

1c) I believe that nervous2 embodies the principle of staging. The triangle performs a single, clear action at a time. This draws the viewer's attention solely to the triangle.

1d) I think that incorporating the principle of Anticipation would help to improve how lifelike the animation feels. If the triangle initially backed up a little before checking behind it, it would add a sense of anticipation to the triangle.

2b) They thought that the character seemed simultaneously somewhat evil and trollish. This is essentially the personality that I was trying to convey. They perceived the character's mood was primarily confident that the player was doomed, and that it didn't fluctuate all that much between questions. I intended the character's two moods to be confident and desperate. I conveyed the confidence successfully; however, the character didn't seem to become less confident. I believe this occurred because I didn't include a reaction to whether or not the player got the second answer correct. This made it difficult to smoothly integrate the third section of dialogue, because there is no transition from the second. I had originally intended the interview to be a best out of three questions; however, towards the end I realized that failing the player after they answer two questions incorrectly doesn't fulfill the requirements. The player thought that the character's goal was to be more of an inconvenience than anything else. The actual goal of the bridgekeeper is to murder travellers via trivia questions. I think I failed to convey this because I got too wrapped up in comedic questions instead of serious ones.