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CIM 540-640  
Midterm Proposal

Interactive Storybook – “Our Little Home”

My proposal for my mid-term project in an interactive short story of 4-5 panels. The story follows a simple little character whom will be designed/drawn by me and his journey in building himself a house in the countryside whilst falling in love with a girl. The points of interaction and the story are incorporated into the concept of seasons (Spring, Fall, Summer and Winter) to insinuate the passage of time and allow the user to immerse themselves in the experience and story.

Spring – Chapter 1

In Spring, we see the little character with a simple axe and a few pieces of wood gathered nearby. It is the start of the story and he has just begun to work on his future house. We see a another character of a girl curiously peeking behind a tree at him.

Points of Interaction:

* Buttons - (One for Spring/Chapter 1 and Next aka Summer)
* Arrays- Pink flower petals randomly fall from the sky.

Summer – Chapter 2

In Summer, we see the little character has gotten some work done. A basic structure of a frame has been set up and there is a lot more wood and materials around him. The scenery, environment has also changed around him. The little girl character now sits on a stump next to him with a little picnic basket.

Points of Interaction:

* Buttons - (One for Summer/Chapter 2 and Back aka Spring)
* Arrays – The moon rises in the background when the scene loads.
* mouseX- The cursor becomes a firefly.

Fall – Chapter 3

In Fall, we see the little character has made a lot of progress. The outline of a house is finally starting to form although a few essentials are missing like a door, windows, etc. The scenery, environment has also changed around him. The little girl character is seen carrying chopped wood behind him.

Points of Interaction:

* Buttons – (One for Fall/Chapter 3 and Back aka Summer)
* keyPressed – Depending on which of 3-4 keys the user presses, the leaves and the scenery around him changes to a different color of a Fall color palette.

Winter – Chapter 4

In Winter, we see the little character is almost done building his house. The house is almost completed but covered in snow and looking a little bland. The scenery, environment has also changed around him. The little girl character is nervously holding a present as she approaches him in a Santa hat.

Points of Interaction:

* Buttons – (One for Winter/Chapter 4 and Back aka Fall)
* Arrays- Snow randomly falls from the sky when the scene loads.
* mousePressed – When the user clicks on the Santa hat, we see the silhouette of a carriage and reindeer appear in the sky.

Spring – Chapter 5 / The End

In Spring, we see the little character house is finally done and it has a lot of new features such as a chimney, flower pots and curtains for the window, etc. The little character is now joined by the girl character aka his wife and a baby next to them.

Points of Interaction:

* Buttons – (One for Spring and Back aka Winter)
* Arrays – Spring petals fall randomly from the sky again.
* hitzones – When the user moves their mouse over the house, a textbox with the words “The End” appears.

Sketch:









