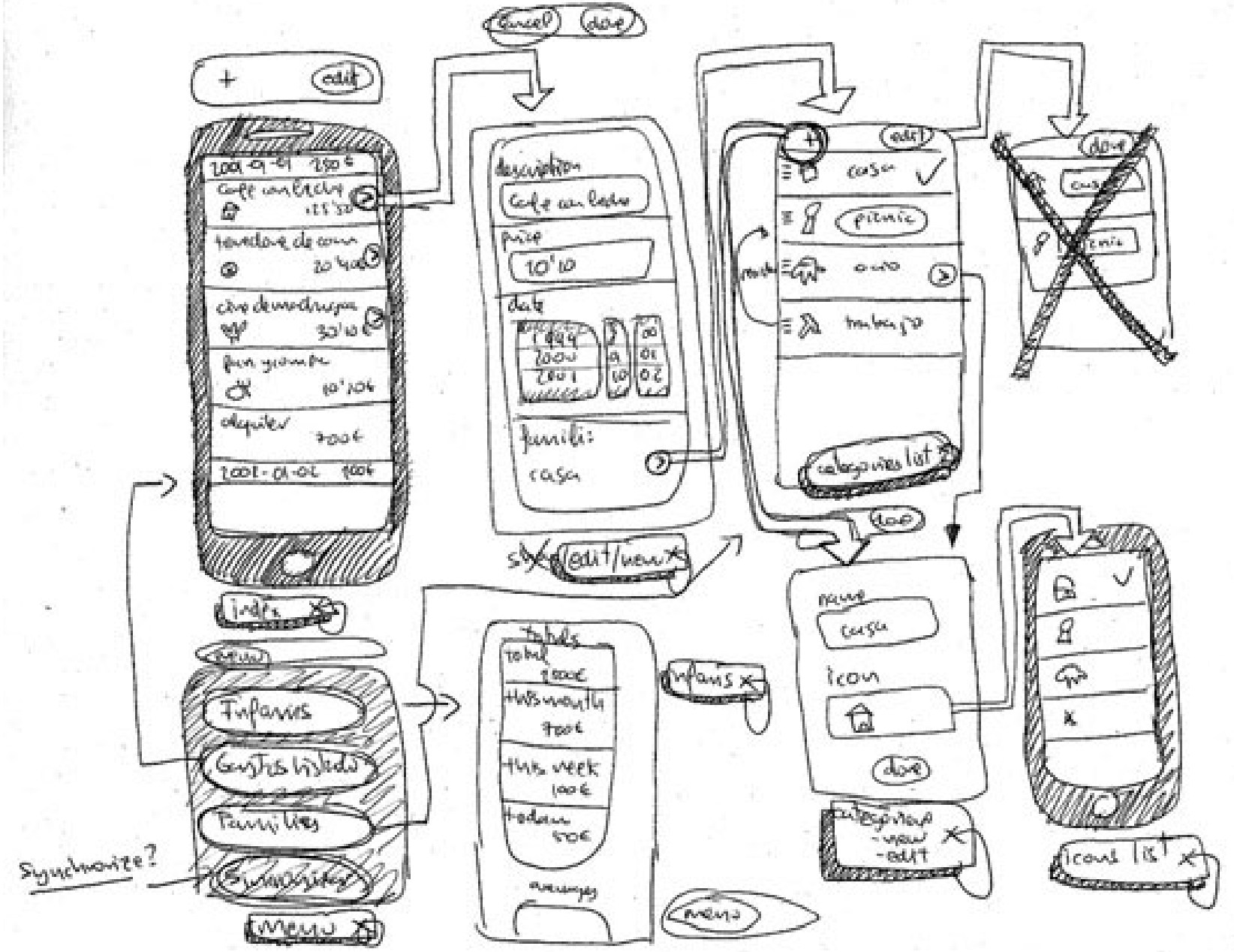
Final Project Planning

Approaches

- Sketching
- Storyboarding
- Wireframing
- Flow chart...ing



edit
cancel
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description
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family:
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Families
Synchronize?
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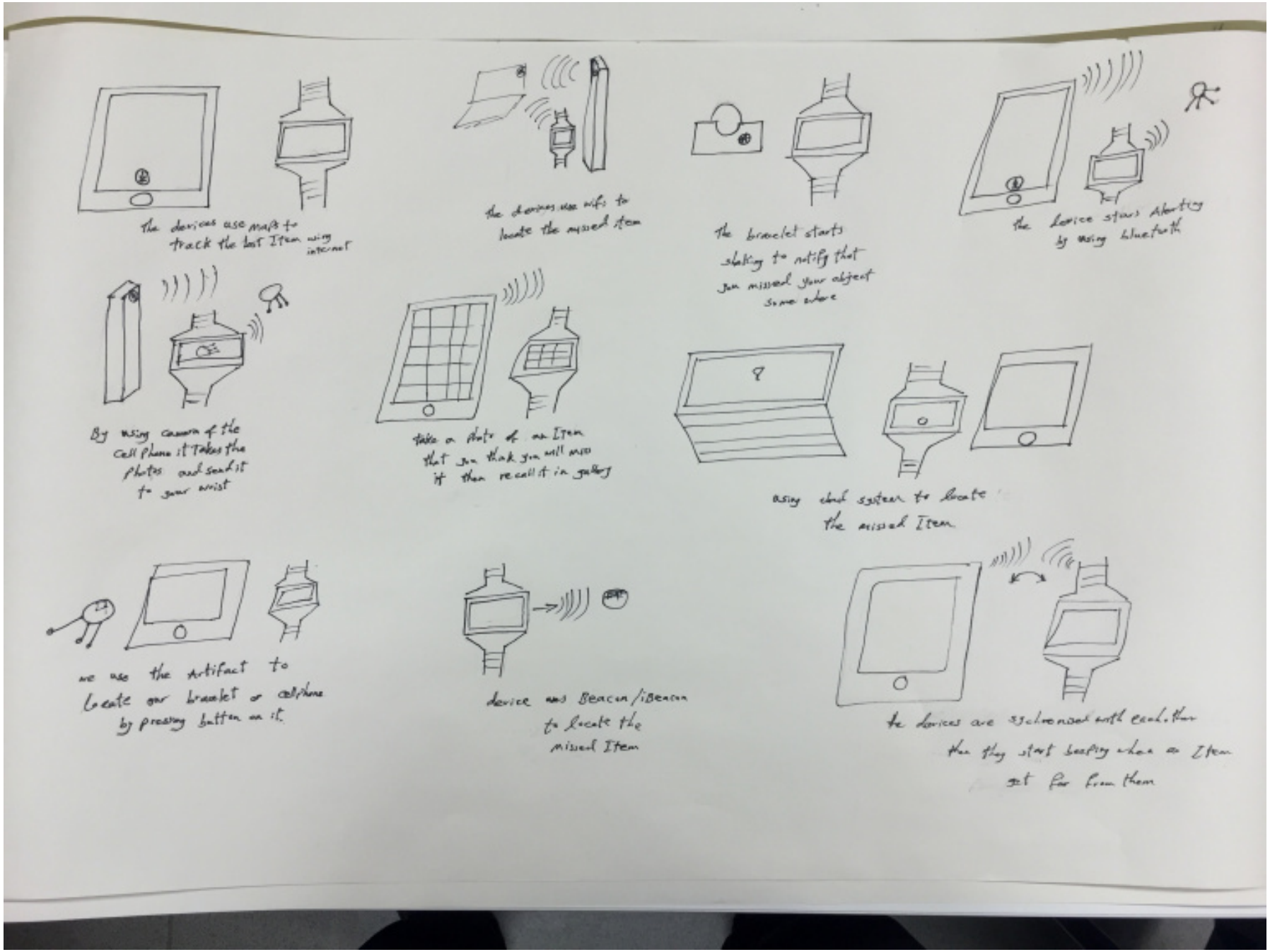
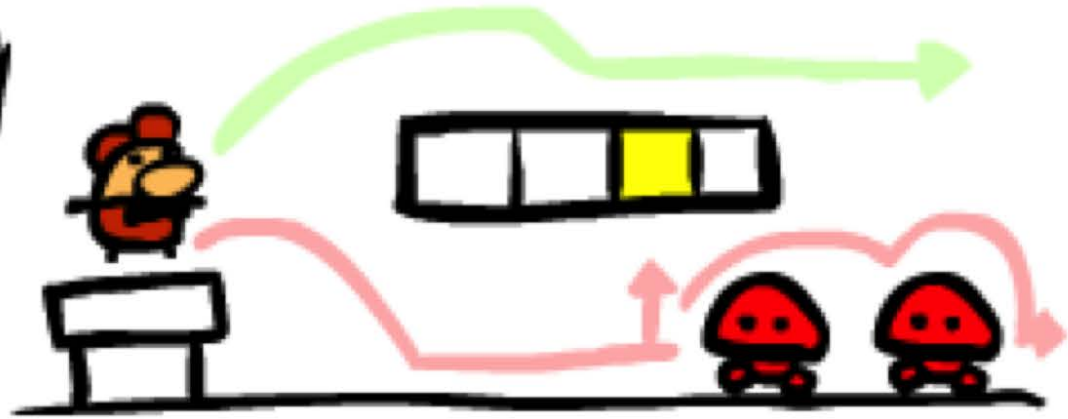
this month
this week
today


the devices use maps to track the last Item using internet
the devices use wifi to locate the missed item
the bracelet starts shaking to notify that you missed your object some where
the device starts shouting by using bluetooth
By using camera of the cell phone it takes the photos and send it to your wrist
take a photo of an Item that you think you will miss it then recall it in gallery
using cloud system to locate the missed Item
we use the Artifact to locate our bracelet or cellphone by pressing button on it
device use Beacon/iBeacon to locate the missed Item
the devices are synchronised with each other then they start beeping when an Item set far from them

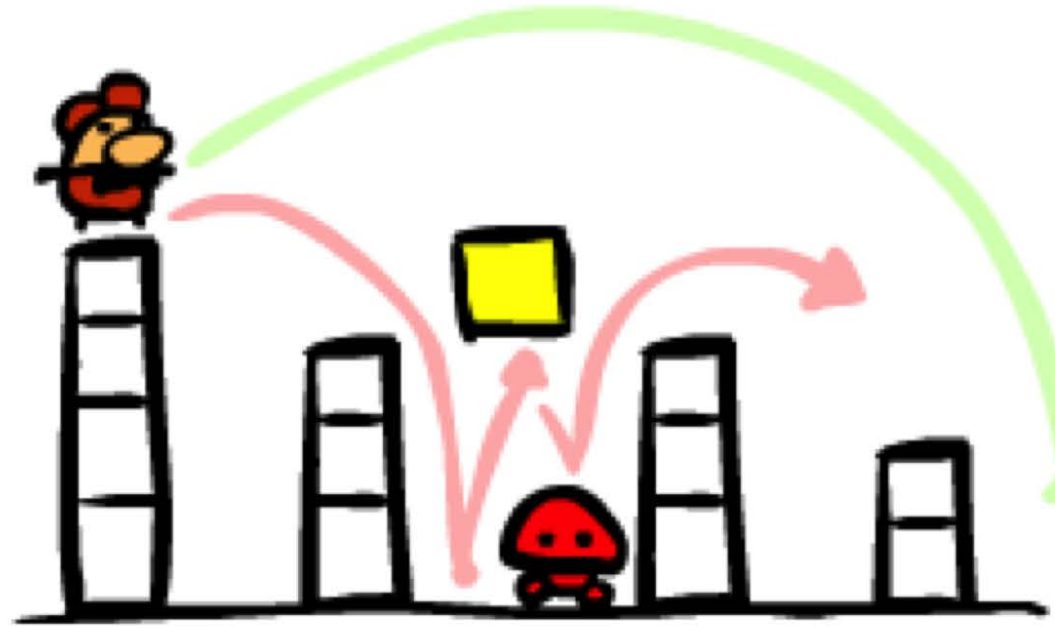
RISK

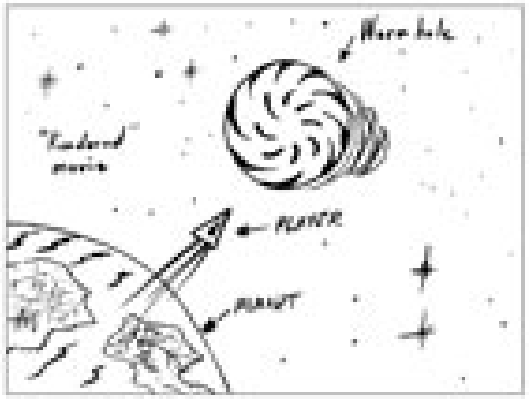
REWARD

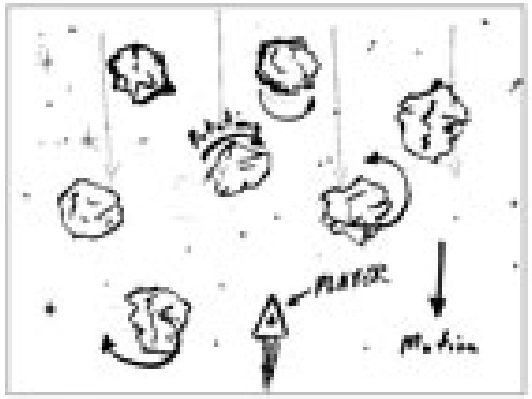


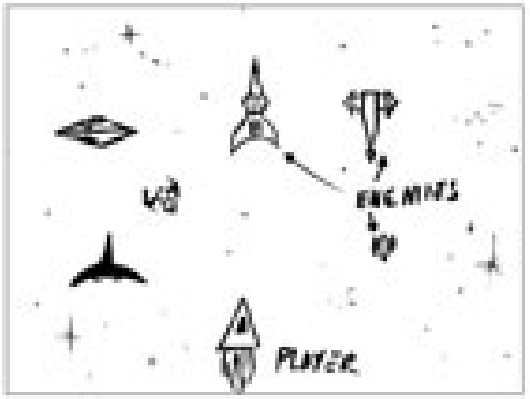
EASY

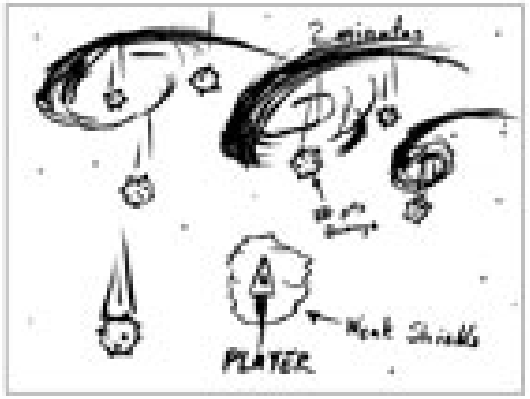
HARD

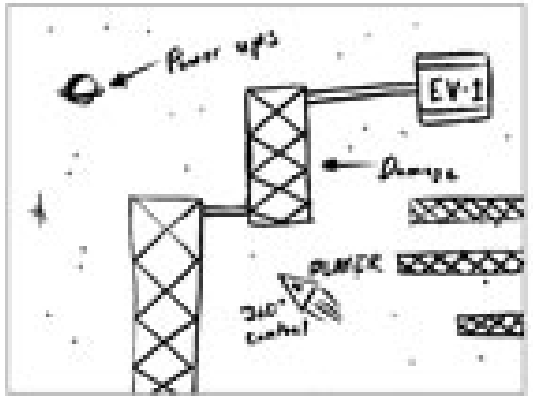


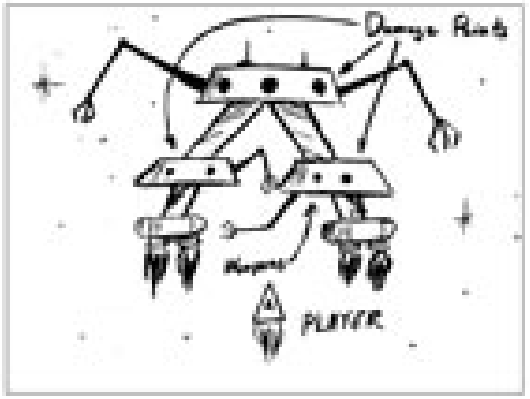

Wormhole
"Enclosed space"
PLAYER
PLANET


PLAYER
Motion


ENGINES
PLAYER


Meteorites
PLAYER


Power up's
EW-1
Damage
PLAYER

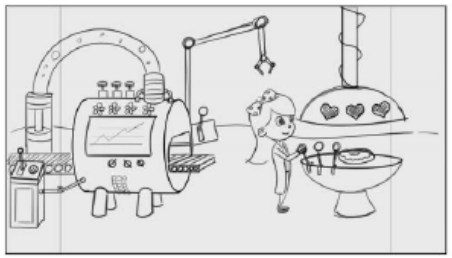

Damage Rocks
PLAYER

Sheet #1/2

DONUTS FACTORY

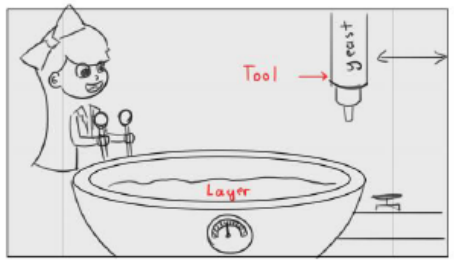
TutoTOONS

Scene With Sound #1



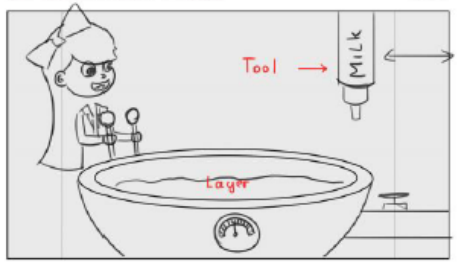
Introductio to game - Scene plays till sound ends

Move And Draw #2



Draw a layer of yeast using yeast

Brush And Fade #3

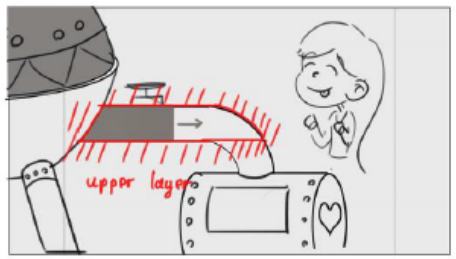


Fade in a layer of milk

Drag And Drop #4

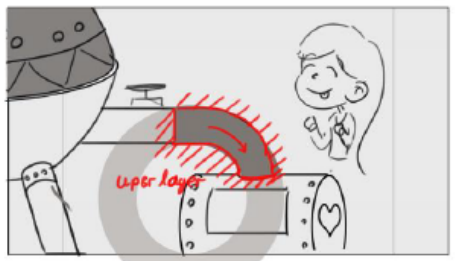
Drag and drop the upper lid of device.

Scene With Sound #5



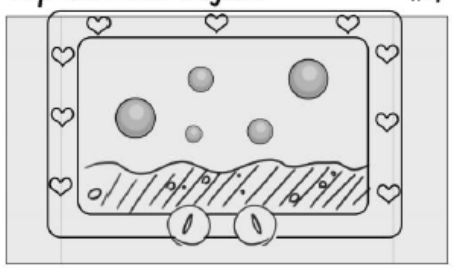
Animate the rectangle as a mass going down the pipe - Move from left to Right

Scene With Sound #6



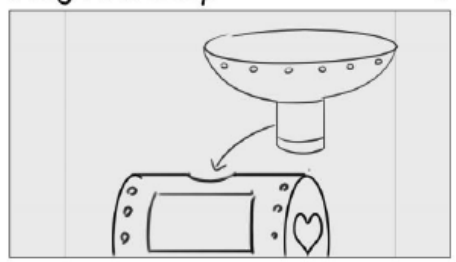
Animate the circle as a mass going down the pipe - rotate cw

Tap Correct Object #7



Tap out gass bubbles

Drag And Drop #8



Drag and drop the piece of the mashine

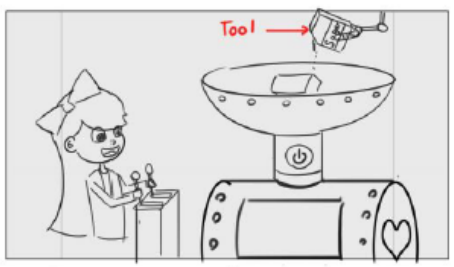
Move Vertically #9

Catch falling eggs

Drag And Drop #10

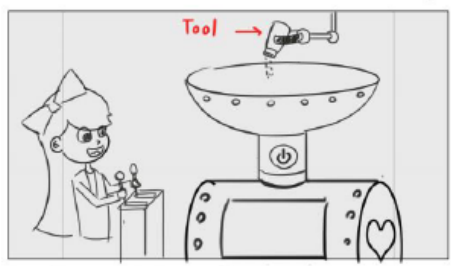
Drag and drop butter

Brush And Fade #11



Fade In a Layer of sugar

Brush And Fade #12



Fade in a layer of salt

https://drive.google.com/file/d/0B7_mZ6CyVmlSRnFrZWlVRVVKdnc/view

Guidelines

- The goal is communicating your idea
  - It doesn't matter how "well" you can draw
  - Stick figures, icons, etc. are all good as long as they convey your idea.
- Any medium
  - Storyboard images with captions
  - Photoshop collages
  - Regardless: mix some visual medium with short text descriptions
- Iterate
  - Move quickly and try out different variations on your idea

Questions

- What actions can the player take?
- What is the sequence of events?
- How does the scene evolve over time?
- What does the experience sound like?
- What is the user interface?
- What is the goal (if any)?