

Jacob Palin

GIMM 250

Rhetorical Analysis and Group Members Review

5/3/2022

Rhetorical Analysis

The topic of the comic that my group was assigned was Quantum Entanglement. As a group, we decided that we wanted to do something simple for the project and as a result we ended up using very simple visuals for the comic such as a stick figure for the main character and a grayscale color pallet for the majority of the panels with a few other select colors to differentiate from the rest of the environment. This would be considered amplification through simplification. We didn't want to have text in our comic because we thought that it would be a pain for players to read, or stop and then read, while playing through the comic so we decided to use voice overs instead because it allows the player to listen while playing. This puts more focus onto the interactive aspects of the comic for the type of player that doesn't typically enjoy reading while playing games but also allows them to learn about Quantum Entanglement through the voice overs. We designed the voice overs to quickly communicate the basics of Quantum Entanglement. These voice overs are typically around 20 seconds in length. There is one voice over for each panel that gives the player the basic understanding of the concept and there is another voice over after each puzzle panel that revisits the concept used in the puzzle they just completed and explains it a little bit more in depth to give them a slightly better understanding of how it works. The goal of the entire project is to give the player very small pieces of information

about Quantum Entanglement as they progress through the story and all of it adds up to how Quantum Entanglement works.

Group Member Review 1: Seth

Seth gets a 5/5 from me because he had the hardest job of stitching everything together into one Unity project. He also made the transitions between each panel and polished up any slight bugs. He was given this job by me, the team leader, because he expressed his feelings to me about not wanting anything to do with the artistic part of the project and said that he only wants to do things in Unity and lacks the confidence in his artistic abilities. I also figured it was better to have one person fully in charge of putting the project together so that there wasn't any confusion when stitching things together.

Group Member Review 2: Carson

Carson gets a 5/5 for doing his part and staying ahead of the curve and getting things done as early as possible every week. He did a pretty good job with the voice overs for the project but they were a little too fast which wasn't a huge problem because we ended up just lowering the speed within Unity to make each line slower.

Group Member Review 3: Will

Will gets a 0/5 because he lacked communication every week and didn't get things done until Sundays or Mondays and didn't fully complete every task every week. He was given a chance to make up for the unfinished work during the third week's sprint but nothing was received and he left the group discord on that Sunday without saying a word or asking if he could

get any help from anyone. He was tasked with doing his 4 panels on a page for the comic, and also the intro and outro animations that only needed to be about 6-7 seconds long each. I also received complaints from Seth about Will's naming of variables and objects in Unity and C# and how he couldn't understand what the code was supposed to do or what objects went where in Unity, this resulted in Seth being unable to successfully add the transitions for Will's page.