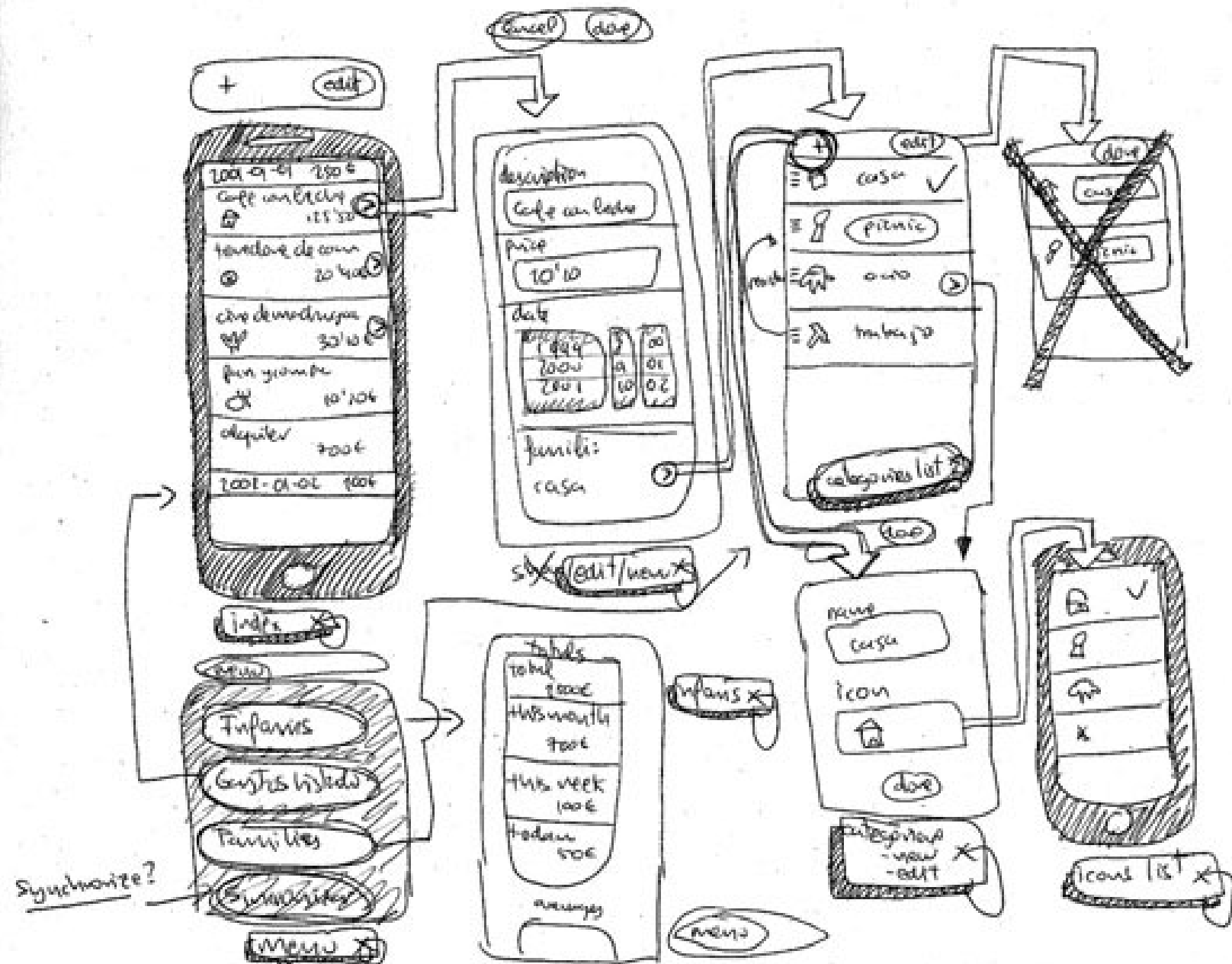


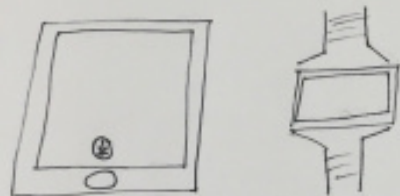
Midterm Planning



Approaches

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

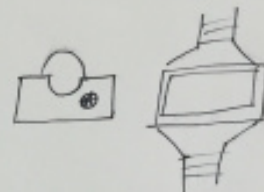




The devices use maps to track the lost item using internet



The devices use Wi-Fi to locate the missed item



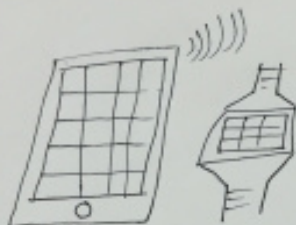
The bracelet starts shaking to notify that you missed your object somewhere



The device starts alerting by using Bluetooth



By using camera of the cell phone it takes the photos and sends 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 uses Beacon/Beacon to locate the missed item



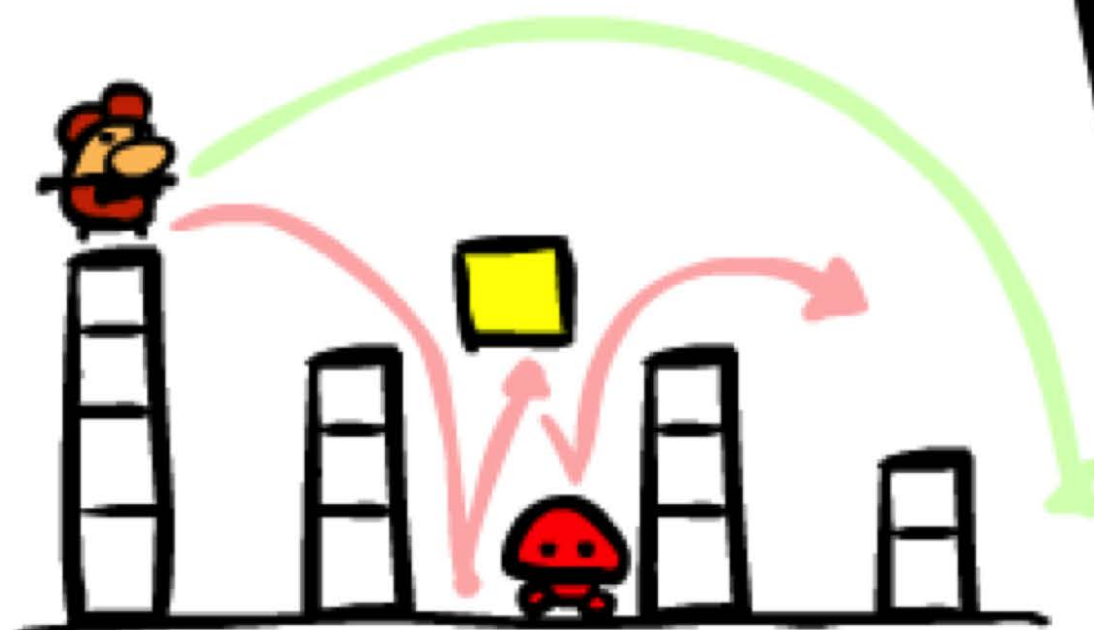
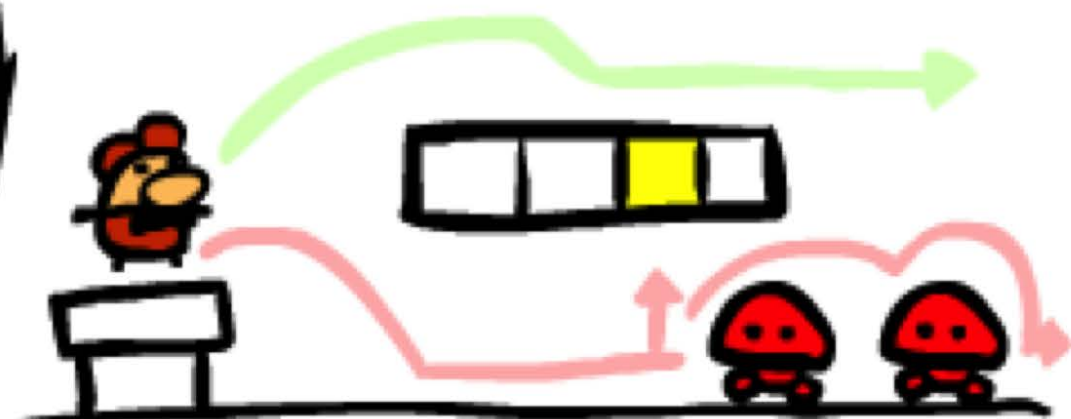
The devices are synchronized with each other then they start beeping when an item is far from them

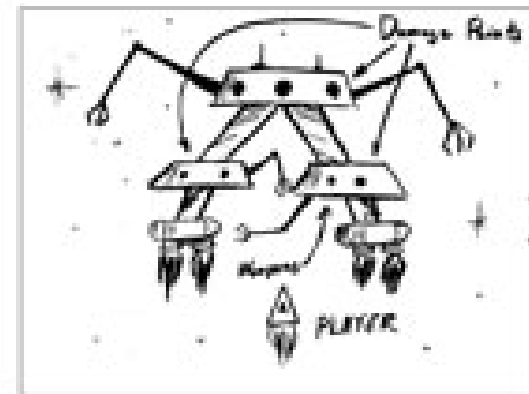
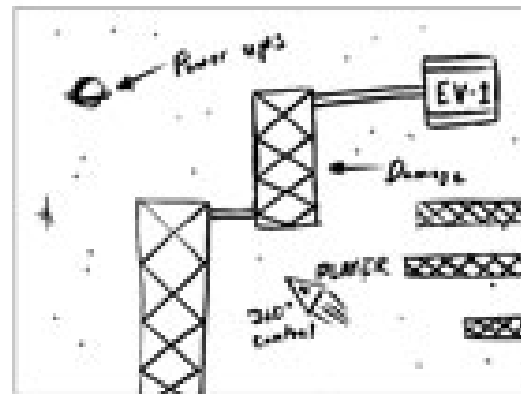
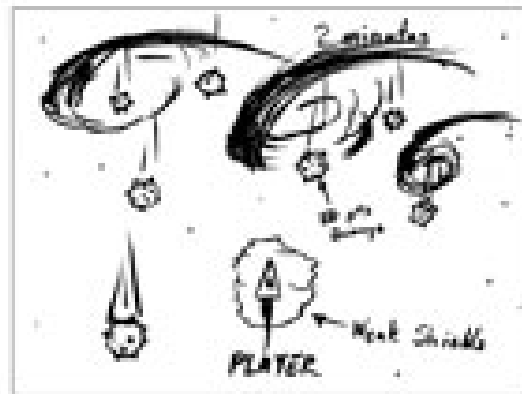
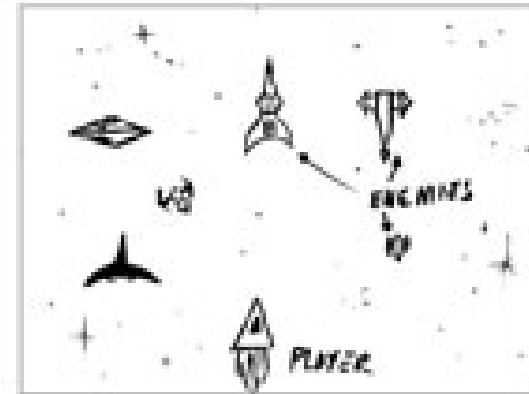
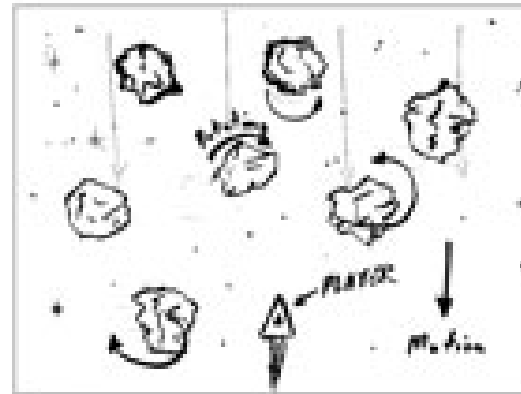
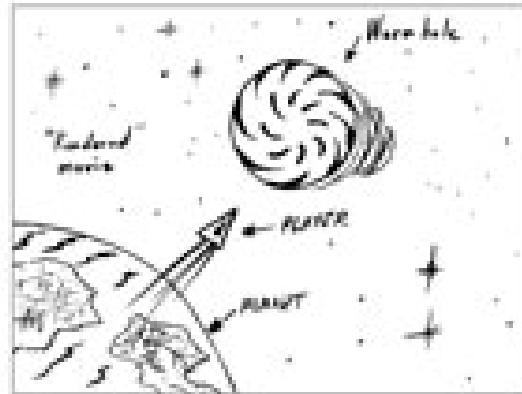
■ RISK

■ REWARD

○ EASY

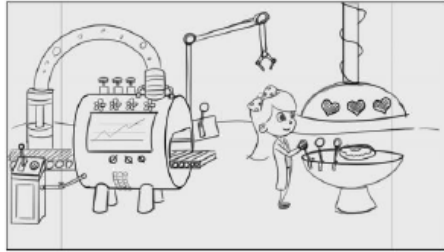
○ HARD





Scene With Sound

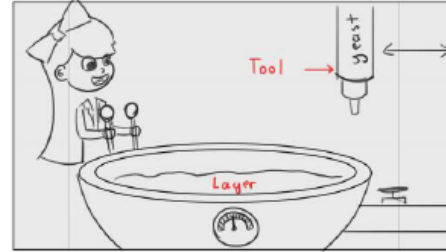
#1



Introductio to game - Scene plays till sound ends

Move And Draw

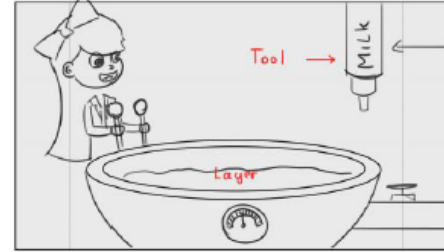
#2



Draw a layer of yeast using yeast

Brush And Fade

#3



Fade in a layer of milk

Drag And Drop

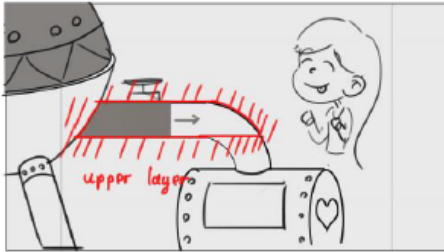
#4



Drag and drop the upper lid of device.

Scene With Sound

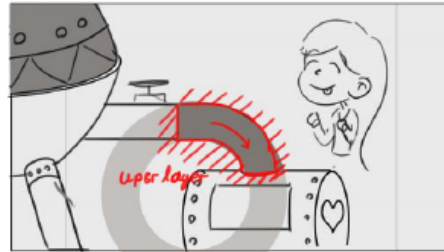
#5



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

Scene With Sound

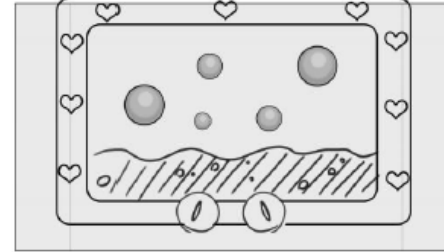
#6



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

Tap Correct Object

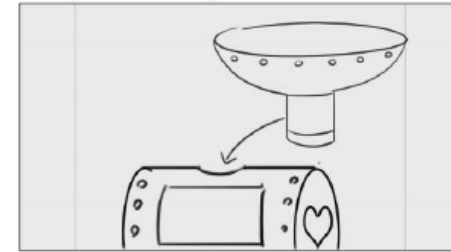
#7



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

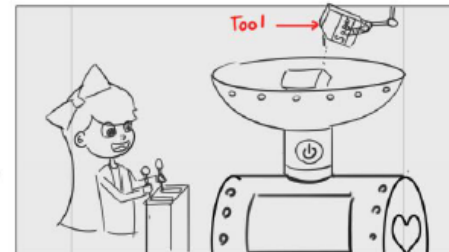
#10



Drag and drop butter

Brush And Fade

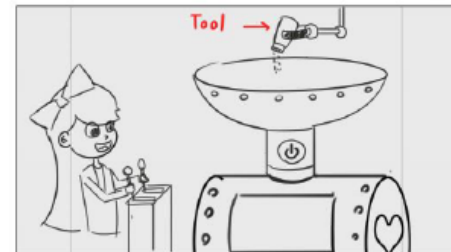
#11



Fade In a Layer of sugar

Brush And Fade

#12



Fade in a layer of salt

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 participant 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)?