

Camping with Wendell



Introduction:

Living in New York City my whole life has made me miss nature so much. When I was younger I had the opportunity to go camping for a week upstate with a class, and it was refreshing to be out in the wild. I sadly returned back to the concrete jungle. When applying to college, a campus with trees and grass was a major component in me picking a university. But Parsons has the best design program in the world, so I decided to stay here in New York. Everyone should experience camping once in their life. It's such a beautiful experience. Living in tents, cooking by the fire, eating s'mores every night, and probably the best part, being off grid. Camping is such a juvenile thing that everyone young should grow up doing. I definitely wish I grew up doing it or wish I can do it more often. It's liberating to be out in the woods and learning how to survive on your own. It's like practice when you're off to the real world!

Three Sentence Story:

Wendell is finally old enough to go camping in his backyard, but he later realizes that he forgot to bring food.

Wendell is hungry and crying, but he remembers all of his boy scout training.

He went deeper in the woods and found berries and caught a fish and survived.

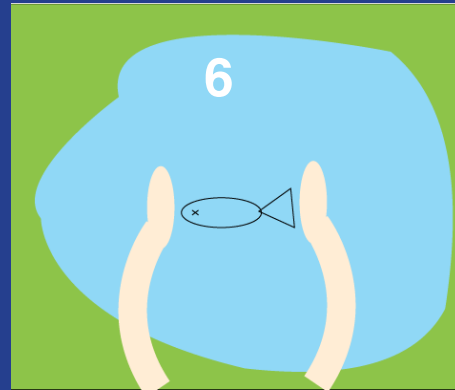
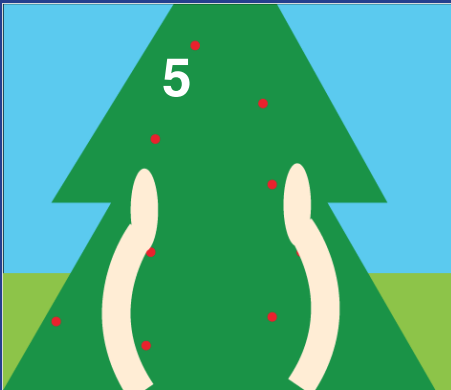
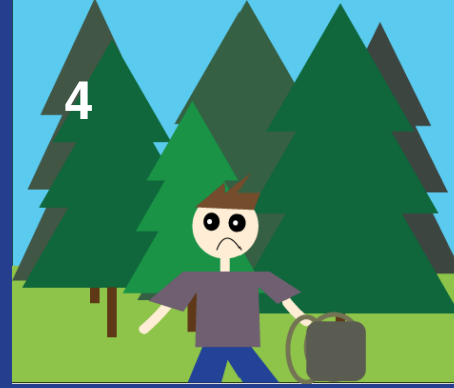
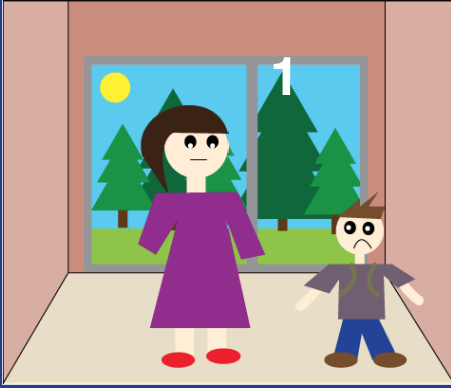
Description/User Scenario:

The story will start in one scene (stage) and then the user will experience other scenes as the story progresses through the many hotspots I will have. There are going to be elements in the background that will inform the user what is happening (probably text in a frame so it looks integrated into the scene.) The user will be able to control the cursor and to what is happening in the background and to the boy. There will be clues to what is clickable or interactive. The user will be able to click and do. It will be their opinion if they want to do it.

Style Reference:



Storyboards:



1. Door hotspot, opens to the forest scene
2. Tent hotspot to see what's inside Wendell's tent
3. Another hotspot for the forest, for the next scene
4. Another hotspot for the forest
5. Click on the berries and it will fall down
6. Click on the fish and it will stop
7. Hit keyboard for the end.



Thankyou!