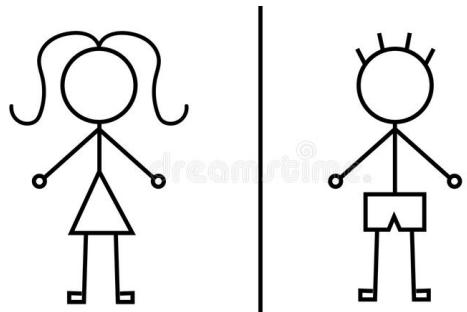


# OPTION 1: WACK A MOLE WITH A TWIST

FRAME



Pick out of two simple characters - they will only appear after the twist

FRAME

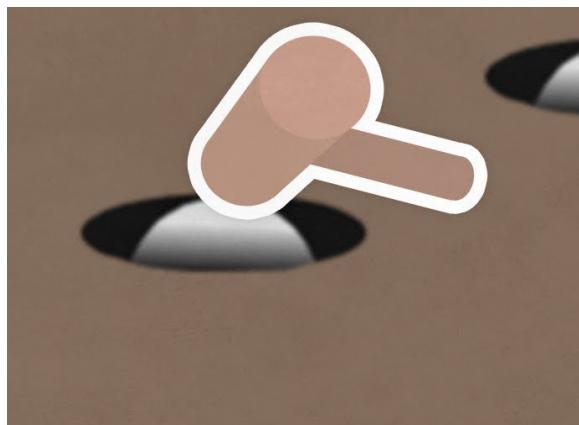


Try and wack as many moles as you can in a given amount of time

FRAME



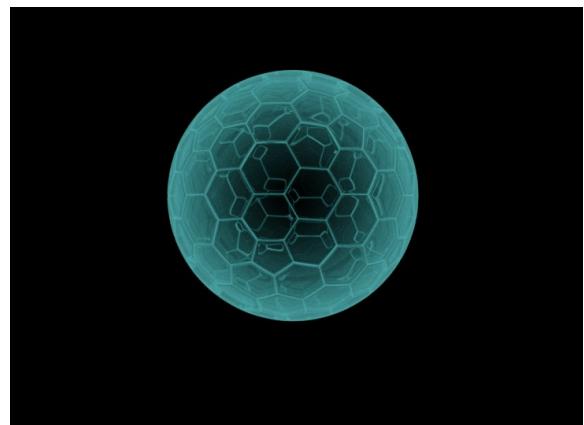
Score goes up, as you hit, and the moles disappear



Once you hit a random given number of moles successfully the game changes slightly.



The mole starts coming after you. The game becomes a sort of maze where you have to run from the wackamoles.



As you run from the wackamoles, more of them are generated, as you try and collect a shield through which you can protect yourself. If you collect enough X to make your shield you win. If the wack a moles catch you you lose.

## OPTION 2: PERSUADE PEOPLE TO VOTE

### Goal

I thought about what kind of game I would want to create. Wack a mole came to mind, and then I thought about how mean the game was! So I decided to take the game and put a little twist on it. I have also never created a game before and thought it might be an interesting challenge!

### Interaction

The user uses the mouse in order to hit the moles. As the user is hitting, the score increases. Using a random number generator, once a number is reached, then the game pauses and suddenly the character the user chose at the beginning, is in the game and moles begin approaching the user. The user uses arrows in order to escape the mole, and at the same time collects these little bubbles that will eventually turn into a force field, that protects them .

## OPTION 2: PERSUADE PEOPLE TO VOTE

FRAME



Starting scene is outside of a voting facility. The environment around it is dark and grey. There are no people in sight

FRAME

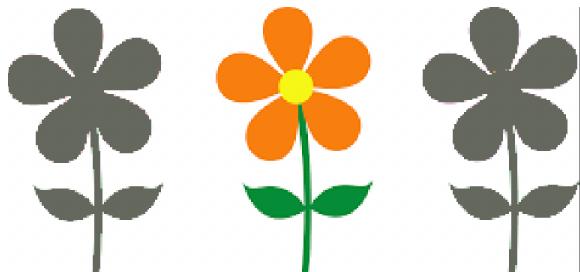


One person goes inside to vote, but they're all alone- look a little defeated

FRAME



a few more people show up each resembled by an "I VOTED" Sticker



As more people begin voting, the environment around them becomes more beautiful and less dreary - a flower goes from grey to orange



People are voting now, its a massive group of people and as each "I VOTED" sticker appears on the screen, the environment becomes more beautiful



Finally ending with a lovely scene, that implies how important it is to vote, and though it feels like you only have a small impact, that it really makes a difference

## OPTION 2: PERSUADE PEOPLE TO VOTE

### Goal

In the 2016 election, the voter turn out was 55.7 % of the eligible voters. Almost half the population didn't vote. With the elections approaching very rapidly, I thought it would be interesting to address this issue. I decided that one of the main issues when it comes to voting is people often feel their vote does not really make a difference! I wanted to show through my code, how each vote matters!

### Interaction

The user can press the mouse, as the mouse is continuously pressed, wherever it is, the user generates another object ( which is the people who are voting). once they are pressed, they move towards the voting area. As more people appear on the screen, the activities that I describe are set into place. Flowers turn grey. Once they continue pressing, the grass turns green etc.

## OPTION 3: INTERACTIVE NARRATIVE

How do I want to do this?

Using Vectors to move the user along different paths

If statements for choosing which path to go down

Using test to display different questions that the user has to chose from

### Harold's Bedroom

Leave Bedroom through the window

Leave bedroom through the front door

Go down the path that leads you to a hot airballoon

Go down the path that leads you to a boat

The user has chosen the hot airballon and happily flies back to their bedroom window

The user has the boat and now is infinitely siling away - cannot find their way back to harold's bedroom

Harold's Bedroom: The user has chosen all the right paths and ends up safe back where they began - Harolds familiar bedroom

The user cannot find Harolds bedroom and the last scene ends as he is simply sailing away into nothing

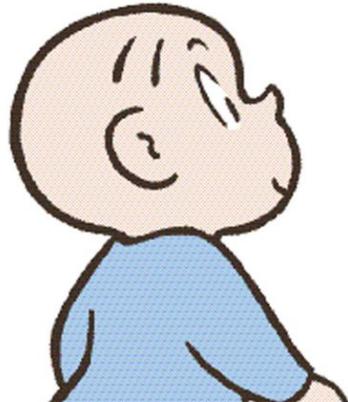
Try using a more simple design when it comes to the construction of the scene in order to try and focus a bit more on the actual choices and the the possible paths the user or Harold could go down

## OPTION 3: INTERACTIVE NARRATIVE (MACRO)



**PATH 1**

*Idea is similar to Harold and the purple crayon  
Character/ user goes on an adventure and is encountered with many different paths of where he could go. User is faced with the option of drawing either X or Y*



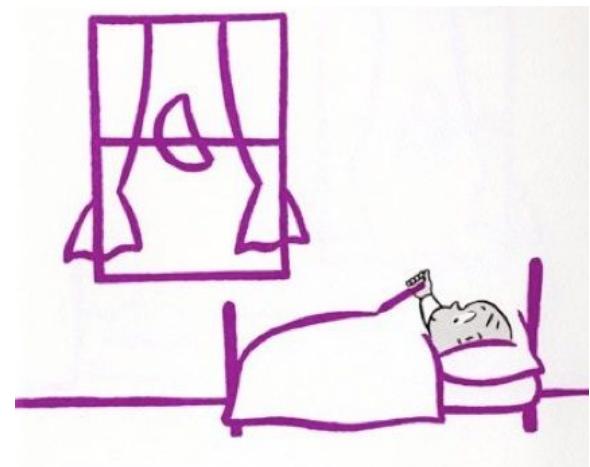
**PATH 1**

*Idea is similar to Harold and the moving crayon  
Series of adventures and paths*



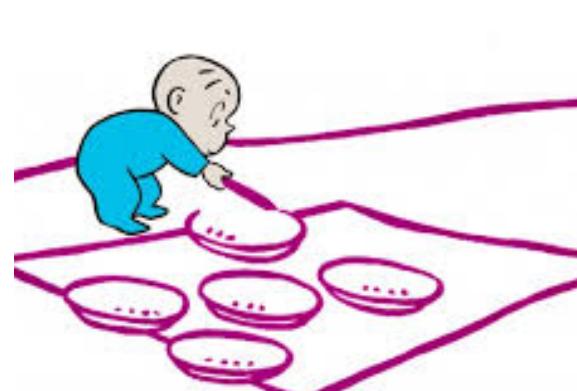
**PATH 1**

*If X is drawn and is for example a hot air balloon, then harold is led on the right path to go back to his bedroom*



**PATH 1**

*User chose drawing a hot air balloon, this indicated that he was willing to go on a journey and so he goes down the correct path leading him to his bedroom*



**PATH 1**

*If Harold chooses to draw the other thing (lets say its some pies than Harold remains lost and does not find his bedroom*



**PATH 1**

*=Harold chooses to be tempted by the idea of drawing pies and so instead of finding his ride home, the character remains lost and cannot find their way home*

# Moon Drawings

2015 | Golan Levin, David Newbury, and the CMU Moon Arts Group



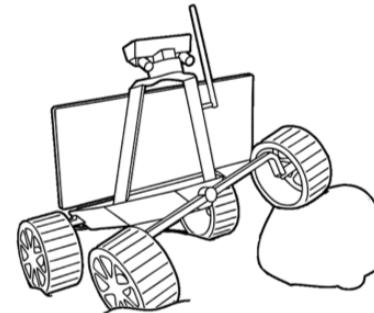
1. Contribute a drawing!



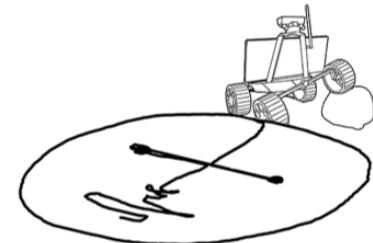
2. Your drawing (and 9999 others) will be micro-etched onto a small sapphire disc.



3. The *Moon Drawings* disc will be incorporated into the endcap of the *Moon Arts Ark*, a gift for the Moon.



4. The *Moon Arts Ark* will be brought to the Moon aboard the *Andy* rover developed by Astrobotic and CMU.



5. If circumstances allow, one or more of the *Moon Drawings* will be traced into the Moon's soil by the tracks of the Rover.