

The Wizard of Oz

By

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MoodBoard



Musical

Characters
Climax(heart, courage, brain, home)

Magic

Color

Personas Collage

technicolor



Young Hipster
Rock

Coffee Lover
Music fan

Book Addicted
Pink Floyd

Classicals
Copenhagen

Style Tile



Flat Design

Technicolor



Black and White

Colourful Transition

Font Information

Oz'sWizard Scarecrow

Version 1.00 2012

True Type Font

Creator: Mario Arturo

Copyright - Donationware through PayPal: turoturom@yahoo.es

Text Sample

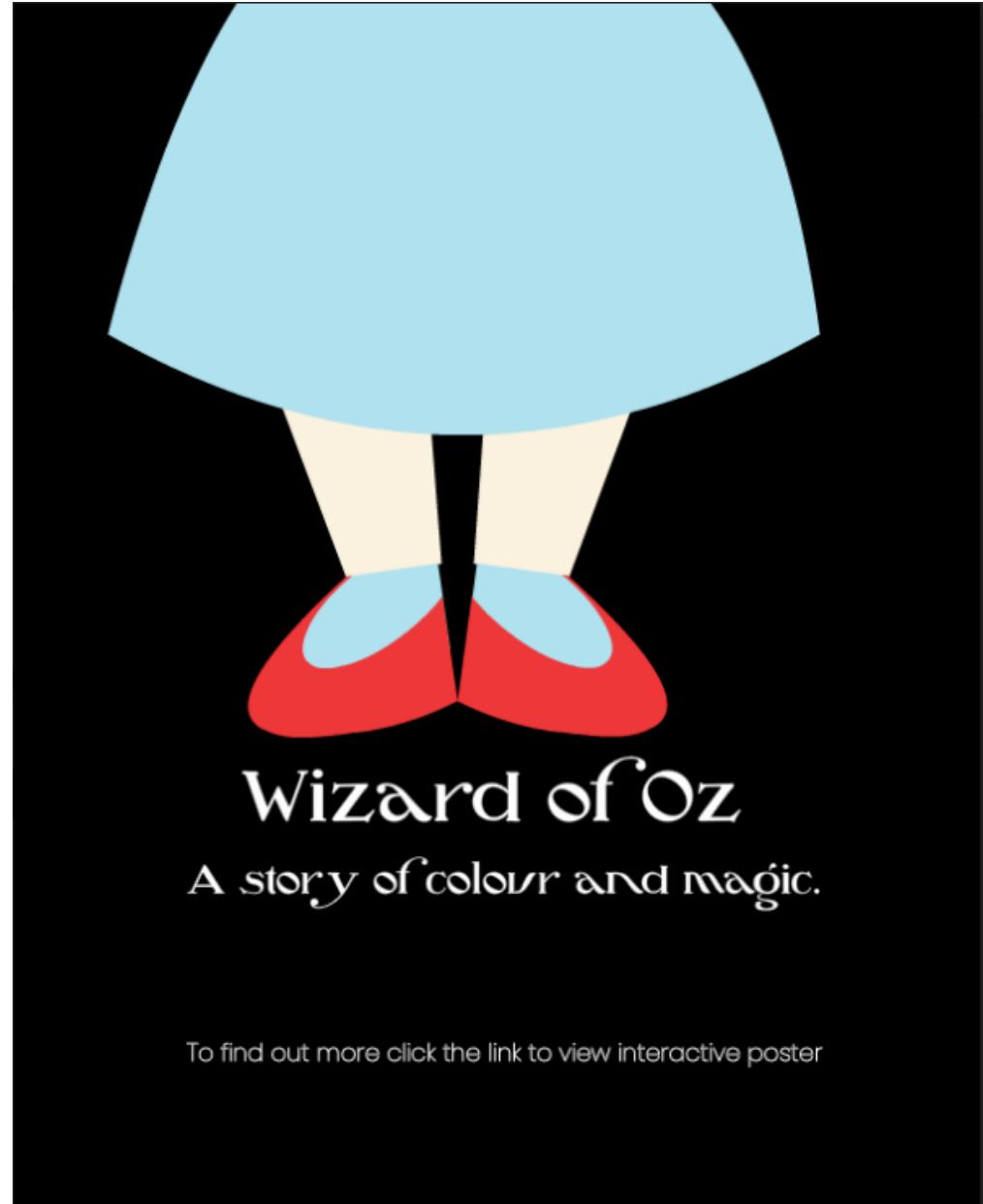
THE QUICK BROWN FOX JUMPS OVER THE LAZY DOG

the quick brown fox jumps over the lazy dog

Poster



To find out more click the link to view interactive poster



To find out more click the link to view interactive poster

Storyboard – First Version

Scene no: 1



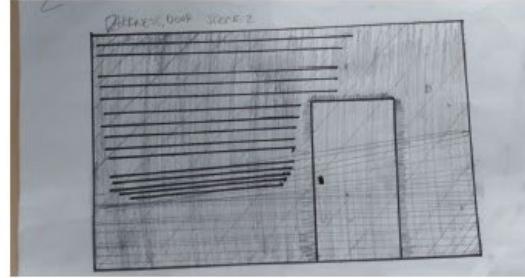
Action / Plot:
Tornados hover in the background awaiting user/input. Once user clicks the tornados come to the foreground and consume the entire screen. (B/w)

Time:
Infinite

Interactive elements:
Click the button

Sound / Music:
Tornado, maybe rain, some moody music.

Scene no: 2



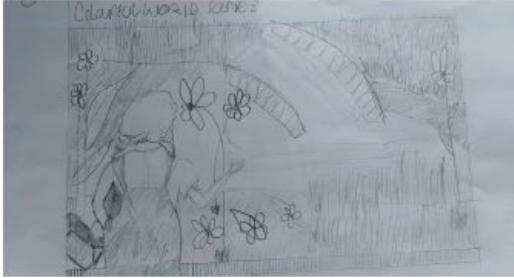
Action / Plot:
DARK/BLACK screen with a door outlined with a glowing light. Door opens revealing colour and light that engulf the screen. +Text appears in a faded color.

Time:
Infinite

Interactive elements:
Click door, or button

Sound / Music:
Voice/s reading text. suspenseful/moody music.

Scene no: 3



Action / Plot:
Dorothy finds herself in a colourful magical world. Detailed scene with flowers and butterflies.

Time:
15 seconds

Interactive elements:
None

Sound / Music:
Calm hut upbeat music, birds tweeting in the background. +magical noise

MOVIE SPECIFIC

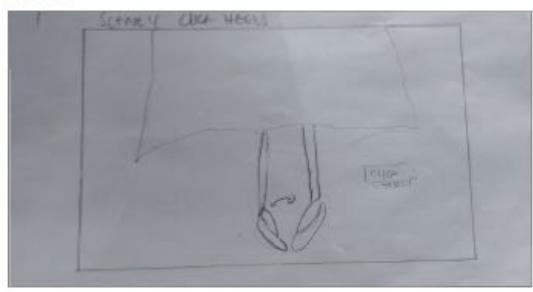
MAIN SCENES

ENDING

**ICONIC/ POPULAR ELEMENTS
(RED MAGIC SHOES)**

Peer review Results

Scene no: 4



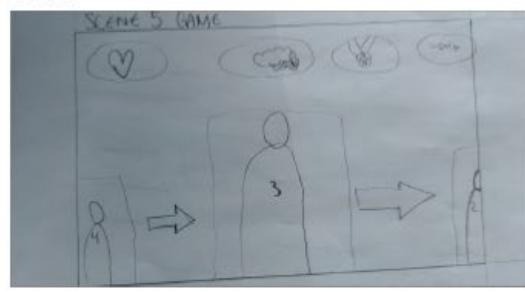
Action / Plot:
Zoom in to dorothys feet, which she clicks upon user input.

Time:
Infinite

Interactive elements:
Click button

Sound / Music:
Heel clicks

Scene no: 5



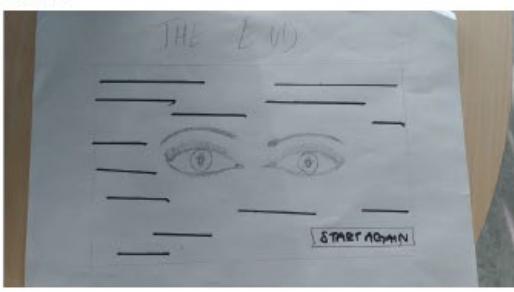
Action / Plot:
Interaction game, allowing the users to pair an element with the character.

Time:
Infinite

Interactive elements:
click element you think belongs to character.

Sound / Music:
Sounds of characters declaring what they are searching for.

Scene no: 6



Action / Plot:
Final scene, dark black screen with writings that randomly pop up. "There isn't a place like home". +Eyes awakening in the dark.

Time:
15 seconds

Interactive elements:
Click button to start again.

Sound / Music:
Whispers reading text, multiple voices, sounding like a dream.

StoryBoard – Second Version

Scene no: 1



Action / Plot:
Tornados hover in the background awaiting user/input. Once user clicks the tornados come to the foreground and consume the entire screen. (B/w)

Time:
Infinite

Interactive elements:
Click the button

Sound / Music:
Tornado, maybe rain, some moody music.

Scene no: 4



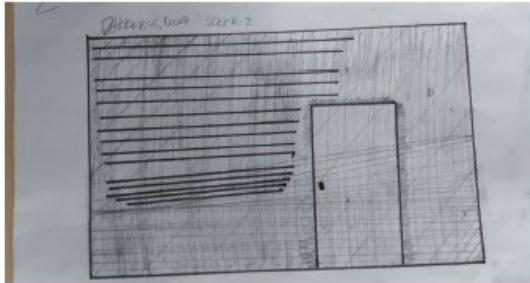
Interactive elements:
Click button

Sound / Music:
Original soundtrack

Action / Plot
Other characters are presented one by one get into scene, text with their description may be shown.

Time:
Infinite

Scene no: 2



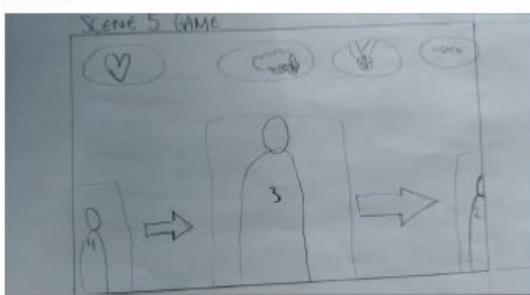
Action / Plot:
DARK/BLACK screen with a door outlined with a glowing light. Door opens revealing colour and light that engulf the screen. +Text appears in a faded color.

Time:
Infinite

Interactive elements:
Click door, or button

Sound / Music:
Voice/s reading text.
suspenseful/moody music.

Scene no: 5



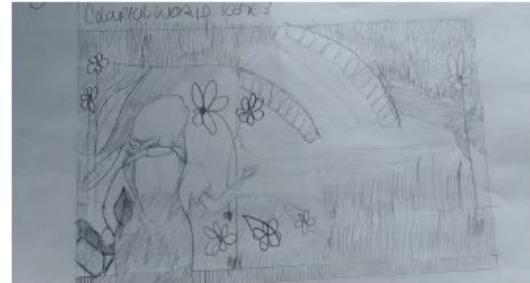
Action / Plot
Interaction game, allowing the users to pair an element with the character.

Time:
Infinite

Interactive elements:
click element you think belongs to character.

Sound / Music:
Sounds of characters declaring what they are searching for.

Scene no: 3



Action / Plot:
Dorothy finds herself in a colourful magical world. Detailed scene with flowers and butterflies.

Time:
15 seconds

Interactive elements:
None

Sound / Music:
Calm hut upbeat music,
birds tweeting in the background. +magical noise

Scene no: 6



Action / Plot
All characters walking towards Emerald city, after the rainbow

Time:
15 seconds

Interactive elements:
Click button to start again.

Sound / Music:
Original Soundtrack

**STORYBOARD PURPOSE
GOAL: TEASE**

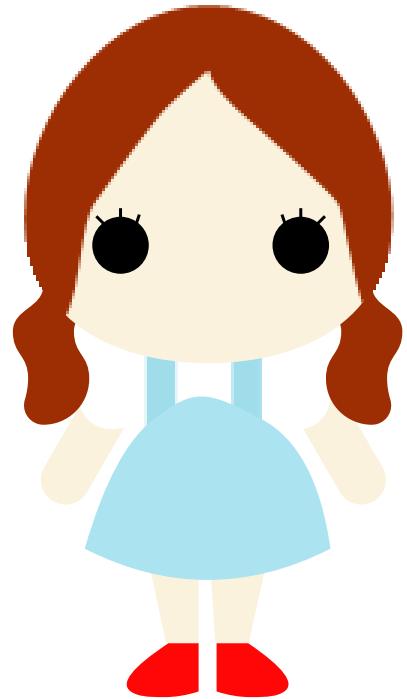
**CHANGES:
DOOR: REMOVE TEXT,
WORK ON DESIGN**

**CHARACTERS: PRESENT
BEFORE INTERACTION**

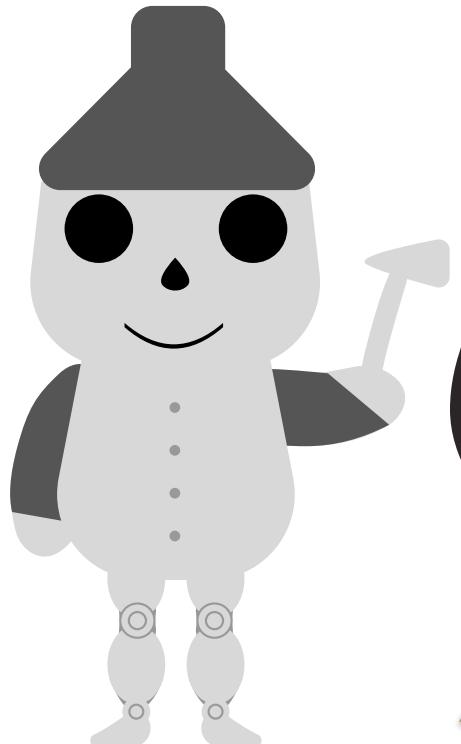
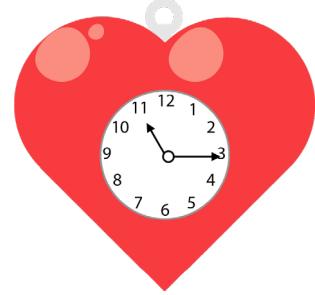
ENDING: ON CLIMAX

Design - Characters

Flat design



Process change



Background

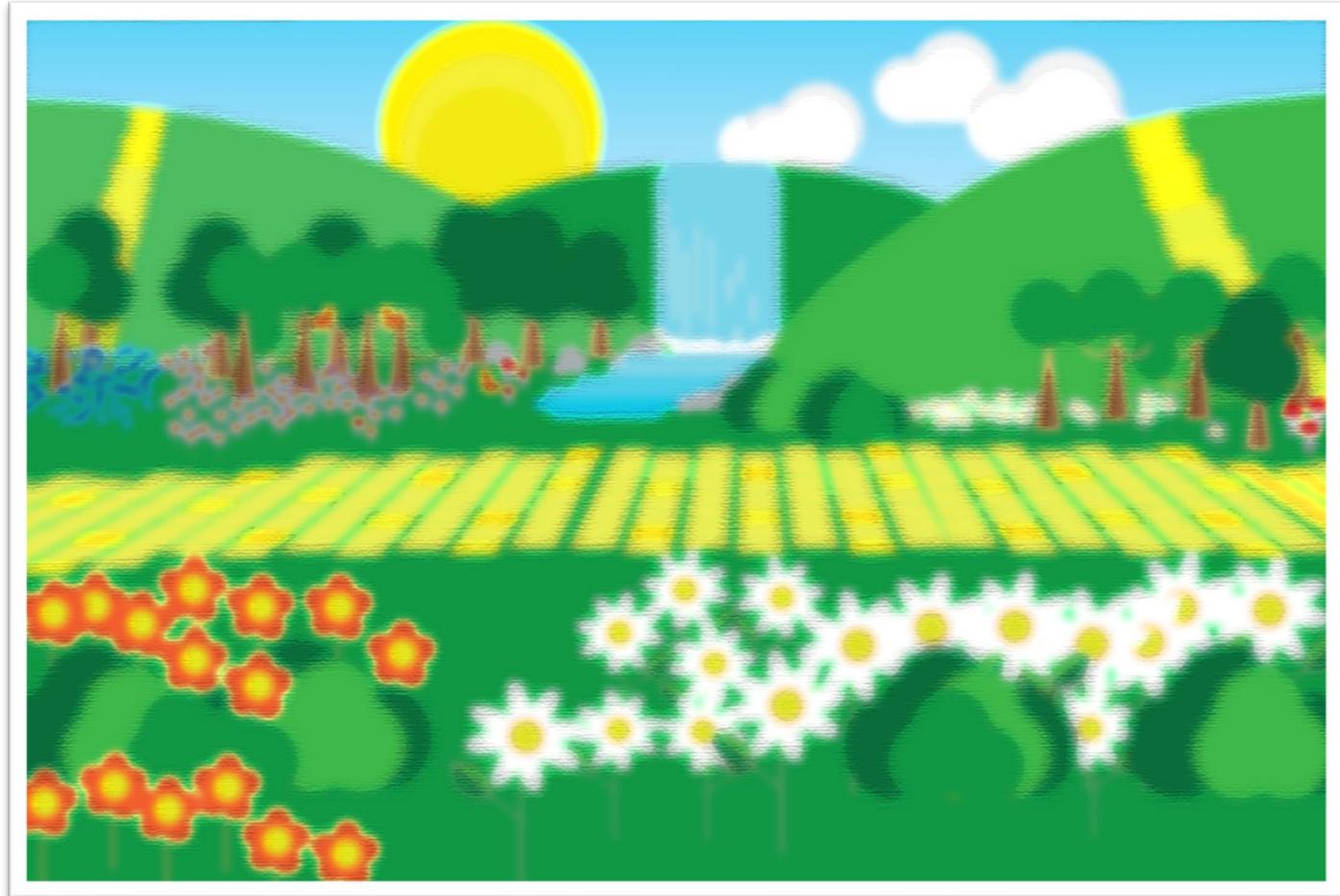
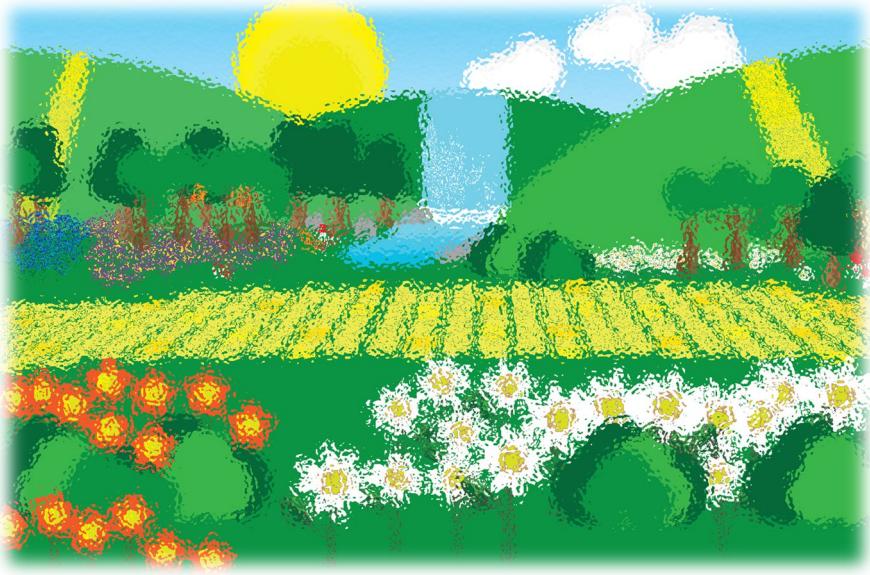
- Process change – Flat design principles



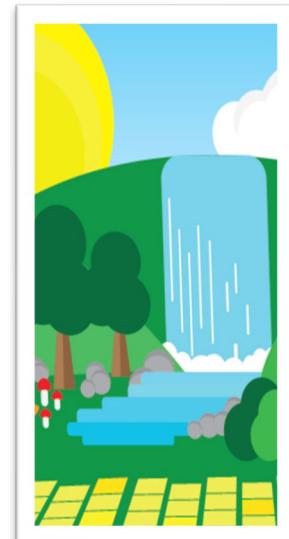
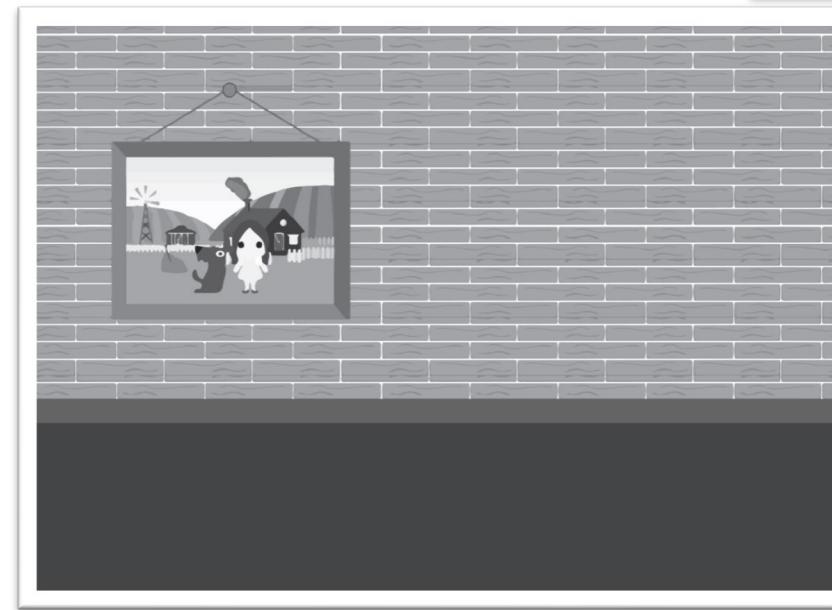
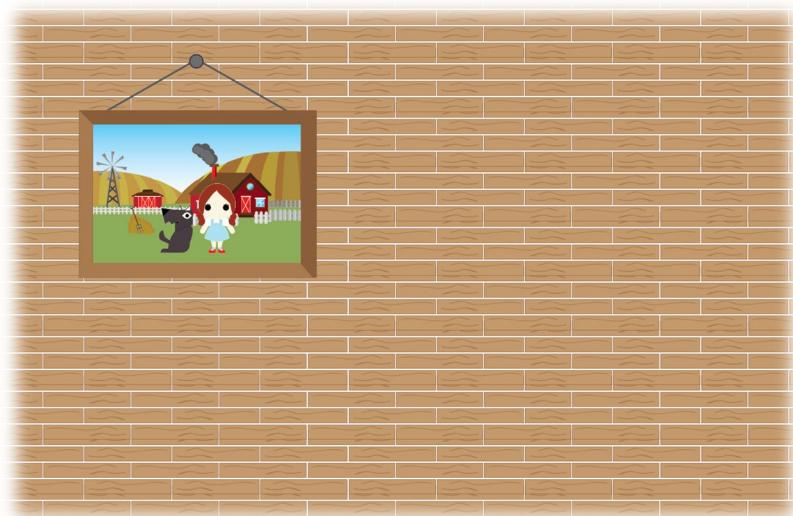
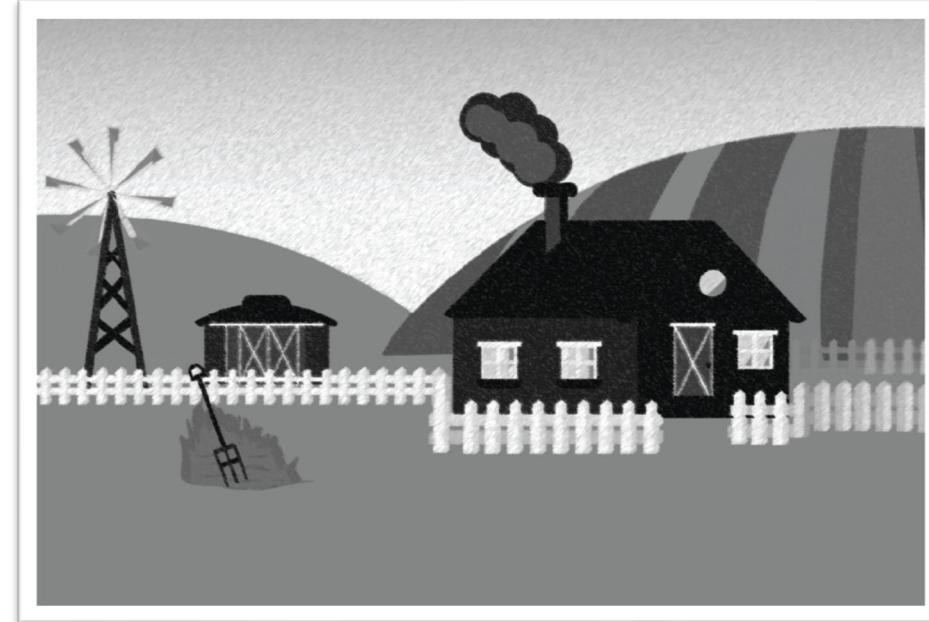
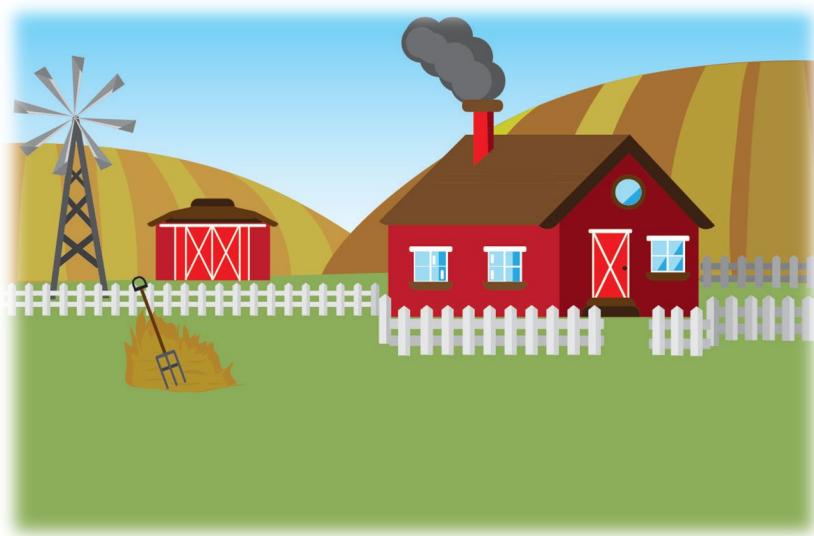
Background



Background - Game



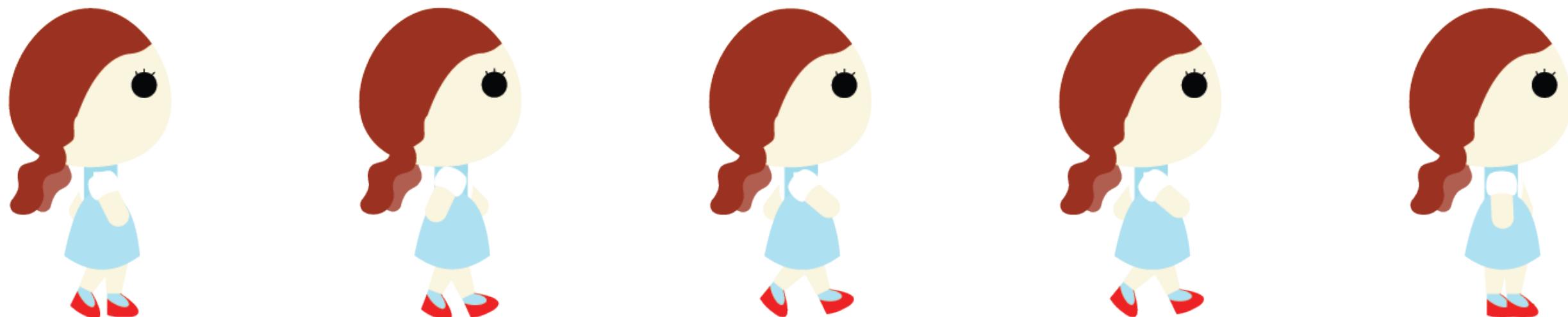
Process change



Sprite sheet

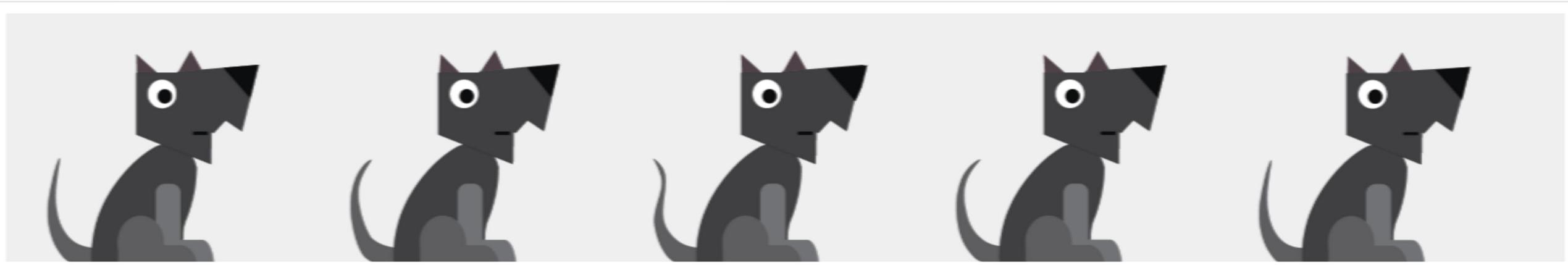
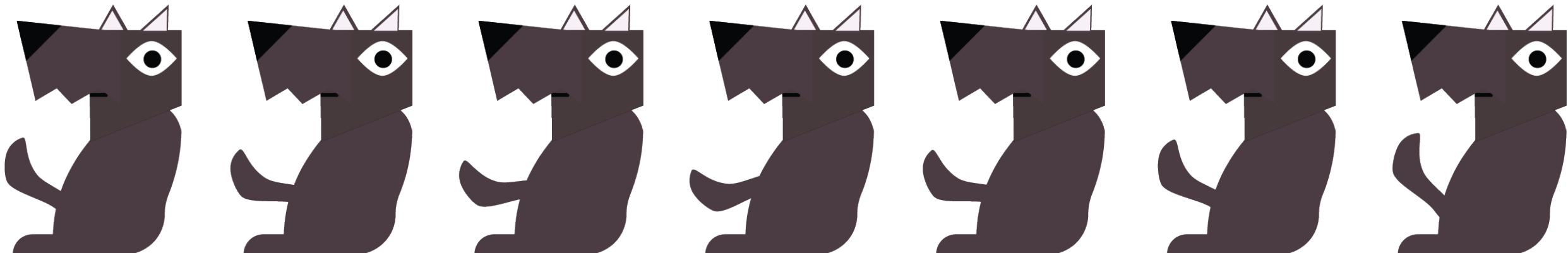


- 13 frames – 3900 x 300



Gif

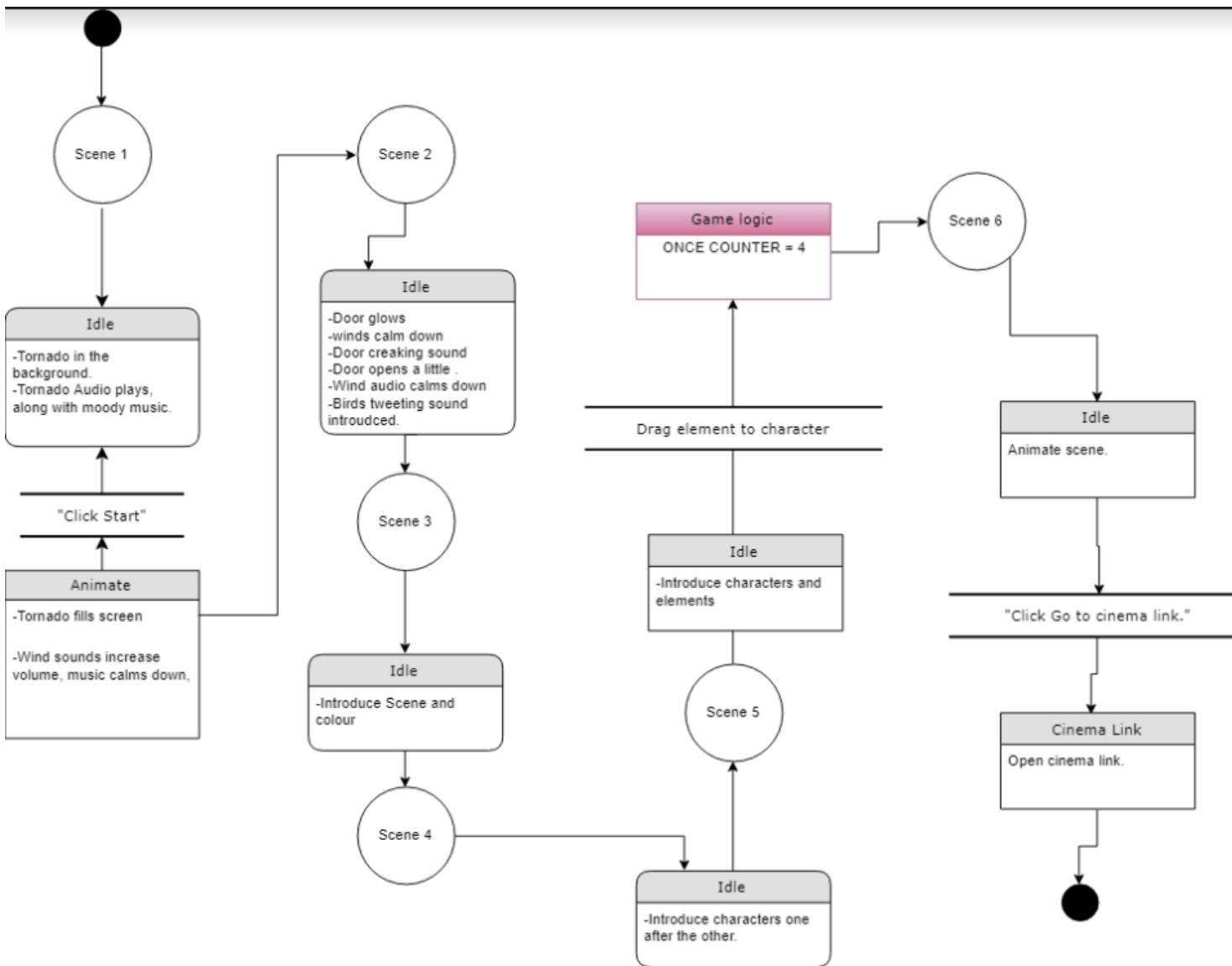
- Process change – Design + Sprite Sheet to GIF



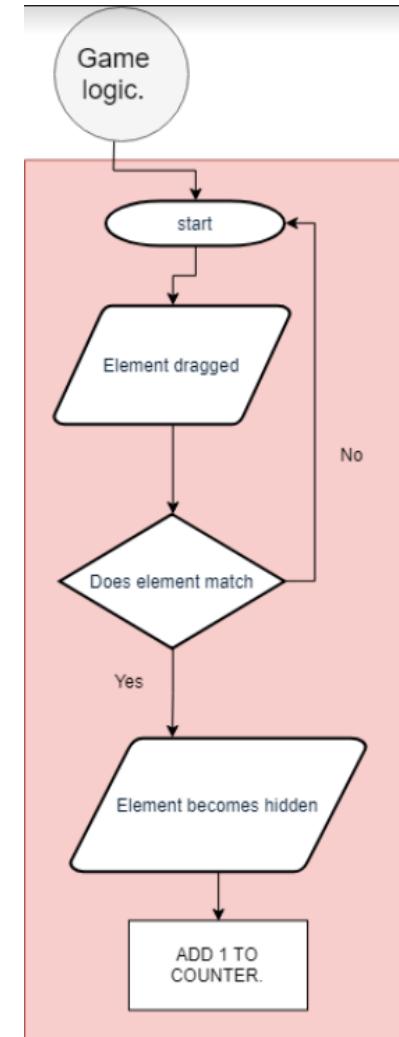
Audio

- In an effort to stay true to the film we tried to source as much audio as possible from the 1939 original movie.
- Additionally, we wanted to try and create our own piece of audio to include within the film. This can be heard in scene 2

State Machine



Topic



Coding - game

```
1  |!DOCTYPE html>
2  <html lang="">
3
4  <head>
5      <meta charset="utf-8">
6      <meta name="viewport" content="width=device-width, initial-scale=1.0">
7      <link rel="stylesheet" href="css.css">
8      <title>Game</title>
9  </head>
10
11 <body>
12
13     <div id="emerald">
14
15
16         <div class="dropzone1" ondragover="allowDrop(event)" ondrop="drop(event)">
17             
18         </div>
19
20         <div class="dropzone2" ondragover="allowDrop(event)" ondrop="drop(event)">
21             
22         </div>
23
24         <div class="dropzone3" ondragover="allowDrop(event)" ondrop="drop(event)">
25             
26         </div>
27
28         <div class="dropzone4" ondragover="allowDrop(event)" ondrop="drop(event)">
29             
30         </div>
31
32         <div class="dragzone1">
33
34             
35         </div>
36
37         <div class="dragzone2">
38
39             
40         </div>
41
42         <div class="dragzone4">
43             
44         </div>
45
```

```
1  ▼body{
2      margin: 0;
3  }
4
5  ▼#emerald {
6      background-image:url(img/background.png);
7      background-size: cover;
8      height: 100vh;
9      background-repeat: no-repeat;
10 }
11
12
13 ▼#scare {
14     width: 135px;
15     position: absolute;
16     bottom: 0px;
17     left: 460px;
18 }
19
20 ▼#dragbrain {
21     position: absolute;
22     padding: 60px;
23     width: 120px;
24     left: 110px;
25     cursor: pointer;
26 }
27
28
29 ▼#tinman {
30     width: 135px;
31     position: absolute;
32     left: 780px;
33     bottom: 0px;
34 }
35
36 ▼#dragheart {
37     padding: 80px;
38     width: 100px;
39     position: absolute;
40     left: 950px;
41     cursor: pointer;
42 }
43
44 ▼#lion {
45     width: 420px;
46     position: absolute;
```

```
1 var cls;
2 var id;
3
4 const DORI = document.querySelector("#dorothy");
5 DORI.addEventListener("mouseover", playsound);
6 const DORIPHRASE = document.querySelector("#doriphrase");
7 var counter = 0;
8
9 ▼ function playsound() {
10     console.log(this);
11     DORIPHRASE.play();
12 }
13
14 ▼ function allowDrop(ev) {
15     ev.preventDefault();
16 }
17
18 ▼ function dragStart(ev) {
19     cls = ev.target.classList[0];
20     id = ev.target.id;
21 }
22
23 ▼ function drop(ev) {
24
25     if (ev.target.classList[0] == cls) {
26         console.log(ev.target.classList[0], id);
27         ev.target.append(document.getElementById(id));
28         console.log(document.getElementById(id))
29
30         counter++;
31         if (counter == 4) {
32             setTimeout(function () {
33
34                 window.location.replace("index.html");
35             }, 2000);
36         }
37     }
38 }
39
```

PSUEDO-CODE

```
CREATE VAR cls;
CREATE VAR id;
CREATE counter AND INstantiate;

CREATE FUNCTION allowDrop{
    prevent default event-handling; // ev.preventDefault()
}

CREATE FUNCTION dragStart{
    Assign cls to ev.target.classList[0];
    Assign id to ev.target.id
}

CREATE FUNCTION drop{
    IF (ev.target.classList[0] IS EQUAL TO cls) {
        event.target.append id to html element using getElementById;

        counter equals to counter +1;
        if counter equals to 4{
            Link next html.
        }
    }
}
```

```
1  var cls;
2  var id;
3  var counter = 0;
4
5  ▶ function allowDrop(ev) {
6      ev.preventDefault();
7  }
8
9  ▶ function dragStart(ev) {
10     cls = ev.target.classList[0];
11     id = ev.target.id;
12 }
13
14 ▶ function drop(ev) {
15
16     ▶ if (ev.target.classList[0] == cls) {
17         console.log(ev.target.classList[0], id);
18         ev.target.append(document.getElementById(id));
19         console.log(document.getElementById(id))
20
21         counter++;
22         ▶ if(counter == 4) {
23             setTimeout(function () {
24
25                 window.location.replace("../End_Scene/Gametest.html");
26             }, 2000);
27         }
28     }
29 }
30 |
```

Management

Google Drive

The screenshot shows a Google Drive interface. At the top, it displays 'Meu Drive > Kea group work'. Below this is a navigation bar with a user icon and a grid icon. The main area is titled 'Pastas' (Folders) and shows the following folder structure:

Nome	Ação
Audio	
codes	
Completed Tasks	
Game	
Image Assets	
In Progress	
Meeting Logs	
Typography	

The folders are arranged in two rows. The first row contains 'Audio', 'codes', 'Completed Tasks', 'Game', and 'Image Assets'. The second row contains 'In Progress', 'Meeting Logs', and 'Typography'. A 'Nome' (Name) column header is on the far left, and an upward arrow icon is on the far right.