

Moodboard





Typography

Headings - Amador

Paragraph - Garamond Premier Pro

We chose this typography for the body text, because it also has a medieval look and feel to it, matching the Blackletter typography used for headings.

Style

We decided to combine illustrations and characters from the movie with self-drawn backgrounds, buttons etc. We tried to create the overall feel of the movie and interpretate it our own way.



Texture

We chose paper-like texture to match the cut-out college style of Monty Python animator Terry Gilliam.



Colour scheme

To fit the style we chose subtle, earthy tones more complementing each other than in contrast to each other.

#2D101A

#7F96C8

#575E14

#8E5C41

#E0B69C

#93142D

Scene no:



Action / Plot:

opening screen, the grail floating lightly

Time:

as long as the user takes

Interactive elements:

"START" button

Sound / Music:

angelic, exaltic bugle music

Scene no:

King Arthur and his loyal
knights set out for a royal
quest, seeking the Holy Grail.
Help them out on their adventure
by clicking on the right elements.

LET'S DO THIS!

Action / Plot:

description screen with intro to the story and instructions for the game

Time:

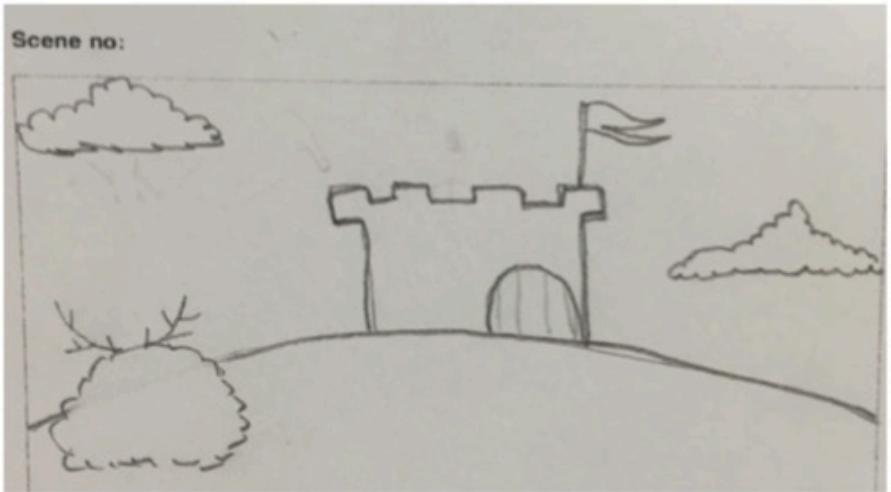
as long as the user takes

Interactive elements:

"LET'S DO THIS" button to enter the game

Sound / Music:

heroic, medival music



Action / Plot:

the knights encounter their first obstacle; the user must click on the castle

Time:

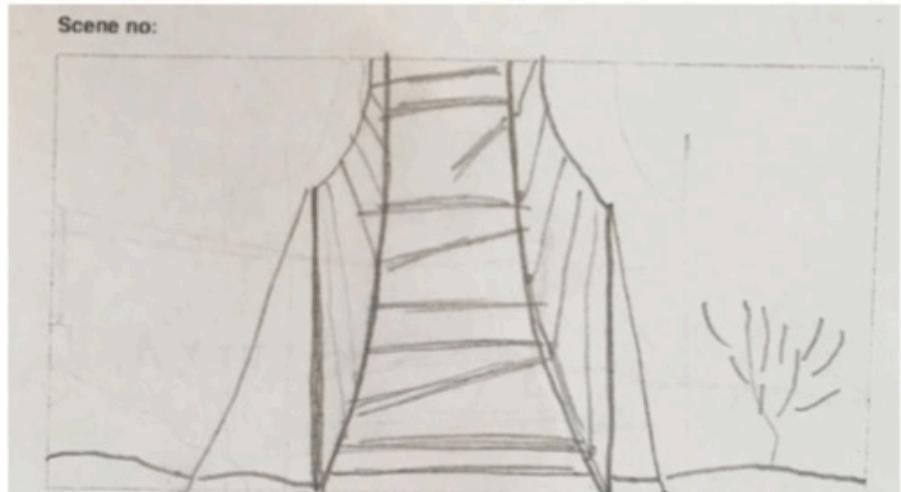
as long as the user takes

Interactive elements:

clickable castle, after clicking on it a cow flies out;
clickable bush - the knights of Ni will show up

Sound / Music:

bugle music, "woosh" from the cow, knight screaming "Ni! Ni! Ni!"



Action / Plot:

the knights arrive to the bridge where they must answer 3 questions

Time:

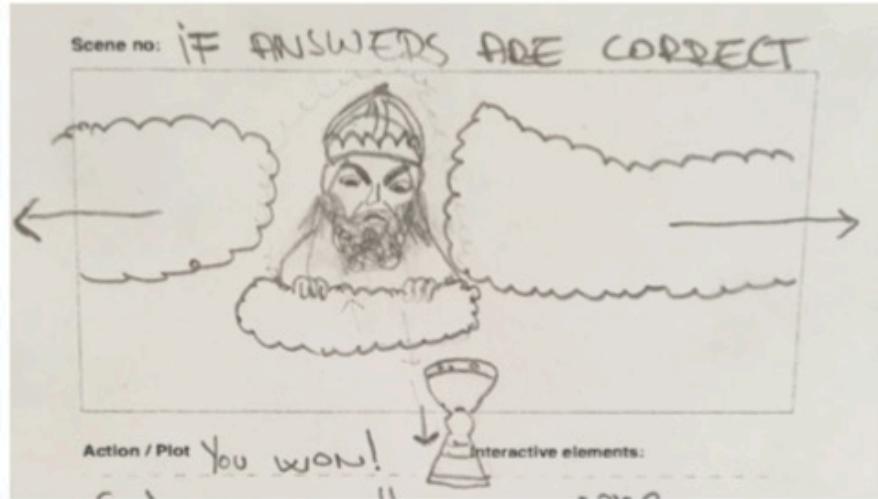
as long as the user takes

Interactive elements:

answer buttons

Sound / Music:

errie music, fire sounds

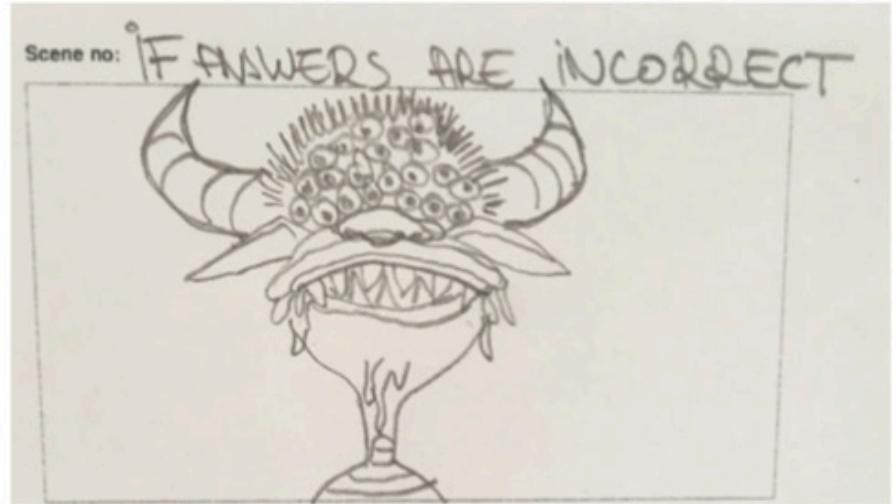


Action / Plot:
YOU WON! God gives you the Holy Grail (falls out of his mouth)

Time:

Interactive elements:
none

Sound / Music:
exaltic, bugle, creaking sound, metal falling

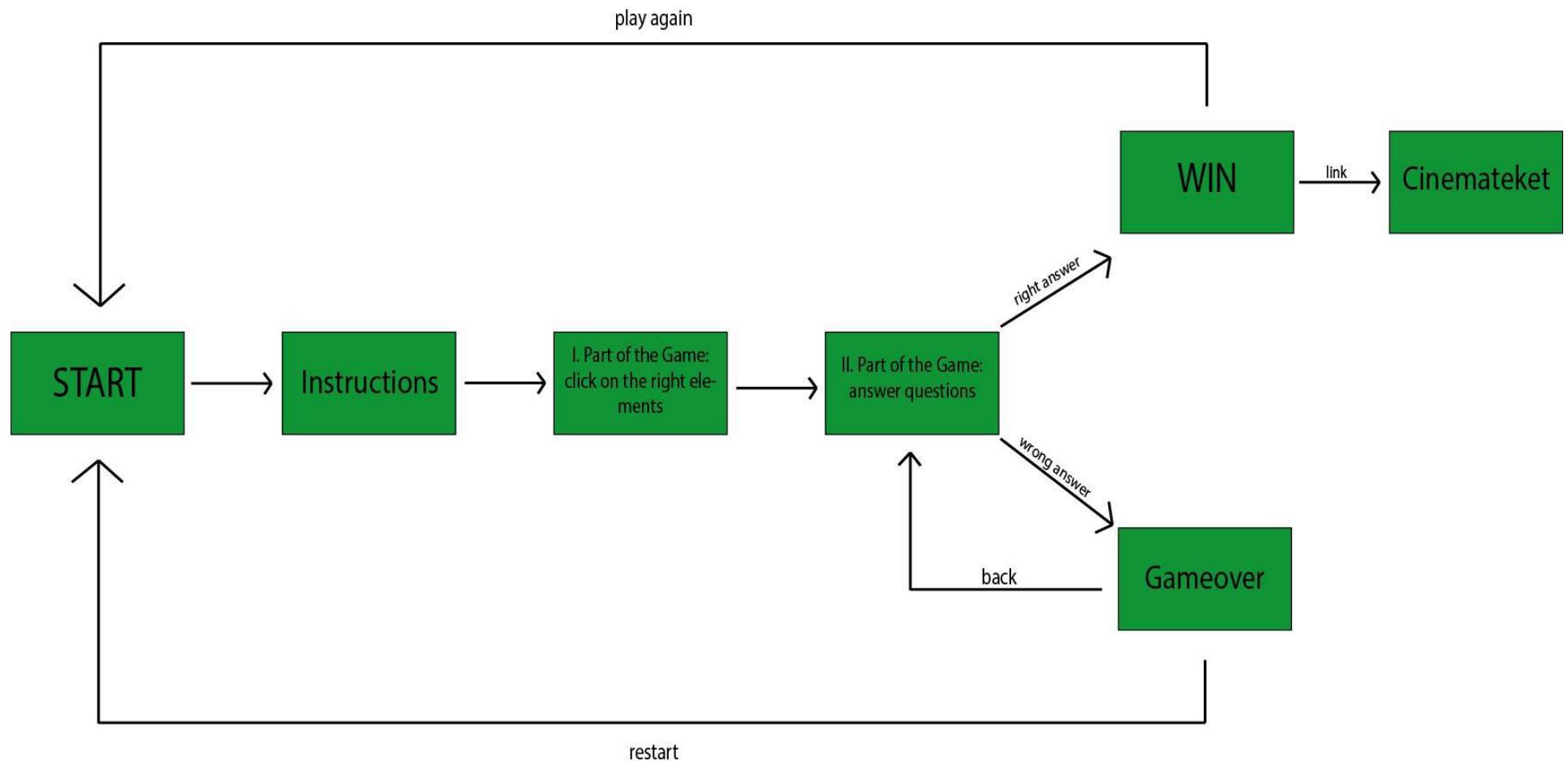


Action / Plot:
GAME OVER! You have failed the quest

Time:

Interactive elements:
restart button

Sound / Music:
screames, sounds of the monster eating



PAGE 1

1. "Start" button is link to the next HTML element (page 2)

PAGE 2

1. "Let's do this" button is link to the next HTML element (page 3)

PAGE 3

1. When clicking on forest start the animation and sound of Knights of Ni.
2. When clicking on castle start the animation of the cow and play "the hamster" audio, next page button appears.
3. Clicking on the "Arrow" button loads the next HTML element (page 4)

PAGE 4

1. Clicking on the "Arrow" button loads the next HTML element (page 5)

PAGE 5

1. After clicking "Arthur" or "Lancelot" button, animation of angels starts and both answers are correct, "Arrow" button appears
2. Clicking on the "Arrow" button loads the next HTML element (page 6)

PAGE 6

1. After clicking "Green" or "Blue" button animation of angels starts and both answers are correct, "Arrow" button appears
2. Clicking on the "Arrow" button loads the next HTML element (page 7)

PAGE 7

1. After clicking "Yes" or "No" button it loads the next HTML element (page 8)

PAGE 7.1

1. After clicking "Yes" loads the "You won" end of the story with two options:
 - 1.1 "Play again" button or
 - 1.2 "Yes, I want to watch the movie" which opens the Cinemateket website

PAGE 7.2

1. After clicking "No" loads the "You loser" end of the story with an option for restarting the game through "Restart" button.