on it. This is due more to the capacity of flash to manage playback, but it does allow us to keyframe events and manage content at stages during the story.

Advancing progress, Opening up Nodes.

When the user starts, the entire story is not fully available. Only by advancing to the question points, and selecting an answer does the next section become available. Once the user works through all three questions and answers them, the entire sequence is constructed and the user can freely review all the nodes, and scroll through the entire story.

Inbetween Nodes

Text and images relevant to the scenario can flow in and out between nodes. This allows us to add depth and context to the story, and provides the user a reason to scroll through the sequence rather than just clicking on nodes.

Functionality

PLAY IN MICHIF

This functionality will be shifted to the front screen. Allows users to alter their language of choice on select content which may include text, audio and video.

EXIT

Exits the application to the main menu. Screen where scenarios are selected.

RESET

Removes all decision selections from the scenarios, allowing users to start again, and explore alternate results.

CLICKING ON NODES

Initial nodes will be active on start up of a scenario. Other Nodes within the app will become active when users make a decision at key points in the story. Nodes allow users to quickly jump to different key points of the story that have active objects. The navigation will animate from their current location to the node they select.