***Michael Gannon Final report:***

For our project we chose The SS Great Eastern & Capt. Robert Halpin. We felt this was a very interesting topic to pick and there was plenty of information to work with.

Myself and Ellen distributed the workload as follows:

*Michael-Flash Game, Video, Treatment Document/Script, Recorded audio*

*Ellen-Main menu navigation, Video, video and audio sync*

I began working on the game using all code in the one frame. The game illustrates the laying of telegraph cable in the Atlantic sea. It prompts the instructions to the user and the user presses a button that drops the telegraph cable. If the cable has been dropped at the correct time the two cables will reconnect and the user will be rewarded with an audio clip and a piece of information along with an option to replay or return to the main menu. If the drop at the wrong time the will alerted and given the options to replay or return to the main menu.

I composed a mock up for the two videos using the Ken Burns effect in After effects. I wrote the script and compressed the size so as to only include useful information. I then recorded the audio.

Ellen then added more to the video and imported and synced the audio with the videos and embedded them both into the interactive main menu.

I gained a good understanding in the use of adobe flash, photoshop and after effects throughout this project. I liked using flash because of the balance of coding and designing. I wasn’t all code and it wasn’t all design.

In September I had never used any of the above mentioned software products so I was quite happy with the work I achieved.

Myself and Ellen worked well as a team.