

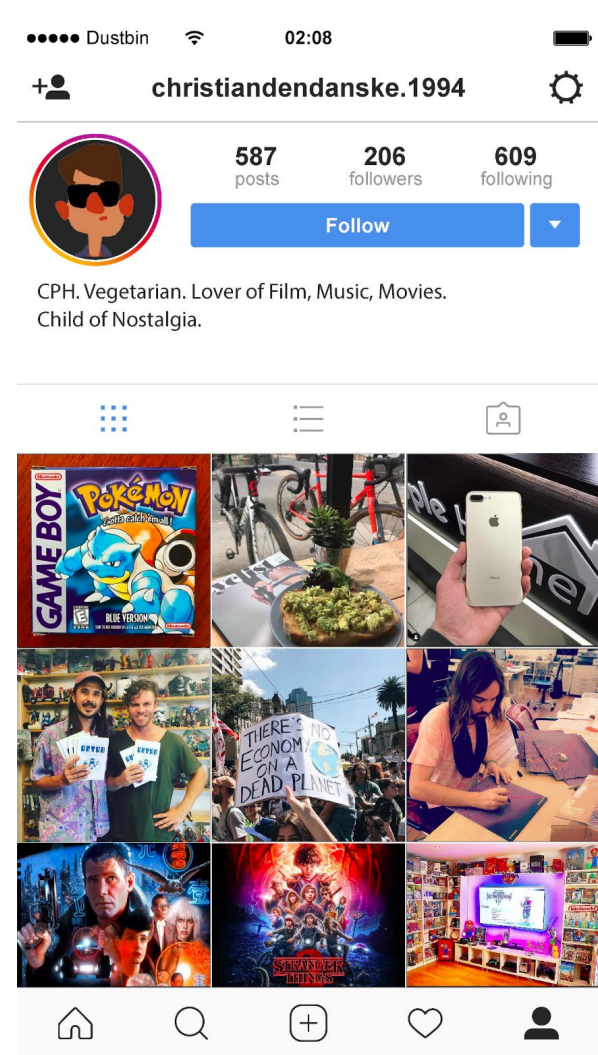
MOODBOARD

- Key moments in the film to build concepts and vision of the project.
- #mood
- #board
- #E.T.
- #film



PERSONA

- We chose to use an IG profile to highlight our persona.
- We utilized his profile to show his name, nationality, age, and a brief image of “who” he is.
- We also utilized images including topics ranging from vintage toy stores, environmental protests, apple products, video games, music, and film.



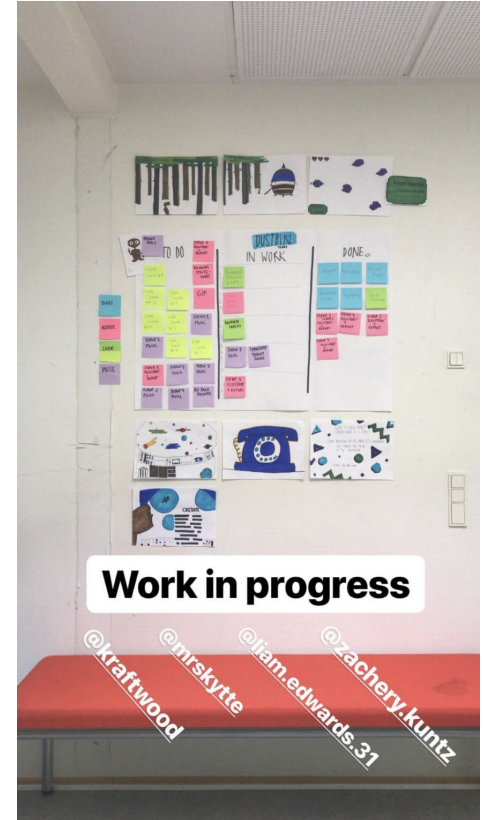
STYLE TILE

- We chose to flat style for our style
- We utilized a pixelated style for elements and mixed both styles.
- We wanted to remind of the style of the era, 80ies games and visuals.



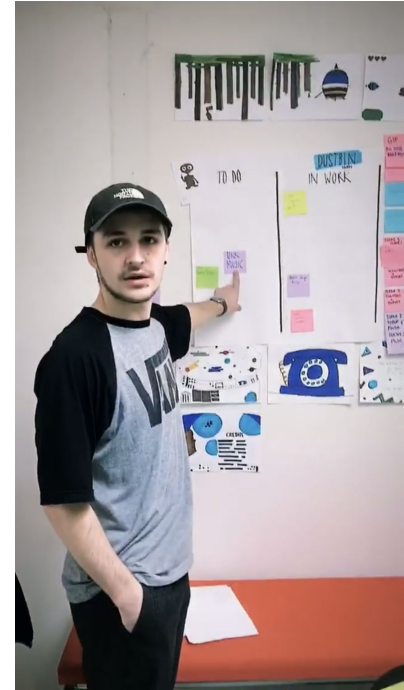
PROBLEMS FROM OUR PERSPECTIVE

- 1 HTML or 7 HTML we found the loading time to be faster with 1 HTML.
- The music we wanted to choose was copyrighted therefore Martin made all our music for us.
- We only made one JS since it makes all the interactions clearer.



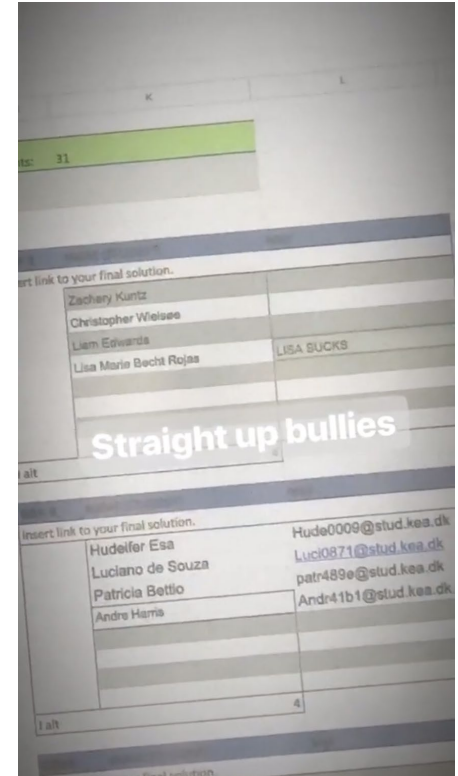
BIG PROBLEMS FROM FEEDBACK MONDAY

- No clear instructions for when to interact with “interactive” elements.
- No clear instructions for our video game midway through.
- Users seemed to have a need for a spoonfed narrative yet didn't read the text. We remedied this through implementing scrolling text throughout.

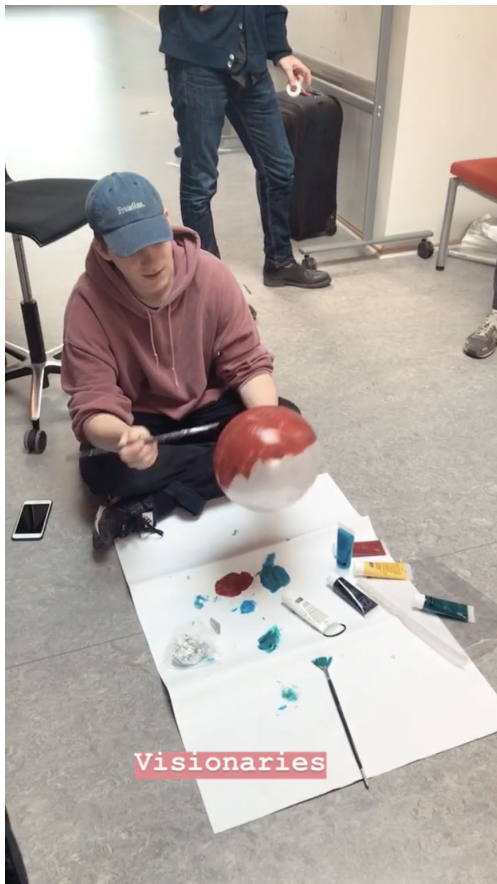


GROUPWORK RECAP (DYNAMICS, ROLES, THOUGHTS)

- We all decided our roles pretty quickly, and although some of us stayed true to this, others went off into different avenues and we adapted to that.
- Some in the group didn't like to be micromanaged so we tried to assign roles and trust the others to do the work which we all did throughout the project, and this worked very well as we had a great group dynamic and a great united vision of what we wanted.



ISSUES WE DIDN'T HAVE THE TIME TO FIX



- Restart button on gamepage
 - takes you back to the start of the poster rather than restarting only the game.
- Adding a typing sound to the scrolling text.

