Project 1 - Animated Storytelling
Taking You Through the Applied Design Stages

As you design and program your Animated Storytelling project, you are going to complete some of the Applied Design stages.

By following the steps below and answering the questions, your animated storytelling project will be better planned, better designed and better implemented.

You will revisit these Applied Design stages throughout the course.

Your task is to create an animated story for a friend, classmate, teacher, relative or member of your community.

UNDERSTANDING CONTEXT:
Before beginning your program, select an individual and interview them to understand their likes/dislikes, needs/wants and interests.
Below you will find a series of questions. As you interview your selected individual, write down their responses these questions. Their responses will help you design and plan an animated story that they will enjoy.

What is your favourite book? What is that you like about this book?

What is your favourite movie? What is that you like about this movie?

What are your interests and hobbies?

If someone wrote a story for you, what ideas, characters or themes would you want to be included?

DEFINING:

Based on the interview responses above, write down any and all story ideas and characters that you think might be interesting to include in an animated story for this individual.

Identify the characters or components in the brainstorming above that might be difficult to program based on your current knowledge. What can you do to solve this problem before starting to program?

IDEATING:

Based on the interview responses and brainstorming above, provide a brief description of the characters and events that you are going to represent in your animated story.

Explain why you chose these characters and events based on the interview responses, brainstorming and after identifying possible difficulties that you might encounter.

IDEATING/PROTOTYPING:
Begin work programming your animated story. Make sure that you program your story in small parts and that you continually run and debug your code.

In the space below, write down some of your observations about the programming process. What did you notice as you created this larger project? What components were difficult and what components were simple? What strategies did you use to facilitate the programming? What tips would you have for someone who was working on a similar project?

TESTING:
Find a friend or classmate and have them test your animated story. Ask them to comment on the plot, the action, the animation, the sprites, the programming and the overall appeal of the story. Write down some of their comments below.

Considering the observations from your friend or classmate above, indicate any changes you might make to the program. If you are no going to make any changes, indicate why.

It's now time to have your end-user test the story. Ask them to comment on the plot, the action, the animation, the sprites, the programming and the overall appeal of the story. Write down some of their comments below.

Considering the observations from the end-user above, indicate any changes that you might make to the program. If you are no going to make any changes, indicate why.

SHARING:
When you have completed your animated story, and made all final changes, share it with your end-user and your friends and classmates. Indicate some of the feedback that you receive on your animated story in the space below.

Based on the feedback you have noted above, are there any people or groups (other than your end-user) that might enjoy this animated story?