



DEPARTMENT OF THEATRE, FILM TELEVISION and INTERACTIVE MEDIA

Undergraduate Cover Sheet

**BSc Interactive Media
Summative Assessment
(Non-anonymous only)**

Term: Summer

Module Code and Module Title: Interactive Media Group Project, TFT00037I

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Agreed Mark:

Penalty Marks:

Assignment Title: Summative Assessment Part A: Group Digital Experience

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Contents

Key Features	2
Relevant Systems and Literature	2
Technical Implementation	4
Design	9
Development Cycle	11
Copyright Appendix	13
Bibliography	15
Appendix	16

Key Features

The King's Meadow is an immersive digital experience in which users interact with the story of an ancient kingdom while exploring a whimsical forest. When the user reaches the end, they are assigned one of eight flowers (Purple Columbine, Gladiolus, Blue Violet, Maidenhair, Hollyhock, Chamomile, Bluebell, or Yellow Freesia) that is associated with their personality type, using their decisions from the narrative along the path, to conclude in the most accurate result. The main components of the digital experience is a website, an integrated Unity project, and the interactive narrative that acts as a personality quiz. The website consists of a home page and eight pages that display the results for the quiz. The results pages consist of an image of the flower and text that describes its meaning and associated personality traits. From the home page, users may open the Unity project to begin the digital experience.

The immersive environment rendered in Unity is a whimsical forest consisting of trees, flowers, and wildlife in addition to an ambient soundtrack. The user is presented with passages of text that tell the story of an ancient kingdom and its king. The passages consist of a scenario or scene and related options that the user chooses from to progress the story. As the user continues to click on options, they move further into the forest and explore more of the environment. Eventually, the user will reach the end of the story they have chosen for themselves, and it is at this point that they are redirected to the website to receive their results, which is generated based on the choices they made throughout the story.

Relevant Systems and Literature

The personality quiz element of the project was inspired by popular online personality quizzes such as those created on uQuiz or Buzzfeed. These online quizzes frequently go viral over social media, as they are a quick yet entertaining digital activity that can be easily shared with friends, and provides users with a unique interpretation of their personality. A notable example is the “Are you a Soldier, a Poet, or a King” uQuiz created by nour, which was inspired by the song “Soldier, Poet, King” by The Oh Hellos (Heath, 2015). The uQuiz presents users with a set of twenty questions, many of which are presented as scenarios that the user can then select reactions to from a range of options. For example, one question tells the user that in their nightmares, they see a person who has hurt them. It asks the user to choose what that person says from “I love you,” “I forgive you,” or “I am disappointed in you” (nour, 2023). Instead of the objective, straightforward language used in professional personality quizzes, this uQuiz uses informal, lyrical prose to create a whimsical experience. We were interested in how this casual yet detailed quiz generates a personality description for the user without explicitly asking them for information.



Image: Example of a question from the “Are you a Soldier, a Poet, or a King” uQuiz by nour.

Research was conducted before creating the personality quiz to determine how the digital experience would gather information from the user and how the results would be presented. After researching several different personality assessments, we decided to use the Myers-Briggs Type Indicator as a loose reference for our quiz structure and results. The MBTI identifies an individual's personality type and psychological preferences based on four traits: extraversion vs. introversion, sensing vs. intuition, thinking vs. feeling, judging vs. perceiving (16Personalities, 2023). These four traits are combined to create sixteen different personality types in total, each of which has an archetype that encapsulates the traits of the type, such as "the Advocate" being used for INFJ: someone who is introverted, intuitive, feeling, and judging is serious and compassionate. We grouped the sixteen MBTI results into eight pairs based on how close in similarity they were based on the number of shared traits and their archetypes. For example, one of the results is a combination of INTJ/INTP, or Architect/Logician. Each of these results was assigned a corresponding flower that represents the relevant personality traits. As the digital experience is meant purely for entertainment, creative liberties were taken and the MBTI serves only as a basic guide rather than a strict source.

Analysts

Intuitive (N) and Thinking (T) personality types, known for their rationality, impartiality, and intellectual excellence.

Architect
INTJ

Logician
INTP

Commander
ENTJ

Debater
ENTP

Diplomats

Intuitive (N) and Feeling (F) personality types, known for their empathy, diplomatic skills, and passionate idealism.

Advocate
INFJ

Mediator
INFP

Protagonist
ENFJ

Campaigner
ENFP

Sentinels

Observant (S) and Judging (J) personality types, known for their practicality and focus on order, security, and stability.

Logistician
ISTJ

Defender
ISFJ

Executive
ESTJ

Consul
ESFJ

Explorers

Observant (S) and Prospecting (P) personality types, known for their spontaneity, ingenuity, and flexibility.

Virtuoso
ISTP

Adventurer
ISFP

Entrepreneur
ESTP

Entertainer
ESFP

Image: MBTI types and their archetypes listed on the 16 Personalities website. Please see bibliography for a full citation.

The branching narrative itself was inspired by the Four Horsemen of the Apocalypse in Christian scripture. The Four Horsemen symbolise the end of the world and although each of them has different interpretations, they are commonly known as Conquest, War, Famine, and Death (Wikipedia, 2023). These four calamities were used to create the four main storylines available to the user in the digital experience. When the user starts the experience, they are presented with a scene of a dying king who must choose a successor from his four sons. Each of these princes has a main conflict inspired by one of the Four Horsemen, such as the First Prince's storyline revolving around conquest and the Third Prince's storyline revolving around famine.

Once the user has finished the quiz, they are redirected to a webpage in which they receive their result, which is one of eight flowers: Purple Columbine, Gladiolus, Blue Violet,

Maidenhair, Hollyhock, Chamomile, Bluebell, and Yellow Freesia. The flowers were chosen based on research conducted into floriography, or the language of flowers. During the Victorian era, floriography was used as a means of communication in an emotionally repressed society. Various flowers and their colours were arranged to silently deliver messages between individuals, such as giving red roses to express love. When selecting the flowers to use in the digital experience, a list from allflorists.co.uk was used as a reference, alongside a basic Google search to determine how commonly that specific definition is given in correlation to the specific flower. The key traits of the MBTI type pairings that made up the results were summarised and used to select a flower that symbolises these traits.

Technical Implementation

HTML, CSS, and JavaScript were used to create the website component of the project. The website consists of 9 pages in total, with one page hosting the Unity project and eight pages with the results for the interactive narrative/personality test. These eight pages follow the same layout and colour scheme; therefore all use the same CSS file to improve code efficiency. Because the site is linked to the Unity project, the web pages generally do not require much consideration for device compatibility and the page size is relatively fixed.

As a result, the entire website was designed without consideration for page scrolling and the position of the content is almost always fixed with “position:absolute” in CSS. The position of each component is named by class and id, making it easier to read and use. The order in which the components are loaded is arranged so that when the site is opened, a visual effect similar to having different layers is achieved. For example, the image of the flower is loaded first, and then the text containing the flower name loads behind it, and lastly the text area where the description of personality traits is.



Image: Screenshot of Purple Columbine results page.

The website includes several other dynamic effects, such as an animated side panel displaying icons of all eight flowers sliding in and out when hovered over, and the nav bar dropping down when each page is opened. A separate CSS file was created to store all code related to these effects, with more detailed consideration for accessibility. All dynamic effects can be removed from the page when required in the most consistent and convenient way, such as pausing animations. The website was designed to be dynamic, with minimalist floating animations for the eight flowers and a fluid approach to user navigation. The floating

animations were added to abide by the fantasy aesthetic of the project, and important icons such as sending a result via email or downloading the results page change colour when hovered over. The email icon specifically is coded so that when it is clicked, a text field to enter the user's email appears beside it.

```
@media (prefers-reduced-motion: reduce){
  html{
    |   animation:none;
  }
  #play:hover, #play a:hover, .flowers:hover, .flowers img:hover, .mail:hover, .download:hover, .btn:hover{
    |   transition: none;
  }
}
```

Image: Screenshot of CSS used to stop animation for the purpose of accessibility on the website.

To create the connectivity between the Unity project and the result webpages on the website, we created a JavaScript plugin to install onto the Unity project. Within this plugin, we created individual functions for each of the test's 8 flower results, which when called, took the user to the corresponding result webpage on the website using "window.location.href". These functions were then connected to Unity by calling them in C# scripts when the corresponding flower result button was clicked on by the user. After we finished creating the test in Unity, we exported it as a WebGL build, to then easily embed into our project's webpage as its homepage for easy access and viewing for the user.

<pre>public class BlueBellButton : MonoBehaviour { #region DllImport [DllImport("__Internal")] private static extern void BlueBellResult(); public Button BlueBell; private void Start() { BlueBell.onClick.AddListener(() => HandleBlueBell()); } public void HandleBlueBell() { BlueBellResult(); } #endregion DllImport }</pre>	<pre>mergeInto(LibraryManager.library, { BlueBellResult: function() { window.location.href = 'Bluebell.html' console.log("Bluebell option clicked"); }, MaidenHairResult: function() { window.location.href = 'Maiden_hair.html' console.log("Maiden hair option clicked"); }, BlueVioletResult: function() { window.location.href = 'blue_Violet.html' console.log("blue violet option clicked"); }, }</pre>
--	--

Images: Screenshots of code used to create the connectivity between the Unity WebGL build and the website. On the right is the JavaScript plugin that we created, containing functions for each flower result which takes the user to their corresponding result webpage in the HTML. On the left is the C# script for one of the flower results, so when the user clicks on their result button in the Unity WebGL build, it calls the corresponding JavaScript plugin function to redirect the user in the HTML.

We decided to add functionality to our website so that the user is able to receive an image of their test result to share with friends or on social media. To do this, we decided on adding two options to cater to a wide range of users: a download button, and an email sharing button. To create these, we added a folder of images of each of the flower result pages to the project web folder, and wrote JavaScript scripts for each result, adding in two different functions to each. For the download button we used a FileSaver.js script in the

HTML, and added a click event listener onto the download button icon which calls the ‘saveAs’ method to instantly download that page’s result image to the user’s browser for quick saving and sharing.

```
button = document.getElementById("purpleCombineBTN");
let img = new Image();
img.src = 'resultPages/PurpleColumbine.png'

button.addEventListener('click', () => {
    let impath=img.getAttribute('src');
    let fn=fileName(impath);
    saveAs(impath,fn);

});

function fileName(str){
    return str.substring(str.lastIndexOf('/')+1);
}
```

Image: Screenshot of JavaScript script for one of the flower results, showing the download button function code which allows the user to download the image of their result to their browser.

For the email functionality, we used the email API SMTP.js to create a ‘sendEmail’ function connected to the HTML, this allows the user to input the email address they want to receive their result on, and then hit send to send themselves or a friend an email with their result and an image attachment of their result page which can be quickly shared and forwarded if they would like to. We posted each result page image to <https://postimages.org> to get permanent links for the images used in the Email API.

```
function sendEmail() {

    const emailAddress = document.getElementById('emailAddress').value;

    Email.send({
        SecureToken : "e14ca515-f63a-4482-b667-a3ca9a7d9bee",
        To: emailAddress,
        From: "lpsgeorgia@gmail.com",
        Subject: "The King's Meadow – Personality Quiz",
        Body: "You received result: Gladiolus",
        Attachments: [
            {
                name: "Gladiolus.png",
                path: "https://i.postimg.cc/nhfB9KG0/Gladiolus.png"
            }
        ]
    })
    .then(function (message) {
        alert("Email has been sent, check your spam folder!");
    })
    .catch(function (error) {
        alert("Error occurred while sending email: " + error);
    });
}
```

Image: Screenshot of the JavaScript script for one of the flower results, showing the email API send function code which allows the user to input their email address and send themselves an email with their result and image of result page.

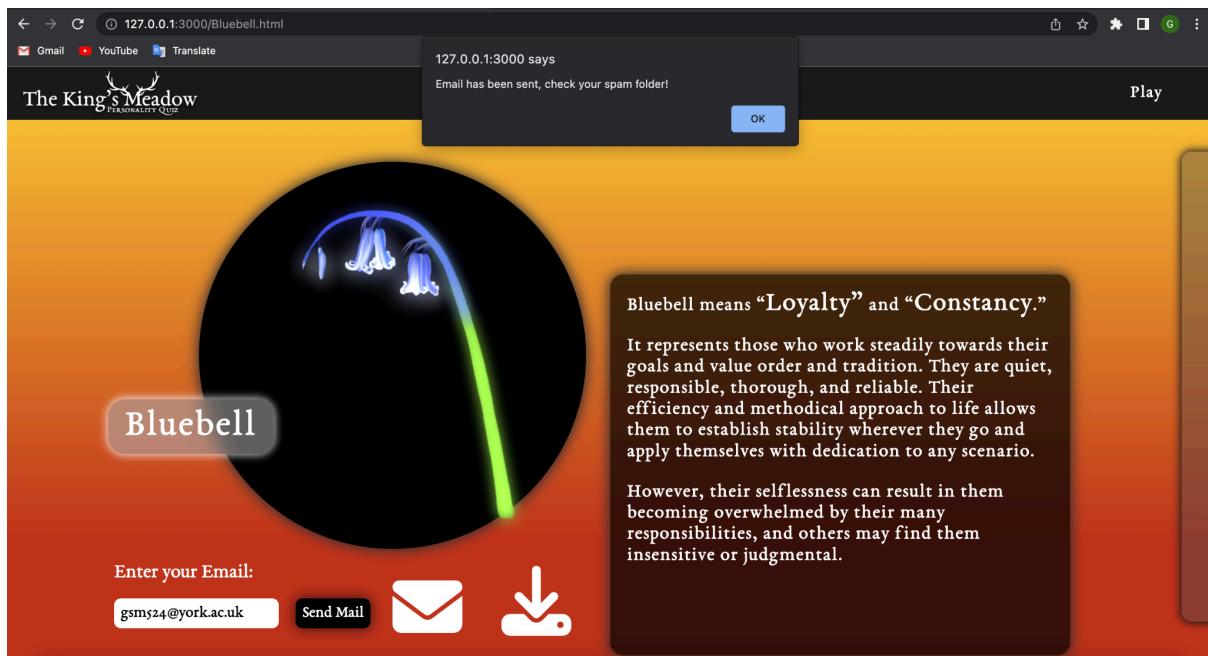


Image: Screenshot of one of the HTML result webpages after inputting your email address and clicking the 'Send Mail' button, with the popup alert message saying the email has been sent successfully and to check your spam folder for the email.

After designing and creating the base environment, we added in 3D models of forest animals such as a rabbit, stag, doe, and birds to heighten the user experience within the world by bringing life and movement into it through the animals. We used the Unity animator component to create smooth and realistic animation sequences for each of the animals, and wrote a script for the rabbit to run across the user's field of view in the forest by setting conditions for the running and idle animations so that the corresponding animation plays when the rabbit's speed is greater than or less than zero, indicating whether it is running or still.

For the user's movement through the forest, we created two different camera movement sequences that each move down the two separate paths within the forest using animations, stopping at 8 different locations along the paths throughout the forest to connect with the 8 different passages that each story branch in the narrative plays through. We created these camera animations in Unity's animator and set up a state machine with parameters that trigger each one when the button or narrative option is clicked to progress through the forest to the next location.

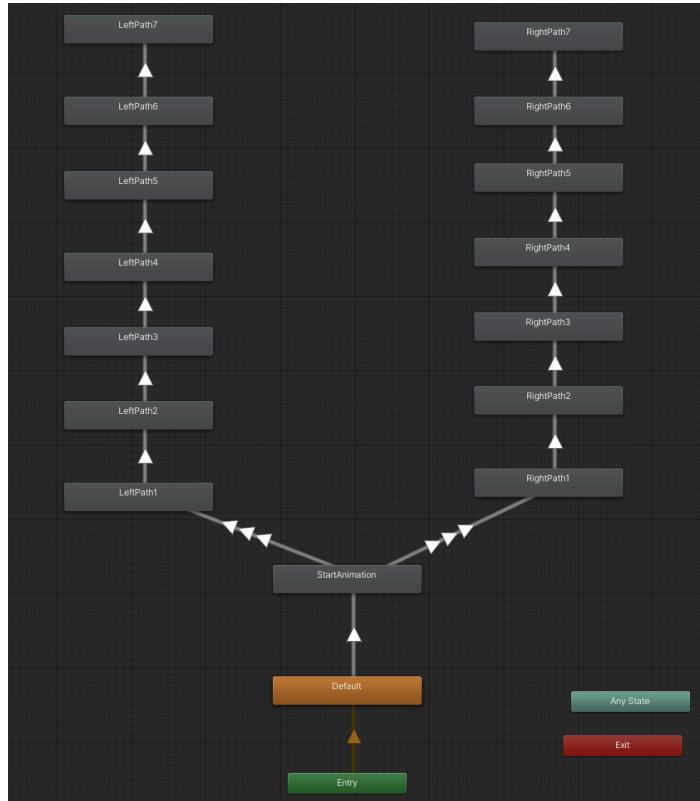


Image: Screenshot of the controller for the camera animations in the Unity environment.

To implement the narrative into Unity we split it up into four different canvases for each prince, along with each prince's sub branches. We wrote a script that we added on for the handling of each individual passage, which shows the next branch passage if the corresponding option button is clicked by the user. When each of these option buttons are clicked, the next camera animation in the sequence is then started in order to sync with the user's response by setting a trigger in the camera animator component when the button is clicked.

Adding on to this script, we used coroutines and `Math.Lerp` to control the alpha property in the Canvas Group component of each narrative branch so that each passage and option buttons slowly fade out (and the next branch in) after the user has selected their choice, to create a slower and smoother progression for the user through the narrative and forest environment.

```

private IEnumerator FadeOutAndFadeIn(GameObject nextBranch)
{
    float fadeOutTimer = 0f;
    while (fadeOutTimer < fadeDuration)
    {
        fadeOutTimer += Time.deltaTime;
        float alpha = Mathf.Lerp(1f, 0f, fadeOutTimer / fadeDuration);
        thisBranchCanvasGroup.alpha = alpha;
        yield return null;
    }
    thisBranchCanvasGroup.alpha = 0f;
    thisBranch.SetActive(false);
}

```

Image: Screenshot of C# code used for the narrative text to fade out and in, in Unity by controlling the alpha property on the UI's canvas group component.

We intended for Unity to be incorporated into the website as a WebGL, however we experienced difficulties in loading and displaying our immersive environment as intended. The WebGL would load smoothly, but the environment itself would take several minutes to load, and run at a very low frame rate. However, the sound was working, so we believed the issue was with the graphics. After multiple attempts to troubleshoot the issue with various different approaches such as compressing texture files and scaling down the graphics and lighting to a much lower quality, we concluded that we had no further courses of action to take, and we would present our project as two separate components: a Unity environment, and a website.

Design

At the beginning of the design process, we created the persona of a typical user and then drew a storyboard of them interacting with the project (see the appendix). With the basic user experience in mind, we then determined our functional and non-functional requirements. Our functional requirements included features such as camera movements and implementing sound and visual effects into the immersive environment. Our non-functional requirements included features such as providing a calming, aesthetically pleasing experience to the user.

Primary Persona

Zara Mollie (25)
a visitor of the interactive test website

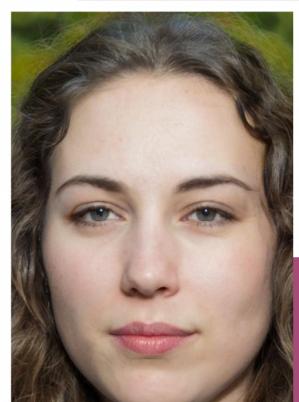
Goals / motivations:

- Goal: Have a good immersive experience with this web
- End goals: Find out the unique flower.

Frustrations: Trying to figure out how this test website presents herself through the immersive forest. And want to share the test results with her friends.

Skills: able to understand English, able to use digital devices

@this person does not exist



“
I would like to know which flower represents me and would like to share it with my friends.
”

Image: Persona created for the project demonstrating target audience.

Initially, the digital experience was planned as an exclusively web-based project. However, we eventually determined that incorporating a Unity project would better meet our requirements, as within Unity we would be able to implement features such as camera movements and sculpt a more complicated environment. Once we had decided on Unity, we created a basic visual design for the environment, which included a dusk sky and whimsical forest. We then designed the website layout according to the aesthetic of the Unity environment, and aimed to create a fantasy world with both the interface and colour. The

images of the eight flowers chosen for the endings are based on their appearance in real life, but the design and colours have been simplified; for example if the flower naturally grows in a cluster, we selected an individual bloom to use. The eight flowers were all hand drawn, and have a glow effect added, which makes them more unique and abides by the fantasy theme.

Wireframes were created for the HTML files used on the website that included the required functionality and where they are located, such as the email icon at the bottom of the page. We used the colour from the skybox in Unity as the background image for the website, and darkened certain elements on each page to highlight their contents, such as the text boxes. The highest transparency is given to the element that should be noticed by the user first, which is the flower image. Our project logo was inspired by the deer in the Unity environment and was created by combining other elements from the forest such as vines and flowers. In addition, the subtitle “Personality Quiz” has been placed in a prominent position in the logo to visually inform the user of the function of our project. There is a secondary, smaller logo for display in the navigation bar without the flowers and vines so that it is easier to read.

Before we decided to incorporate Unity into the digital experience, we initially created a 3D environment in Blender for the website using the extrusion and prefab features. However, we soon realised that this would not be the most effective way to create the forest environment due to Blender’s narrow holistic scope. Unity seemed more suitable for creating a complex immersive 3D environment, as you can combine 3D models, terrain building, sound and interactivity to make the environment all in one engine, then export it to the website using a web plug-in.

The Unity environment took around seven hours to build and uses imported assets such as trees, grass, animals and ruins as well as Unity packages such as Post-Processing. Sculpting the environment around the paths was most time consuming, as we wanted the scenery to be high fantasy to fit the interactive narrative. This included placing flowers, raising and lowering terrain for a ‘bumpy’ effect, painting the terrain, importing models of ruins, placing point lights, and animating animals. Furthermore, we focused on the lighting of the environment to achieve a dusk effect. To ensure this time of day was efficiently incorporated into the environment, Post-Processing was used as well as baked and mixed lighting to create a luminous and orange glow that covered the landscape.

The fantasy design of the environment highlights flowers, animals, and castle ruins to reflect the narrative of the interactive quiz, enabling the user to become immersed in the story and therefore have an enjoyable, fulfilling experience. To complete the environment and to make the forest more immersive for the user, we included ethereal background music to play whilst the user explores the forest. The forest includes wildlife, so there are bird sound effects to make the environment livelier. When the user moves along the path, a light breezy sound plays with the camera animations to enhance the feeling of motion, and a water droplet sound plays when the user selects the next passage. Once the user has reached the meadow at the end and is directed to the website for their result, a chime sound plays to create suspense for the user as they wait to receive the flower and its associated personality traits.

Development Cycle

We used the Agile methodology to ensure our group experience was being developed steadily with each member working on their tasks at the same time. This method was effective since each group member was responsible for a few tasks that were to be completed by the next meeting, and if this wasn't achieved the schedule altered to give time to implement any changes within the project. Each meeting would give each member an opportunity to show the work they've completed since the latest meeting, as well as a chance to voice any concerns or difficulties they've experienced and how other members could be of assistance. Having regular meetings also ensured that the workload allocation was fair since members who had completed their tasks would move onto something another section of the project, which ensured that progress was always made in a collaborative effort.

Initially, we all did our own research to find inspirations to decide what our group experience should be. We all agreed that we enjoy doing personality quizzes and wanted to make something with an interactive narrative, whilst creating an aesthetic environment. Once we had established that we were going to make an immersive forest with a personality quiz, the user is given a flower that is associated with their personality type, based on their choices in the narrative. Jasmina and Lingxuan were given the task of researching flowers and their meanings and types of personality and begin the setting of the story. Hermione and Holly were responsible for creating wireframes for the website, and designing the interface of the forest. Georgia was researching and testing three.js since that library enables camera movement, which is a technical element that the project was based upon.

After our group meeting with Sanjit, we were advised that creating the type of project that we wanted would be better suited as a unity project rather than a website. So after this major change to the project, the group roles remained the same but the tasks slightly differed. Georgia was now responsible for researching APIs and beginning the unity project. Hermione was in charge of 3D modelling for the environment. Holly was responsible for making the soundtrack to the environment and finding 3D assets. Lingxuan was in charge of drawing the flowers for the end result website and Jasmina continued to develop the story. These responsibilities remained relatively the same for the duration of the project since they adhered to everyone's strengths and supported the agile method we wanted to achieve since everyone's section overlapped and ensured gradual progression for the whole group. We used Trello to break down the necessary tasks for the development of our project and track our individual responsibilities. Aside from in-person meetings, we regularly communicated with each other over an Instagram groupchat to keep everyone updated, and held periodic Zoom meetings. Google Drive was used to organise documents, share our work, and check the progress of each project component.

Georgia ★ Workspace visible

To Do

- look at meeting minutes and catch up on discussion

+ Add a card

Hermione ★ Workspace visible

To Do

- look into small animations - cherry blossom swirls, sways of the trees etc
- make a test unity environment for Georgia to trial with

+ Add a card

Holly ★ Workspace visible

To Do

- Find 3d tree models
- start to compose atmospheric music

+ Add a card

Jasmina ★ Workspace visible

To Do

- finalise narrative structure (how many questions, how will the lore be presented to the user - before questions or after)

+ Add a card

Lingxuan ★ Workspace visible

To Do

- update timetable
- how to link the unity result with the flower result on the webpage (will we use 8 result pages or have 1 that changes depending on the output)

+ Add a card

Image: Screenshot of individual Trello boards.

Copyright Appendix

Description of asset	Source	Where in project	Licence
File saver script	https://www.npmjs.com/package/file-saver	On all result pages in the html	Used under Illustration for Instruction principle.
File saver code syntax	https://talkerscode.com/howto/how-to-download-image-on-button-click-using-javascript.php	On all result pages in the html	Used under Illustration for Instruction principle.
SMTP email server	https://smtpjs.com	On all result pages in the html	Used under Illustration for Instruction principle.
Font in html and Unity	https://www.fontspace.com/eb-garamond-font-f32676	On the result pages CSS	Used under Illustration for Instruction principle.
Email and download icons	https://fontawesome.com/	On all result pages in the html	Used under Illustration for Instruction principle.
Soundtrack Song	https://tunetank.com/trac/k/4118-calm-spirit/	Unity	Used under Illustration for Instruction principle.
Soundtrack bird sound effect	https://freesound.org/people/JayHu/sounds/506103/	Unity	Used under Illustration for Instruction principle.
Chime sound	https://freesound.org/people/InspectorJ/sounds/353194/	Sound effect in Unity	Used under Illustration for Instruction principle.
Droplet sound	https://freesound.org/people/gkillhour/sounds/267221/	Sound effect in Unity	Used under Illustration for Instruction principle.
Flapping bird sound	https://freesound.org/people/TurboFool/sounds/561009/	Sound effect in Unity	Used under Illustration for Instruction principle.
Light breeze sound	https://freesound.org/people/kyles/sounds/454360/	Sound effect in Unity	Used under Illustration for Instruction principle.
Tree pack	https://assetstore.unity.com/packages/3d/vegetat	Asset pack in Unity	Licence type: Extension Asset

	ion/trees/realistic-tree-pack-vol-1-50418		
Ruins creation kit	https://assetstore.unity.com/packages/3d/environments/ruins-creation-kit-2235	Asset pack in Unity	Licence Type: Extension Asset
Grass Flowers Pack	https://assetstore.unity.com/packages/2d/textures-materials/nature/grass-flowers-pack-free-138810	Asset pack in Unity	Licence Type: Extension Asset
Stone path texture	https://assetstore.unity.com/packages/2d/textures-materials/floors/hand-painted-stone-texture-73949	Asset in Unity	Licence Type: Extension Asset
Fantasy Forest Environment	https://assetstore.unity.com/packages/3d/environments/fantasy/fantasy-forest-environment-free-demo-35361	Asset pack in Unity	Licence Type: Extension Asset
Grass Shader	https://assetstore.unity.com/packages/vfx/shaders/stylized-grass-shader-143830	Asset in Unity	Licence Type: Single Entity (paid)
Fantasy Skybox	https://assetstore.unity.com/packages/2d/textures-materials/sky/fantasy-skybox-free-18353	Asset pack in Unity	Licence Type: Extension Asset
Ground Textures	https://assetstore.unity.com/packages/2d/textures-materials/floors/outdoor-ground-textures-12555	Asset pack in Unity	Licence Type: Extension Asset
Nature Kit	https://assetstore.unity.com/packages/3d/environments/hand-painted-nature-kit-lite-69220	Asset pack in Unity	Licence Type: Extension Asset
EB Garamond Font by Gerog Duffner	https://www.fontspace.com/eb-garamond-font-f32676	Font Type	Licenced Type: SIL Open Font Licence (OFL)

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Appendix

Functional requirements:

- Able camera (canvas) movement
- Show decisions and able user to choose
- Show results of user choices
- Show the choice slots on results page
- Be able to share your flower to social media
- Have suitable sound, visual effects and BGMs
- Complete interactive story

Non-functional requirements:

- Have an immersive forest experience
- Have a fantasy layout
- Able user to gain their “own” flower
- Provide aesthetically appealing visuals

Image: Screenshot of the functional and non-functional requirements determined early on in the design process.

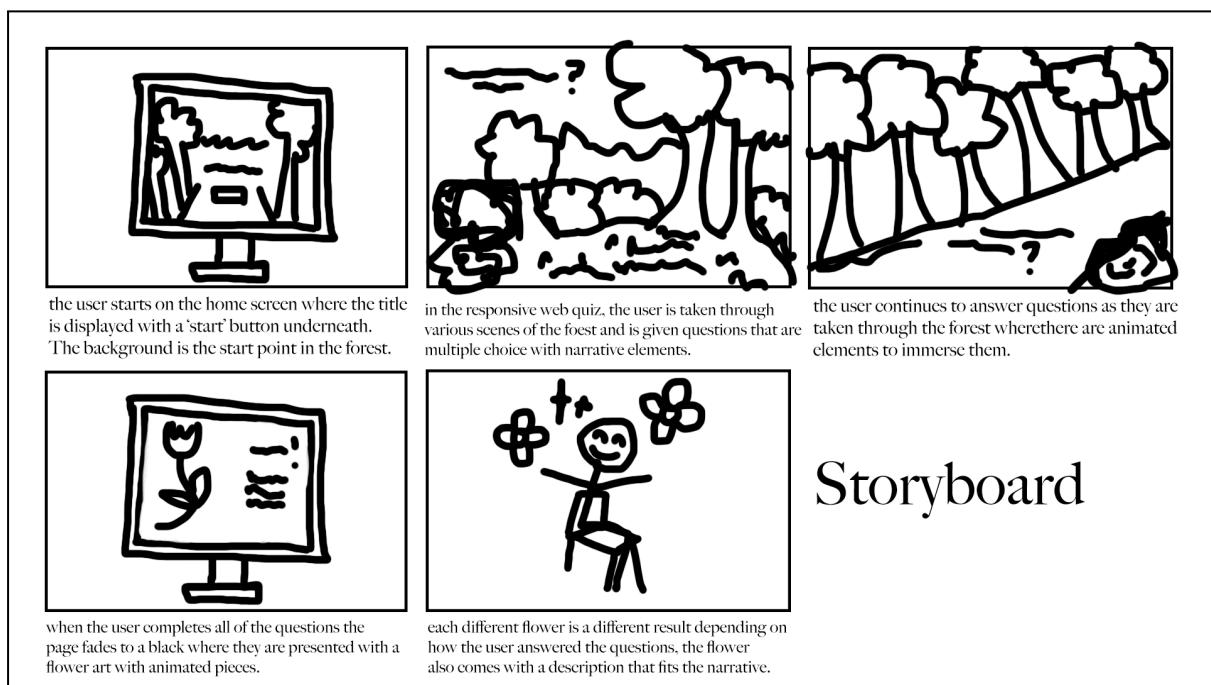
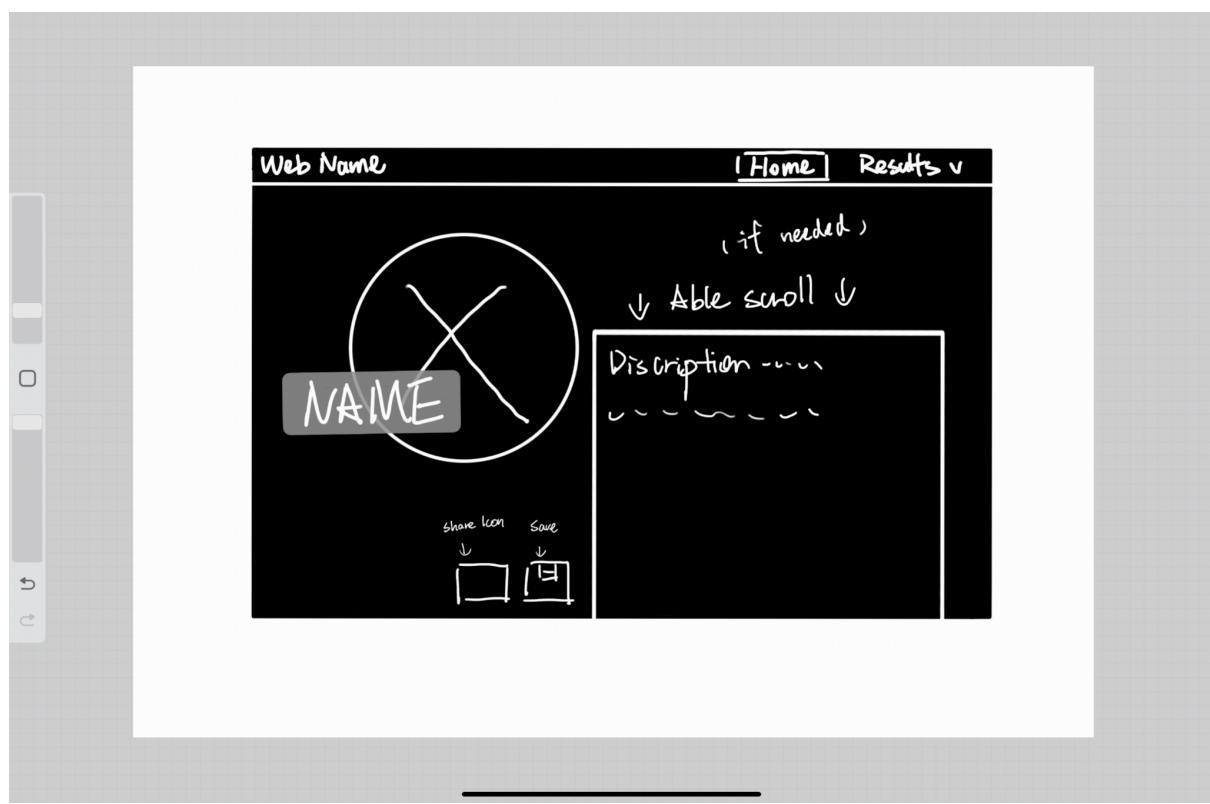
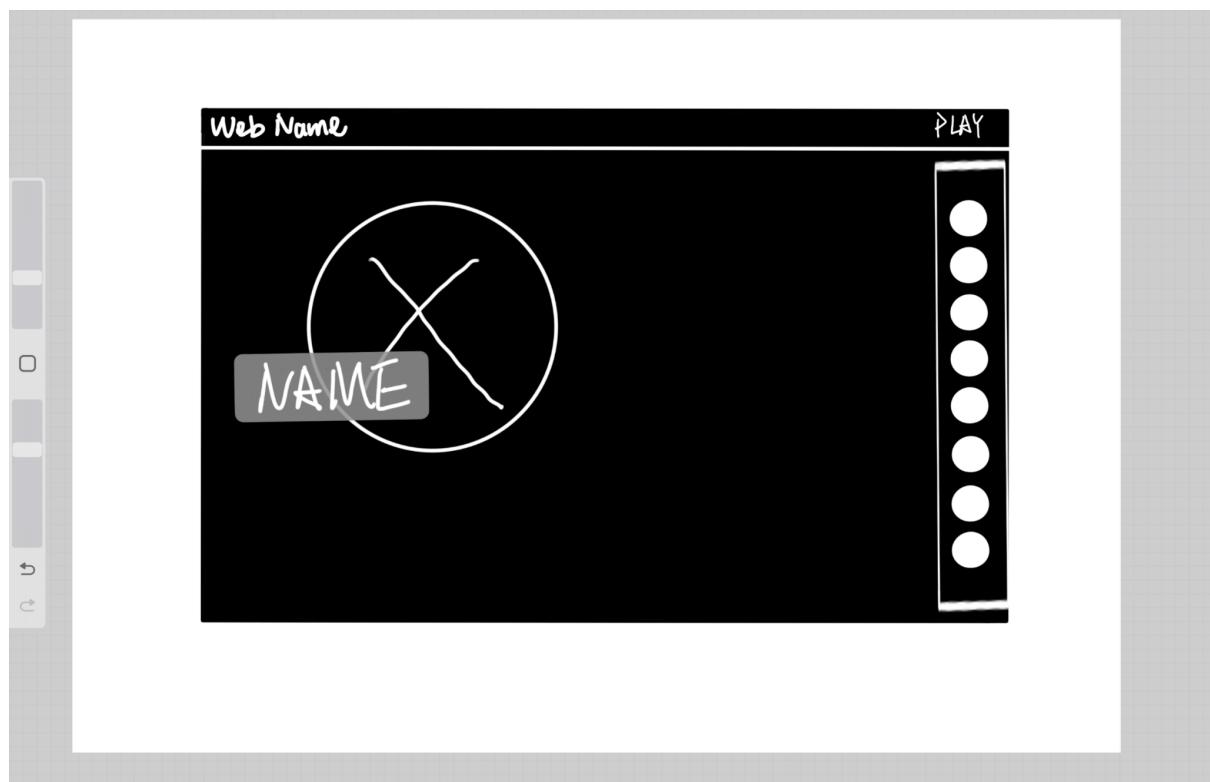


Image: Storyboard created for the project demonstrating basic functionality and user experience.



Images: Screenshots of the basic wireframes done for the website.

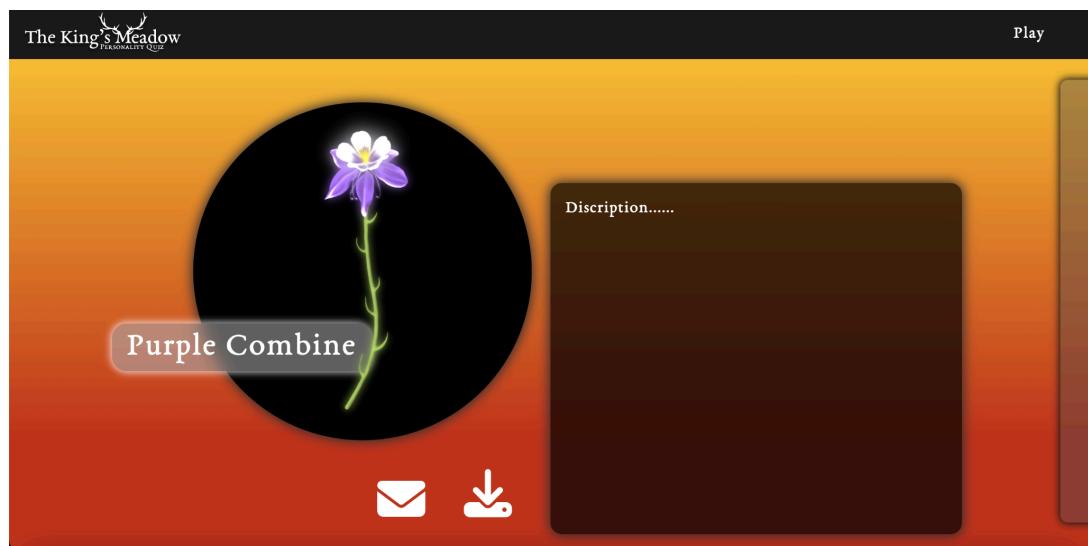


Image: Screenshot of final website design before text has been added in.

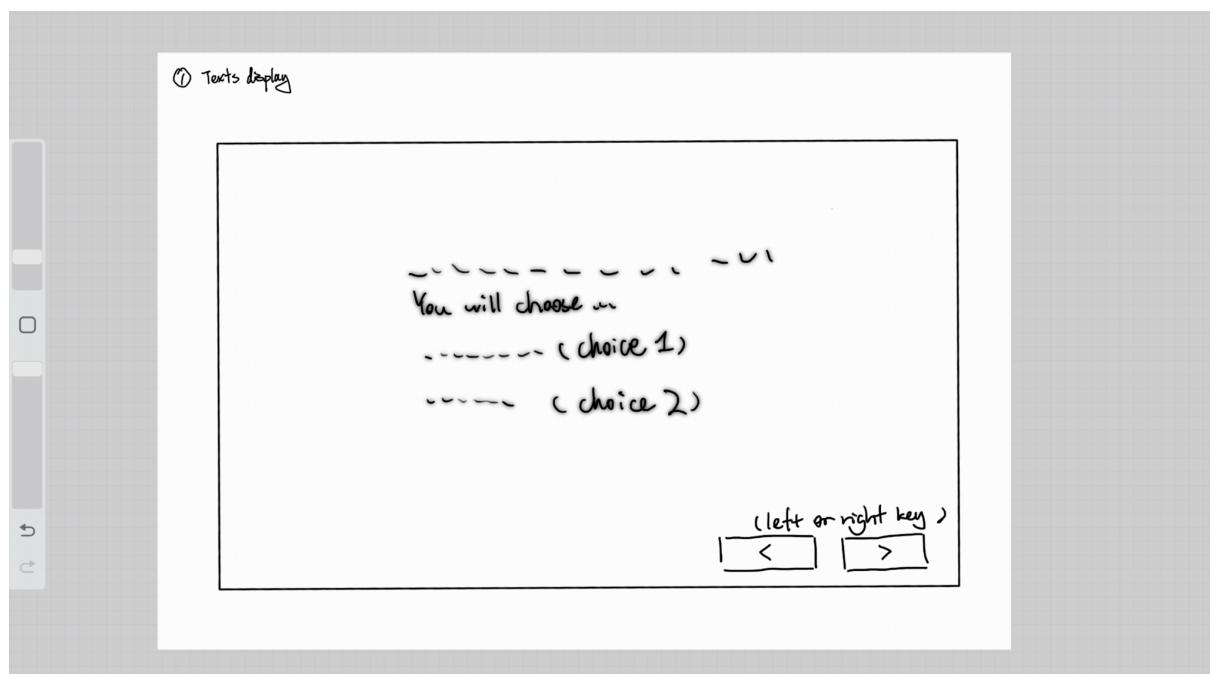
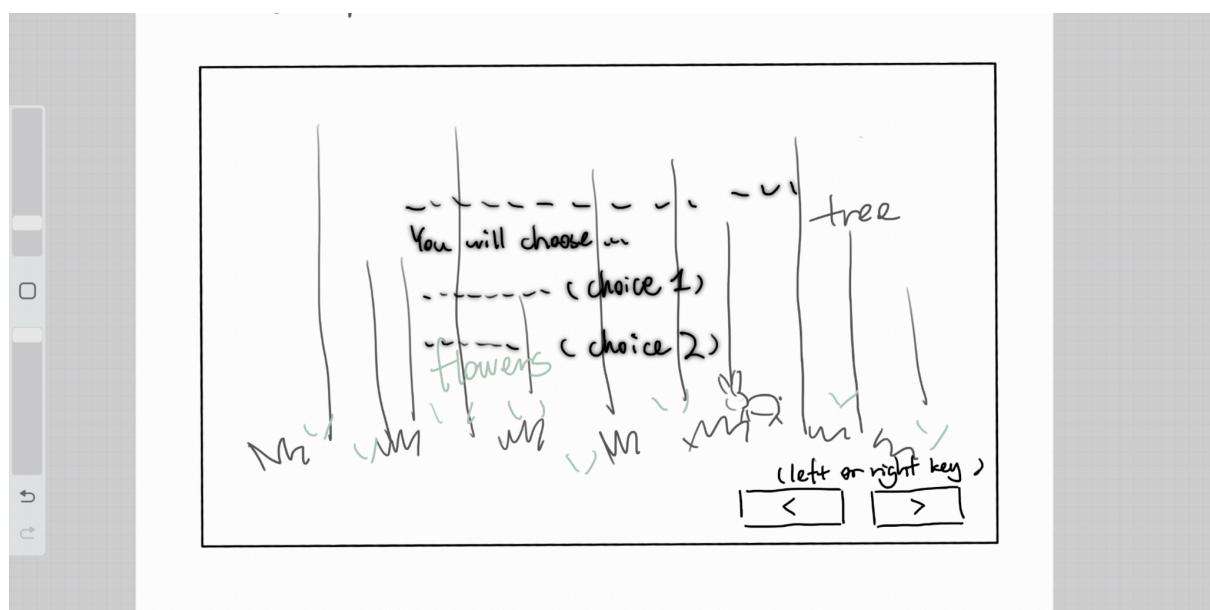


Image: Screenshot of initial wireframe for Unity. The design evolved dramatically after this.



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<u>Introvert</u>	<u>Extrovert</u>
<ul style="list-style-type: none"> - Prefer to work alone at their own pace 	<ul style="list-style-type: none"> - Energized by people and good at multitasking
Maidenhair	Purple Columbine

<ul style="list-style-type: none"> - Skeptical, independent, analytical, flexible - High standards of competence/performance - Develop long-range plans - Able to focus in-depth for long periods of time on topics that interest them - Develop logical explanations for topics that interest them 	<ul style="list-style-type: none"> - Well informed, well read, assertive, resourceful - Assumes leadership easily - Enjoys expanding their knowledge and passing it on to others - Outspoken and resourceful in solving new problems - Good at reading other people
<p>Blue Violet</p> <ul style="list-style-type: none"> - Conscientious, insightful, idealistic, curious - Want to understand what motivates other people - Clear vision of how best to promote the common good - Loyal to their values and people they care about - Want to help people fulfill their potential 	<p>Gladiolus</p> <ul style="list-style-type: none"> - Loyal, sociable, imaginative, talkative - Highly attuned to the emotions and needs of others - Sociable and provides inspiring leadership when in a group - Seeks affirmation from others and freely gives their support - Spontaneous and relies on their ability to improvise
<p>Bluebell</p> <ul style="list-style-type: none"> - Quiet, responsible, thorough, reliable - Takes pleasure in order and works steadily toward their goals 	<p>Hollyhock</p> <ul style="list-style-type: none"> - Organized, decisive, efficient, cooperative - Practical and focused on getting results

<ul style="list-style-type: none"> - Not easily distracted and values tradition - Interested in cause and effect - Organizes plans based on logical principles 	<ul style="list-style-type: none"> - Has a clear set of logical standards and wants others to follow it as well - Want to be appreciated for who they are and what they can do - Likes working in groups to complete tasks in a timely manner
<p>Yellow Freesia</p> <ul style="list-style-type: none"> - Observant, tolerant, friendly, sensitive - Considerate and concerned with the feelings of others - Remembers details about the people they care about - Strives to create an orderly and harmonious environment wherever they go - Works thoroughly and accurately 	<p>Chamomile</p> <ul style="list-style-type: none"> - Energetic, materialistic, spontaneous, outgoing - Focus on the here-and-now and enjoying moments with others - Enjoy material comforts and style - Loves life, people, and luxury - Quickly adapts to new environments

Table: Traits and characteristics belonging to each of the end results

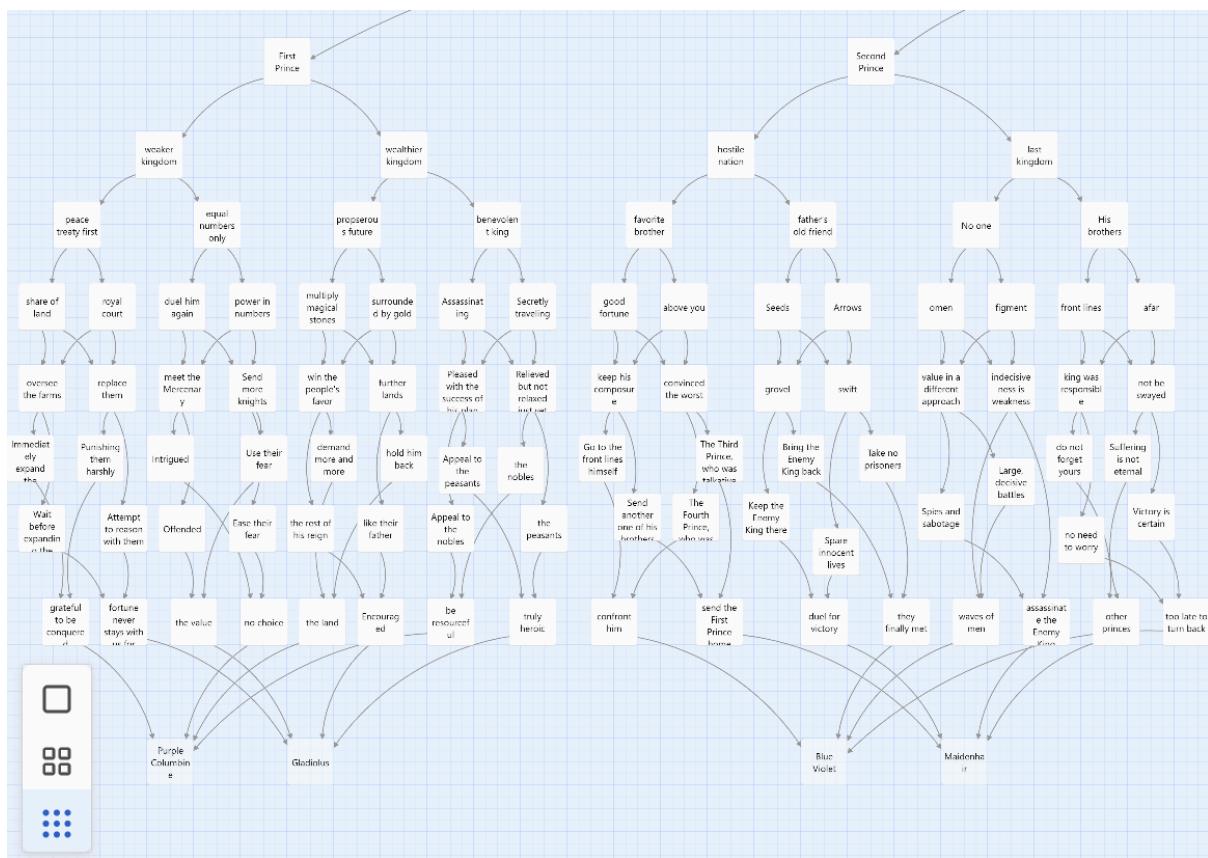


Image: Screenshot of the First and Second Prince branches.

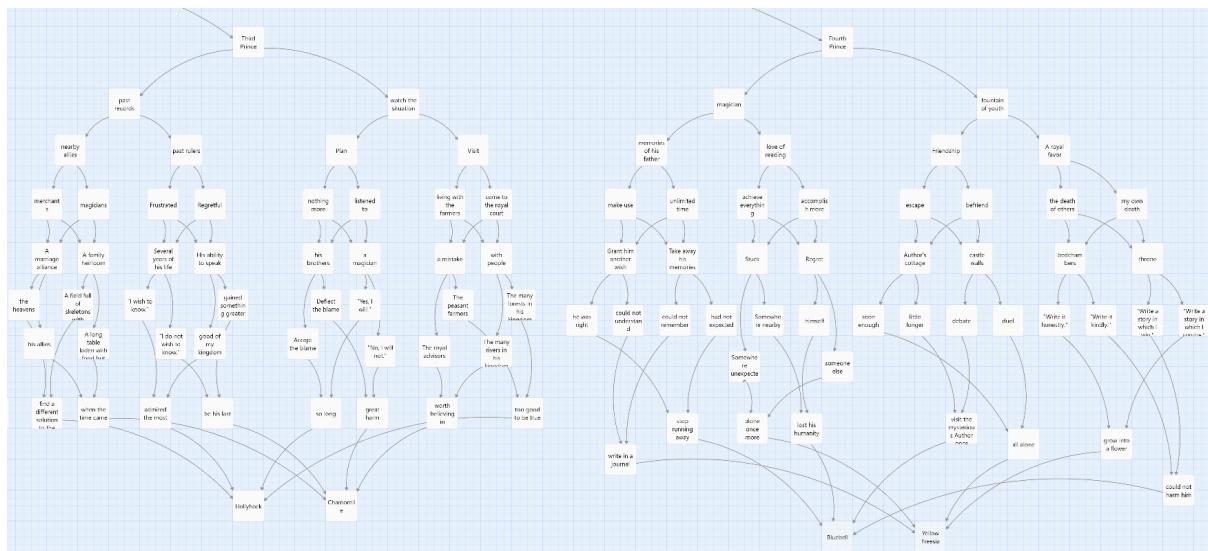


Image: Screenshot of the Third and Fourth Prince branches.

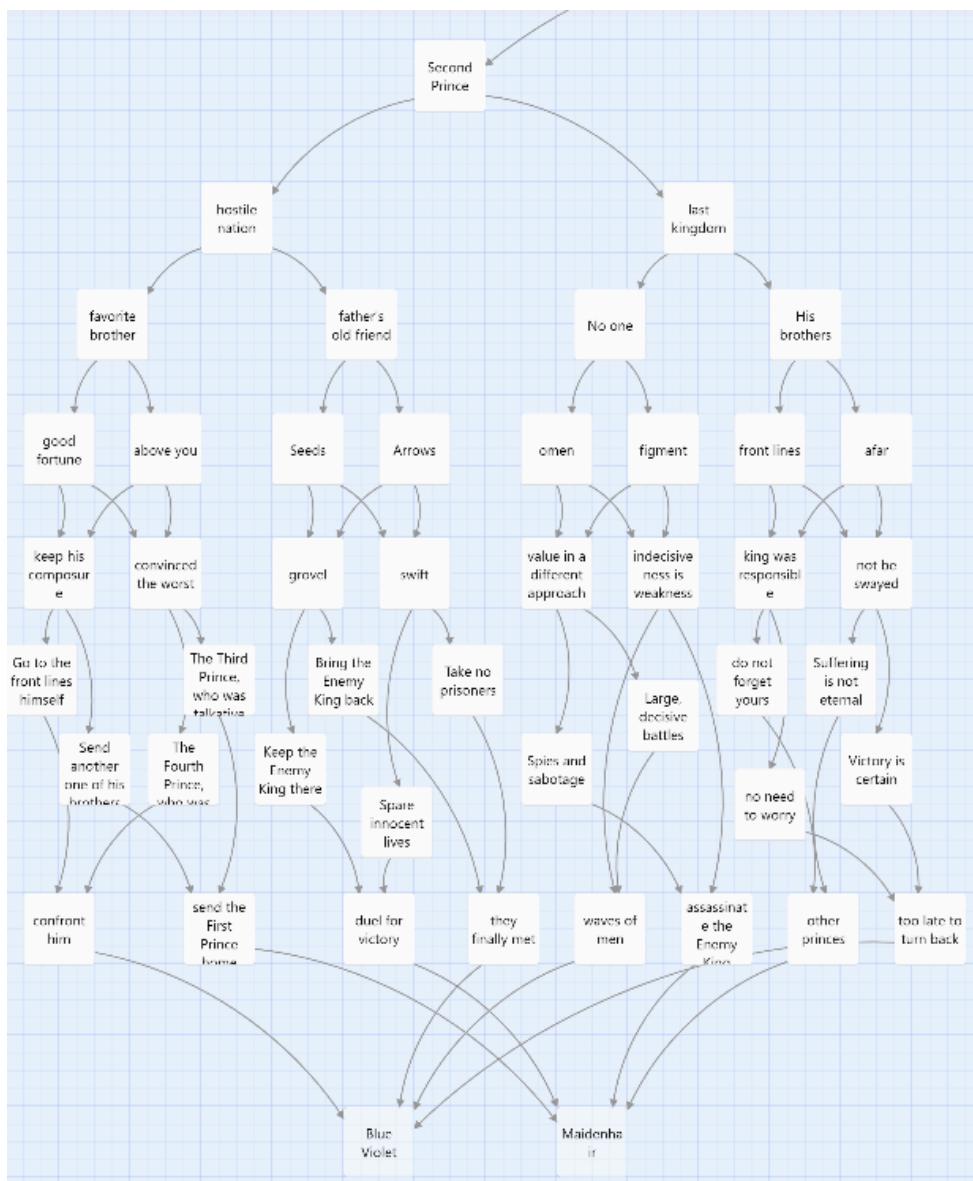


Image: Close-up screenshot of the Second Prince branch.

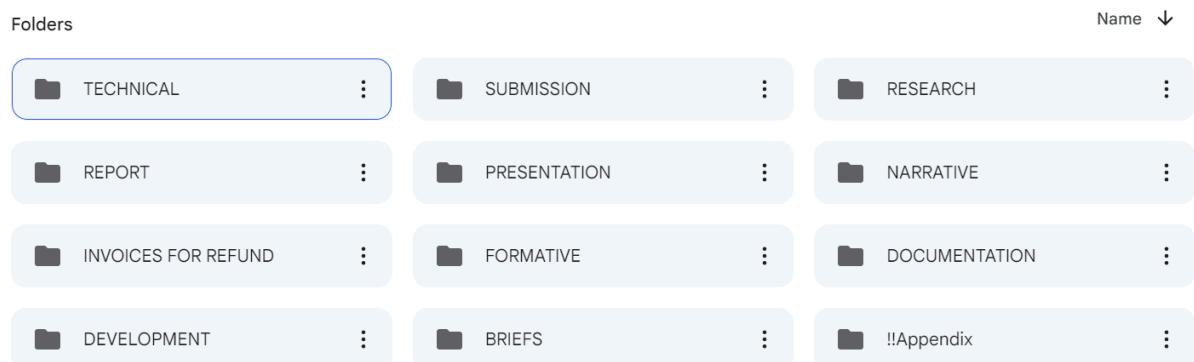


Image: Screenshot of shared Google Drive used to compile work.