

## **LUCKY 8 - Wall-E Interactive Animation screencast document**

### **Team members and link to their youtube:**

1. Sander Sinnep - <https://www.youtube.com/watch?v=8sR7wWzxdgU>
2. Martin Gatski - <https://youtu.be/9RIOlwm2zek>
3. Ksawery Karczewski - <https://youtu.be/lS9VbWBaCYY>
4. Angel Ezra Meyer -  
[https://www.youtube.com/watch?v=gNMmK1\\_gaGw&feature=youtu.be&fbclid=IwAR3D7W5J0m6L\\_6vShSSQ7M4Df0O\\_QQUrydV2XYUPVb\\_MLPBXs1kAm7htws0](https://www.youtube.com/watch?v=gNMmK1_gaGw&feature=youtu.be&fbclid=IwAR3D7W5J0m6L_6vShSSQ7M4Df0O_QQUrydV2XYUPVb_MLPBXs1kAm7htws0)
5. Mateusz Mieciek - <https://youtu.be/lS9VbWBaCYY>
6. Anele Rubinaite - [https://youtu.be/ECZ\\_IZXubZY](https://youtu.be/ECZ_IZXubZY)
7. Justyna Agata Flisiak - <https://www.youtube.com/watch?v=8sR7wWzxdgU>

### **What the assignment is about:**

Our assignment was to create an interactive animation as a team while following the Steert Art style for the graphics. We also had to find a way to implement a given song which for us was “Eat to the beat” by Blondie.

For the story, we chose to portray the final segment from the movie Wall-E. The part where he brings back the plant to the planet, cleaning up the final trash and bringing nature back to life.

For the setting of the story, we covered the world in the trash to represent the poor situation of the planet and give off a similar atmosphere as seen in the movies. Clouded skies, piles of trash and muted tones. Although after cleaning the trash up and interacting with the plant, the world becomes clean and bright again covered by plants.

To follow our given style we decided to portray the entire story on a wall, which would clearly communicate our intention to portray the story using street art. Since street art as a style is very broad, we decided to narrow the style down to graffiti. Therefore Wall-E, the interactive pieces of trash and the plant are displayed using a graffiti approach. While on the other hand, the surrounding elements are displayed in a more realistic manner, to blend in with the background for which we used a picture taken by our team.

All together we have 3 easter eggs implemented into the animation. The first one and the most visible is the megaphone speaker on the wall, which lets the user toggle on and off the song “Eat to the beat” by Blondie. The second one is a hole in the wall, which when interacted with lets out a cockroach that runs across the screen. The third easter egg is a paper plane, which flies on the screen if interacted with.

**The responsibilities of each teammate:**

**Coding team:**

Martin Gatski            Ksawery Karczewski            Mateusz Mieciek

**Graphics team:**

Justyna Agata Flisiak            Angel Ezra Meyer

**UX team (collages / storyboard / screencast / expert testing):**

Anele Rubinaite            Sander Sinnep

**What was the most useful part of the collaboration agreement:**

Open communication and that everyone's opinion was being heard.

## Personas collage:



## **Storyboard:**

**Frame**

**TITLE**

**DESCRIPTION**

Action/Plot  
Title & description of the interactive animation

Sound  
Idle sound, robot music

Interaction  
Player can click on "play" (arrow) button to play the animation

**Frame**

**Sound**  
Idle sound, robot music

**Time**  
00 - open as long "play" button is pressed

Action/Plot  
The world is covered in trash. Wall-E must interact with the bottle.

Sound  
Wall-E moving & interacting with the bottle.

Interaction  
The "glowing" bottle is clickable.  
Also the Easter eggs are clickable.

**Frame**

**Sound**  
Idle sound, robot music

**Time**  
1 sec. of Wall-E moving & 1/4 sec. of him picking it up

Action/Plot  
The "glowing" bottle is clickable.  
Also the Easter eggs are clickable.

Sound  
- "

Interaction  
The "glowing" can be picked up.  
Also the Easter eggs.

**Frame**

**Sound**  
- "

**Time**  
- "

Action/Plot  
There is barely any trash left.

Sound  
- "

Interaction  
The "glowing" bottle is clickable.  
Also the Easter eggs are clickable.

**Frame**

**Sound**  
- "

**Time**  
- "

Action/Plot  
Player needs to get to the plant to save the world. There is no more trash.

Sound  
- "

Interaction  
Player must press the plant

**Frame**

**Sound**  
- "

**Time**  
- "

Action/Plot  
After interacting with the plant, the world has nature again (Wall-E celebrates).

Sound  
"heavily" / ballyhooing

Interaction  
An option to replay the animation from the beginning.

**Outro/ Credentials**

**Frame**

**Sound**  
idle sound;

**Time**  
 (infinite)

## Character & world design:

### Moodboard:



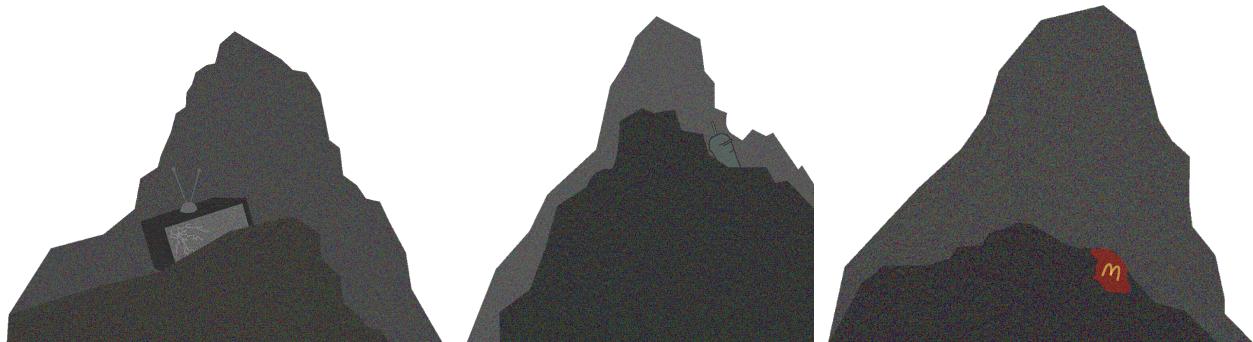
### Wall-E design:



**The pieces of interactable trash design:**



**Foreground pieces of trash:**

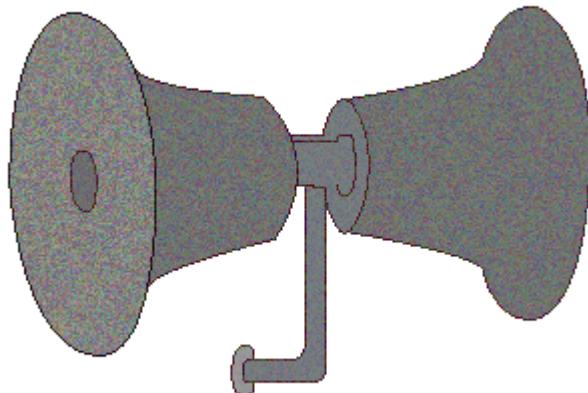


**Easter eggs:**

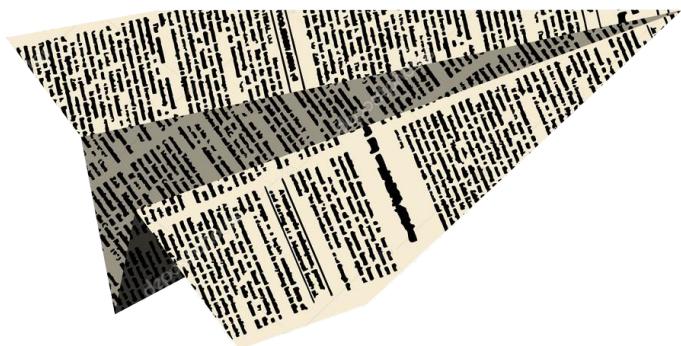
- 1) The cockroach - When hovering over the hole, a cockroach runs across the screen



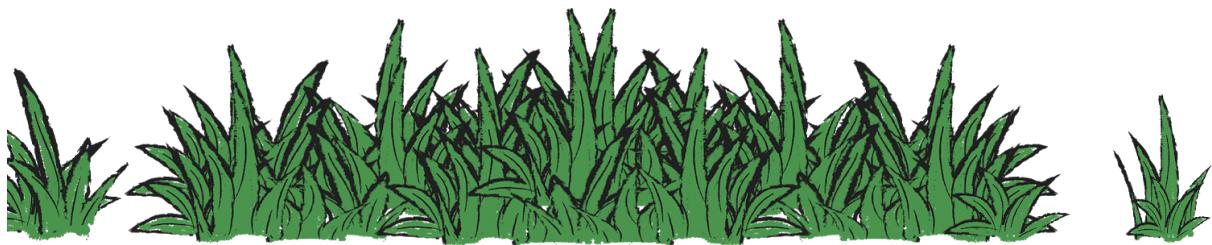
- 2) The megaphone - When clicking on the speakers the song "Eat to the beat" by Blondie starts playing. The user can toggle the music on and off whenever they please.



3) The paper plane - Always clickable, and when clicked zig-zags down the screen.



**Plants:**

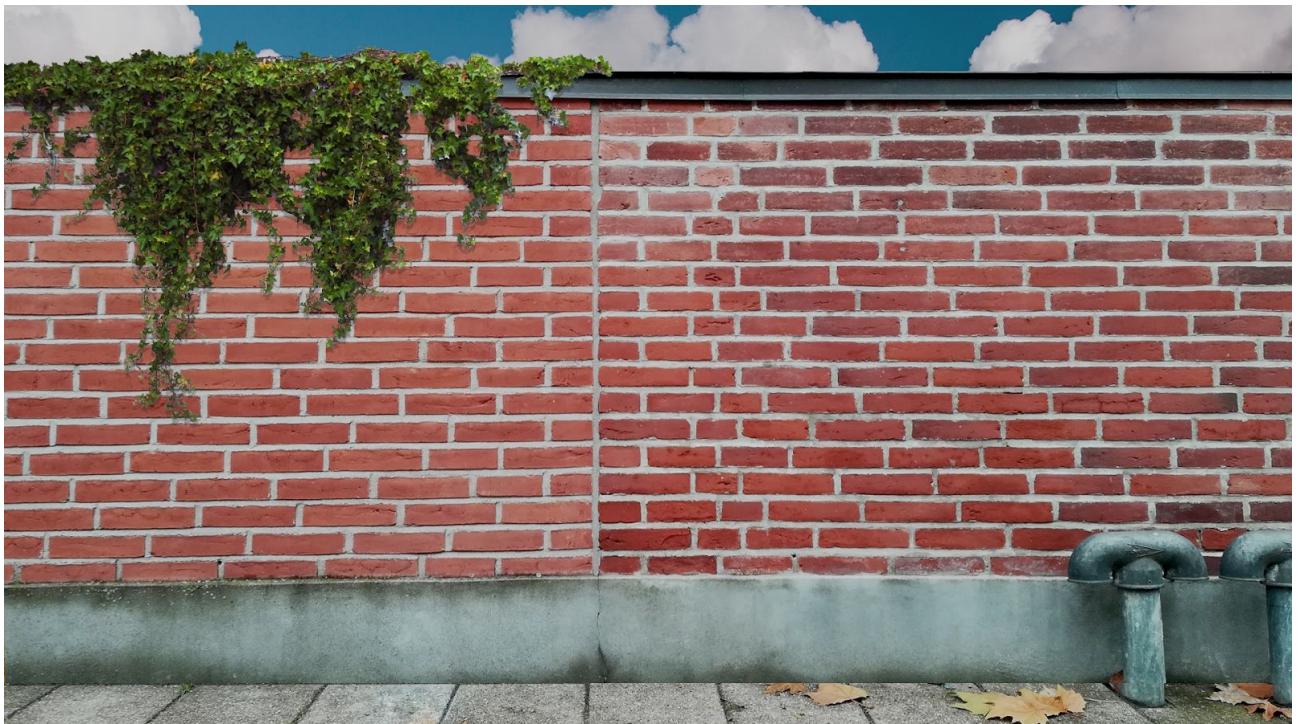


## **Background designs:**

- 1) Dark background, which we use to set a similar feel to the atmosphere in the Wall-E movie

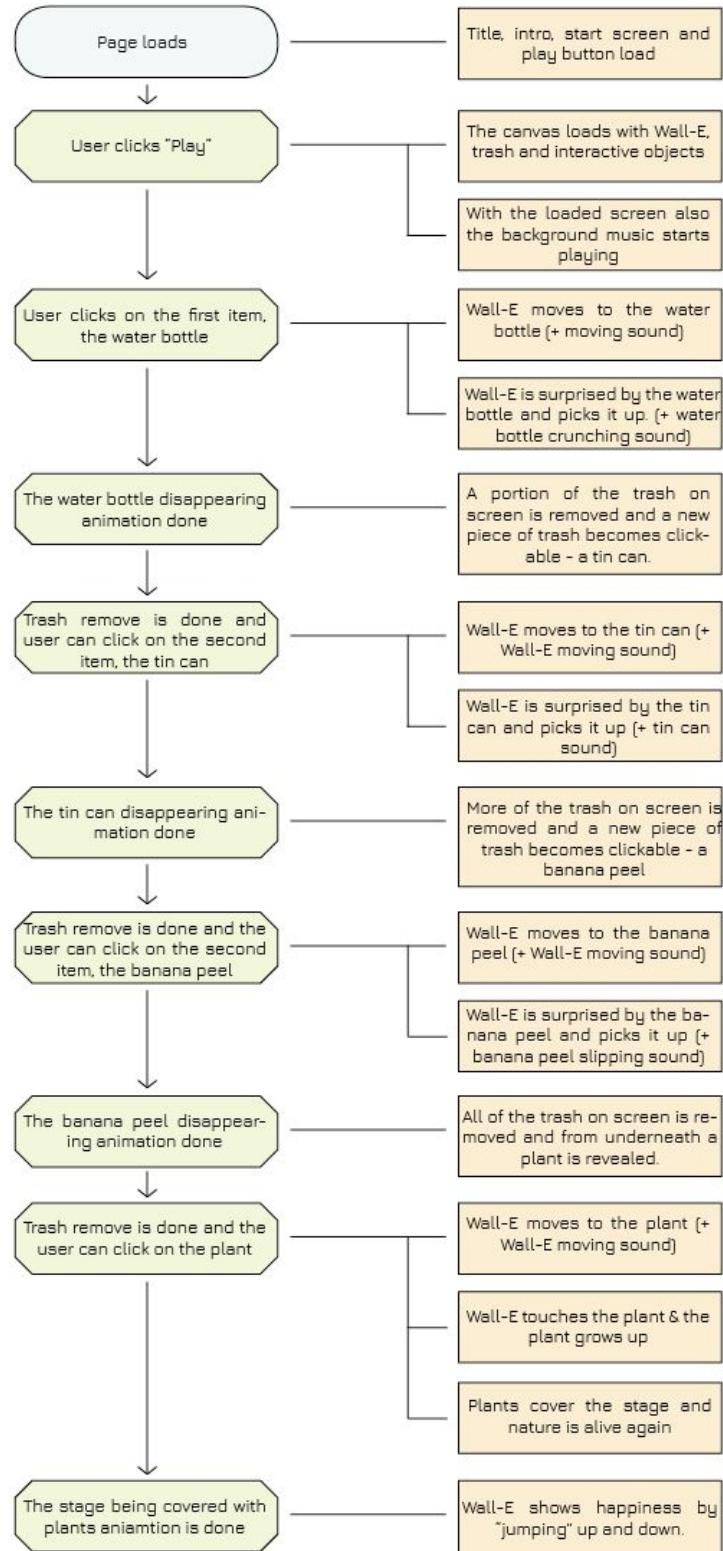


- 2) Bright background, which appears when the world is cleaned up and nature has come to life



## Sequence diagram and example of code:

### Sequence diagram:



## Example of code:

```
1  <!DOCTYPE html>
2  ▼ <html lang="en">
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4  ▼ <head>
5      <meta charset="utf-8">
6      <meta name="viewport" content="width=device-width, initial-scale=1">
7      <meta name="description" content="ksawery's page">
8      <link rel="stylesheet" href="walle.css">
9      <title>WALL-E</title>
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11 </head>
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13 ▼ <body>
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15     <div id="whitebg"></div>
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20 ►     <section id="intro"> ... </section>
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101     <script src="walle.js"></script>
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103 </body>
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105 </html>
```

## **Expert test**

### **Test setup:**

We invited two people from different groups, presented them with our project, it wasn't the final version but from what we were done people should have made a good impression of how it's going to be.

### **Questions:**

What is the story about?

Who is the main character?

What is goal of the main character?

Was there something that surprised you?

Was it clear where should you click?

How the story made you feel, what emotions did it provoke?

Is this how you expected the story will end?

### **Summary of the review**

Person nr. 1 Tabea Grösel: group nr 2

1. Wall-E collecting trash
2. Wall-E
3. To collect as much as possible trash
4. Cockroach - nice touch
5. Yes, very
6. Wall-E's eyes made me feel very attached to him
7. It did not end how I expected cause I thought he finds his lover under the last pile of the trash

Person nr. 2 Eva Malek: group nr 1

1. Wall-E collects trash
2. Wall-E
3. To collect trash
4. Easter eggs
5. More or less clear
6. Happy
7. Yes

Additional ideas:

Use hover on the items you have to click on

Put some graffiti on the wall to give a better impression of street art

**Overall user impression:**

Both girls liked our project overall, but I think that Easter eggs were the thing what surprised the most both users. The story left a good feeling and this was what we exactly what we wanted to achieve. Everyone got our idea, just some opinions split because Tabea understood where to click, although Eva said that it'd be a great idea if we put hover on the places we want the user to click, so it just clear for everybody. All in all, we received very positive feedback and got useful inputs from the users.

**Conclusion:**

Based on user feedback we added hover on the items the user has to click on. All in all, feedback was quite positive so there weren't many things that needed improvement.