Group 4
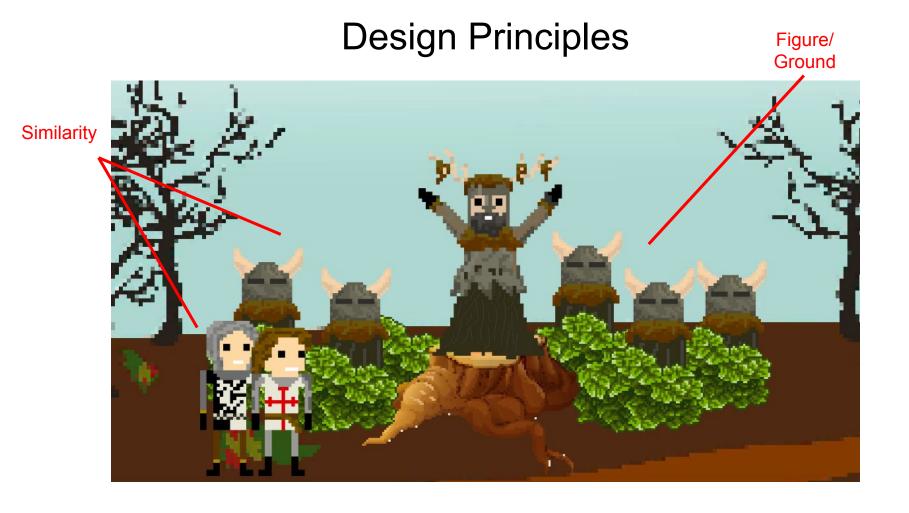
Project Development

Design Principles

Similarity

Figure/Ground

Design Scheme

Information and instruction signs

Speech balloons

Design Scheme

Theme: Pixelated

Design Scheme

Theme: Pixelated

Challenges

1. Introduction

- title with the Holy Grail
- when user click on the Grail, he will be moved to the next stage

2. Movie

1. God on the sky assigning them a mission (after the scene, transition to the next scene)
2. animation of them walking
3. scene with 3 paths
   a) **Arthur with Black Knight** (Interaction: press a key – probably arrow, and a fight begins)
   b) **Three-headed Giant** (Interaction: a giant is talking to himself, deciding if he wants to kill Robin or no, two arrows will appear, and the user must choose which way she/he wants to escape)
   c) **Knights who say Ni** (Interaction: the user must click on something on the screen to bring shrubberies to the knights)
4. Wizard Tim (Interaction: when the user clicks n Wizard Tim, something explodes, when he clicks on him third time some random knight explodes)
5. The Knights of the round table say to themselves: "Let's continue and find what we are looking for."

3. End

- The Grail with our faces in it, credits
- Then this text appears: "Will they find the Holy Grail? In order to find out – watch the movie." We also give them information about place and time.

Challenges

Challenges

CLICK ON THE KNIGHTS
TO FULFILL THE TASK

Challenges

Challenges