

FINAL HAND IN GROUP 8

Giada Ferrari

Yan Li

Rihards Zeila

Sabina Sándorová

Rolandas Eitutis

Barbora Gallova

presenting

Dr. Strangelove

or:

How I learned to stop worry and love the bomb

interactive teaser

Idea and Concept

We started by brainstorming our ideas singularly, writing them down on a piece of paper, and then exposing them one at a time. By doing this we didn't influence each other, and everyone's idea contributed to the final project.

Given the young age of our target group, the majority of which are males, we decided to use the old school look of the movie, and the dark Cold War setting to our advantage to catch the teenagers attention, who are normally attracted by themes like the war and the chance to play violent games.

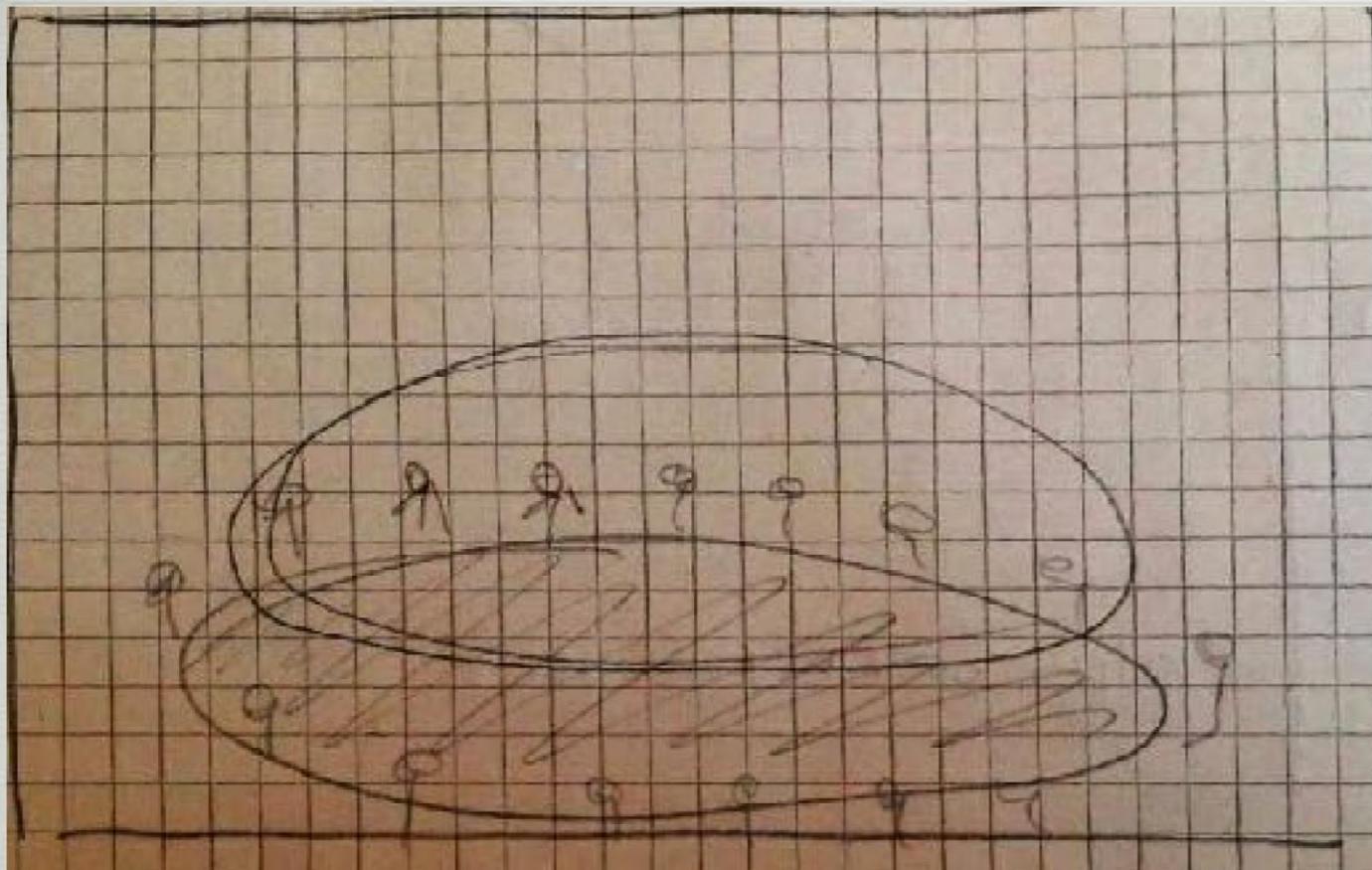
We opted for a series of mini games (starting with 2 and then getting up to 4 different games), each of which is linked to a part of the plot and to a character from the movie.

To involve the kids to watch the movie, we decided to leave our ending open, without telling them if they won or not, because

they can only know if they were successful by watching the movie and see how it actually went.

Dr. Strangelove
or:
How I learned to stop worry and love the bomb

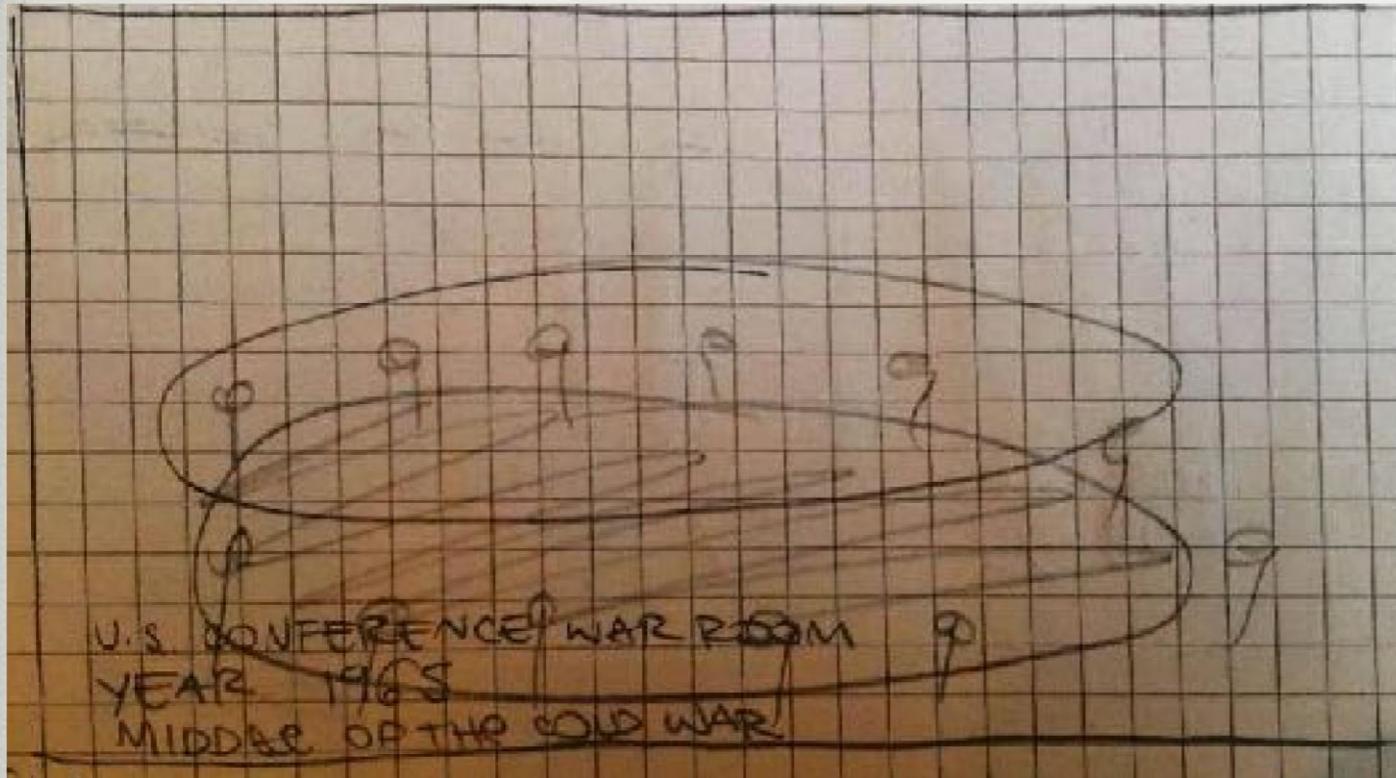
STORYBOARD



Frame 1

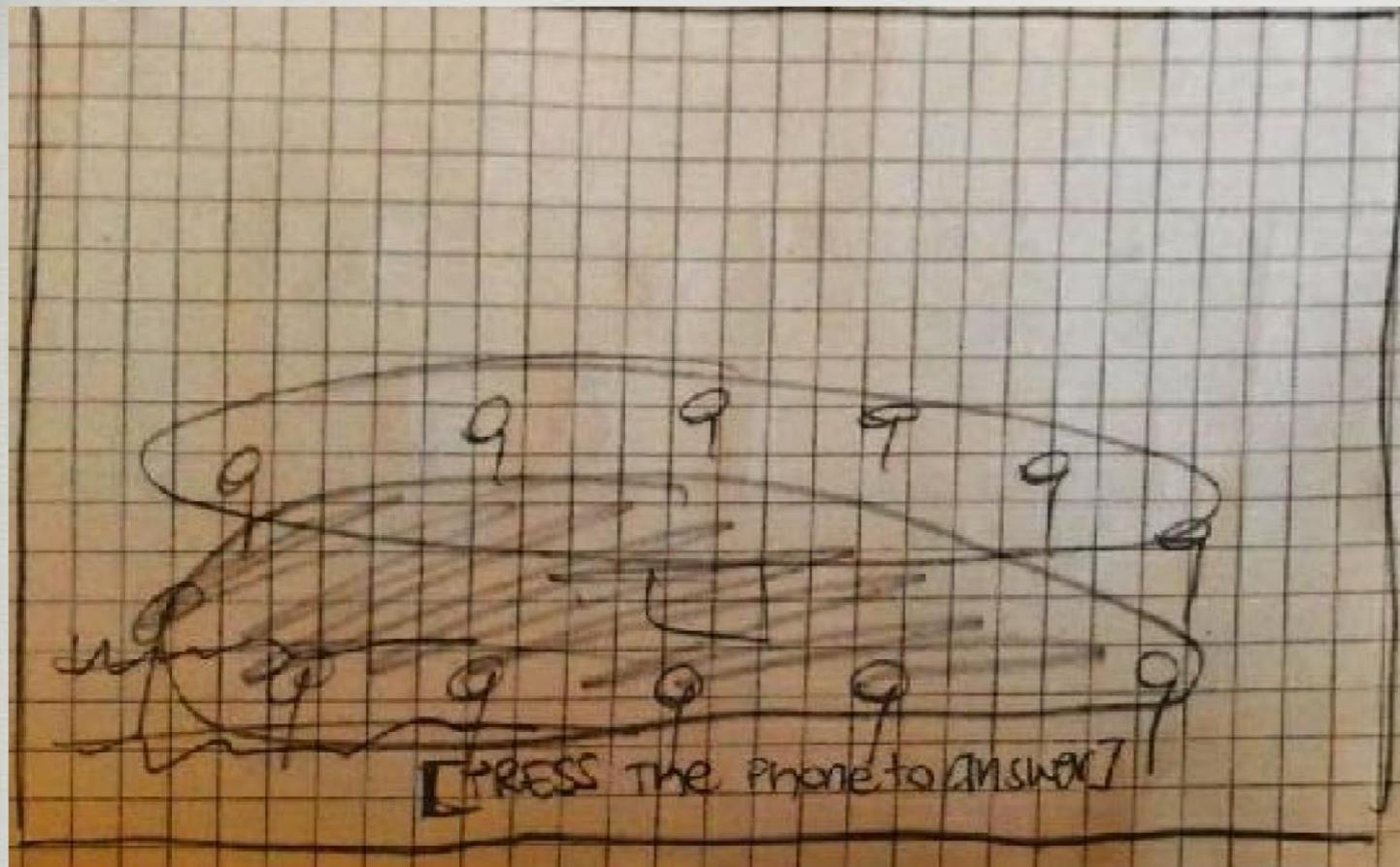
Prelude

No sound playing,
War Room Image showing



Frame 2

Text popping up, setting time and place in the scene.
Typewriter font family plus sound effect playing



Frame 3

Phone ringing sound,
phone gets highlighted and becomes
clickable.

Hint showing on screen, stating :
Click the phone to answer it



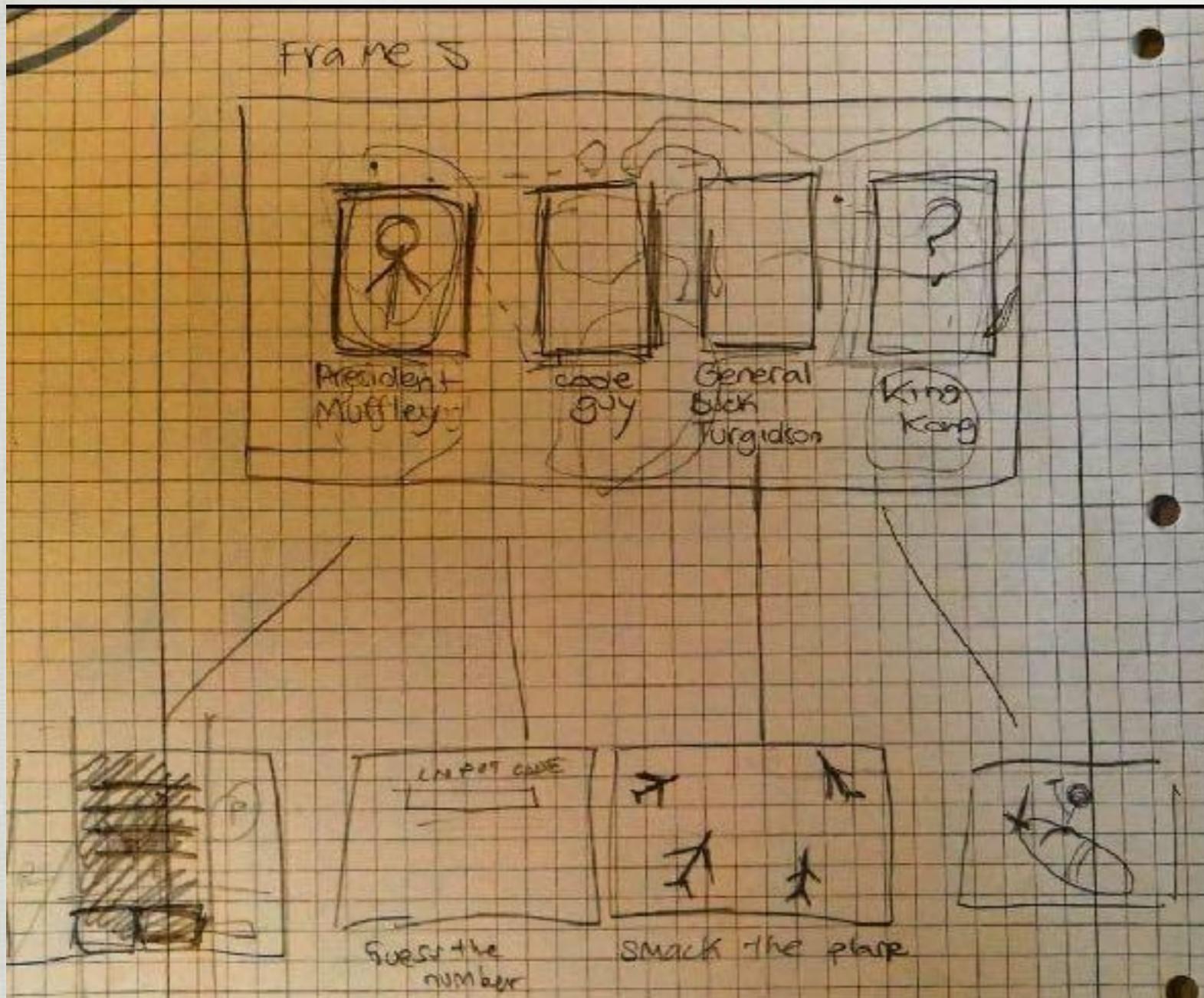
Frame 4

Presentation

Voice over explain the bombing
situation and instructs the user of the
need of someone who will save the
world.

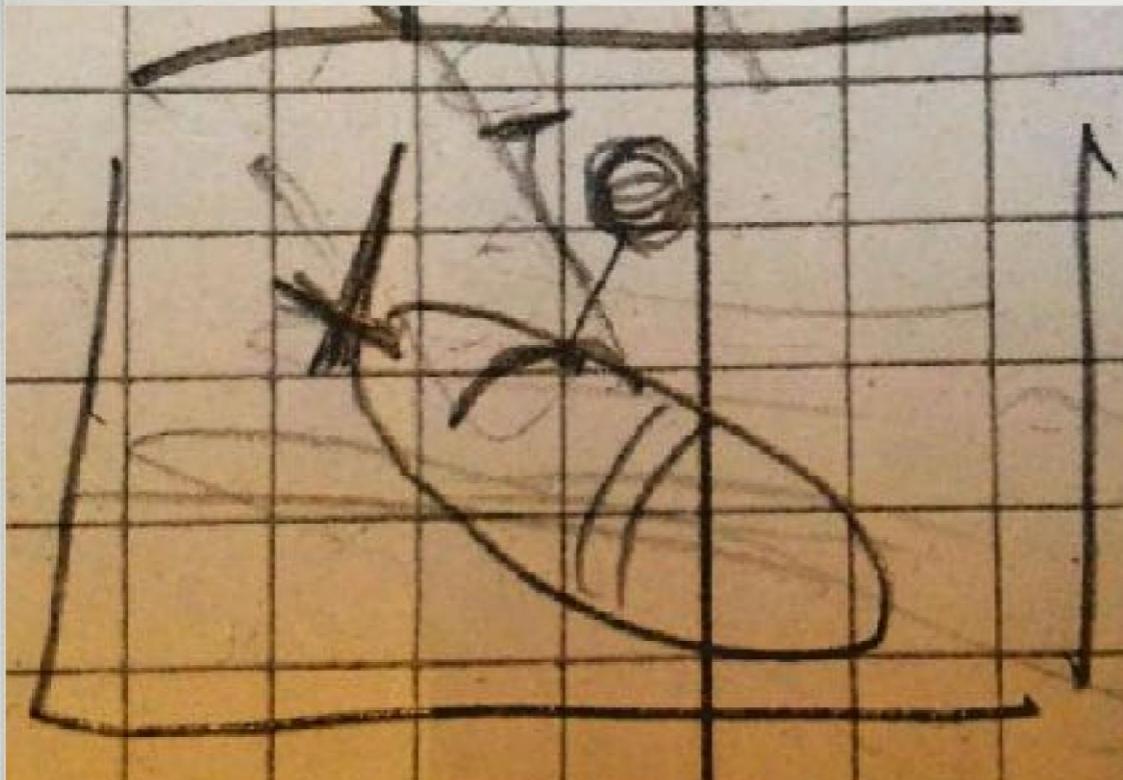
[updated]Background images from
the Cold War slide quickly, setting
the dark, serious mood of the game.
Subtitles follow the voice over in
order to make it more accessible for
the user to understand.

Voice over sets a time limit for the
user to solve the problem (2
minutes).



Frame 5

Point of No return
[updated] Timer does not show until the user chooses a game. User must decide which character he's gonna play with to save the world, and can read a brief overview of the game by hovering the different character: President, Military General, The guy that figures out the right code, or the pilot King Kong. Each character leads to a different challenge, or mini game that need to be won before the timer runs out. Song from the movie ('Bomb Run' from the original Soundtrack) paling in the background

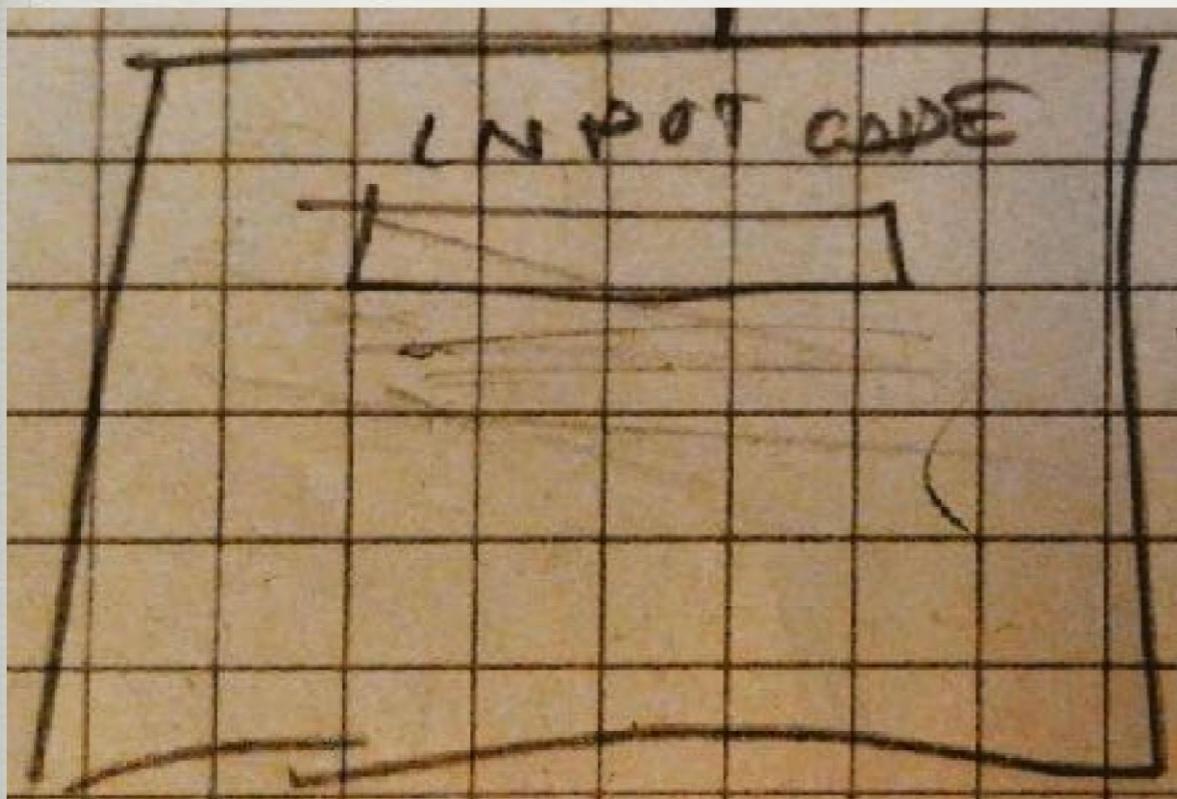


Frame 6 - King Kong chosen

Rising action/Climax

[updated] A 'rodeo' game appear, where the user needs to help King Kong stay on the bomb until the end of the timer.

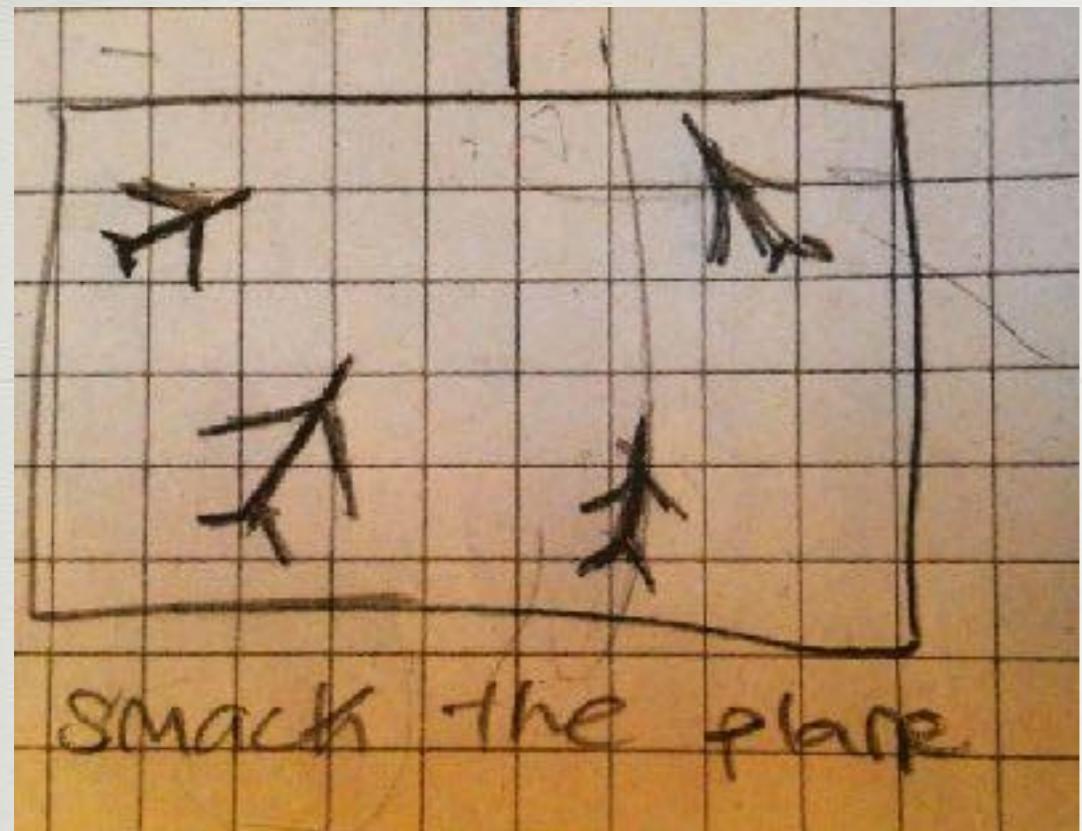
Sound from the movie is played (song 'Bomb Run' from the original Soundtrack)



Frame 6 - Code Guy is chosen

Rising Action/Climax

Mini game appears. The user needs to find the right three letter code in order to stop the bomb. The game will give hints to help the user.



Frame 6 - Military General is chosen

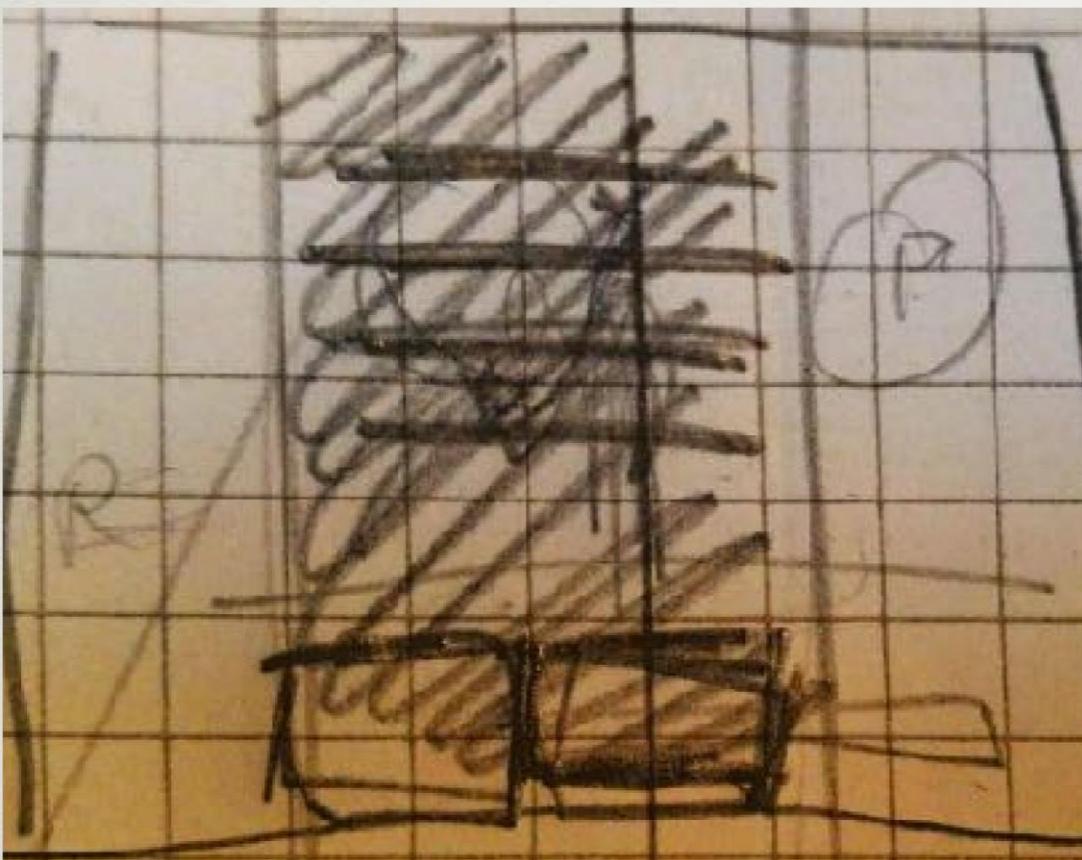
Rising Action/Climax

Mini game appears, 4 planes randomly move throughout the screen, user needs to smack all of them before the timer runs out in order to stop the attack

[updated]

For expert gamers, we added the bonus level that is automatically unblocked by destroying all planes under a minute. In that case 3 more planes appear.

Engine and gun machine shooting sound play.



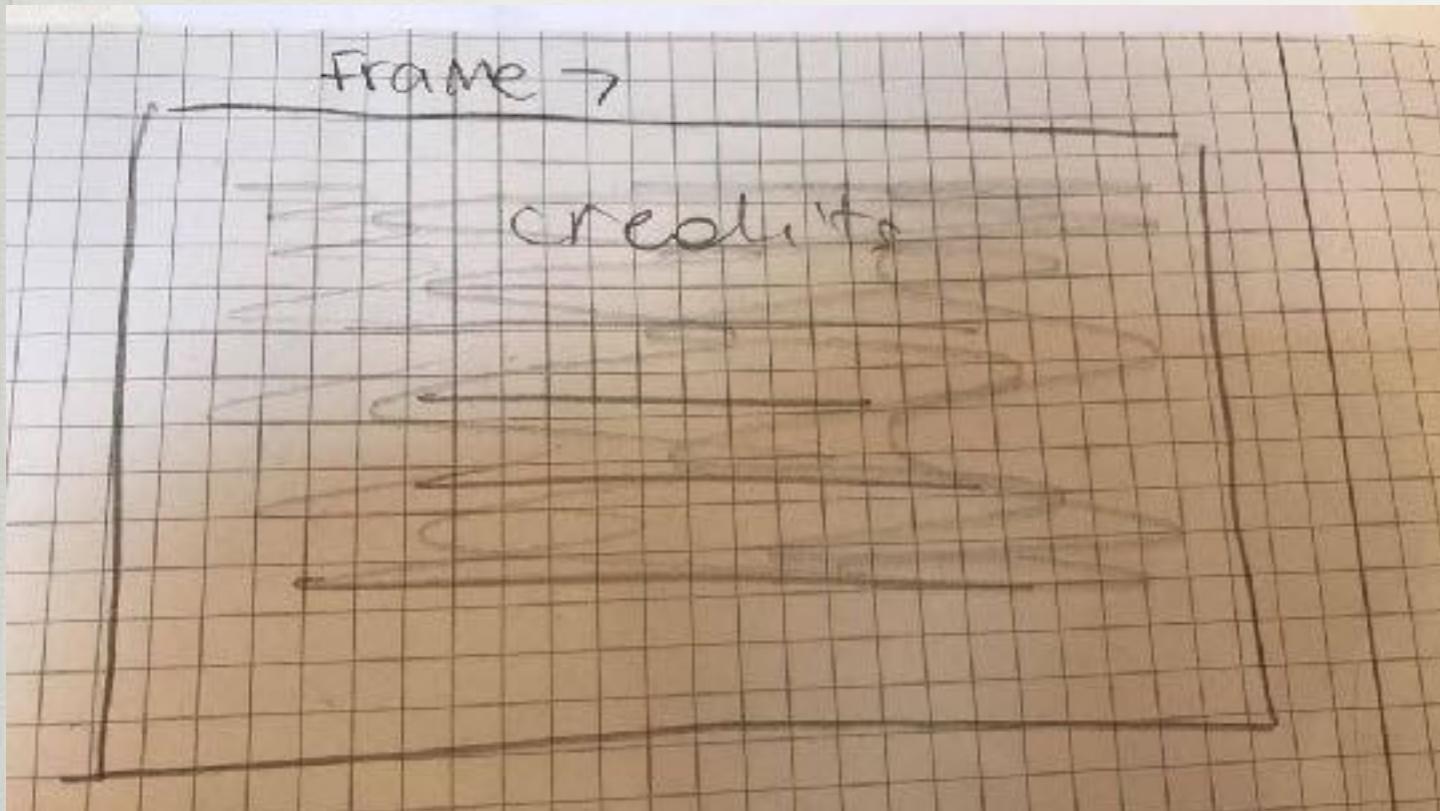
Frame 6 - President is chosen

Rising Action/Climax

Mini game appears. User is given the choice of how to phrase his conversation with Russia. If the user matches the lines from the movie, and doesn't upset him, then he will win the game and peacefully arrange an agreement with Russia. If he chooses wrong and angers Russia, then he loses and the Doomsday device kicks in.

Snippets of the original conversation play when the correct answer is selected.

Frame 7



Fade Out.

In case of winning, the screen gets staticky and white noise background appear.

Writing rolls on screen inviting the user to watch the movie to know how their mission really ends. This will leave a sense of missing closure and curiosity, teasing the user to watch the movie. Credits with our name appear.

In case of lost game footage of the bomb exploding is shown before the credit scene.

Graphics examples



Dr. Strangelove

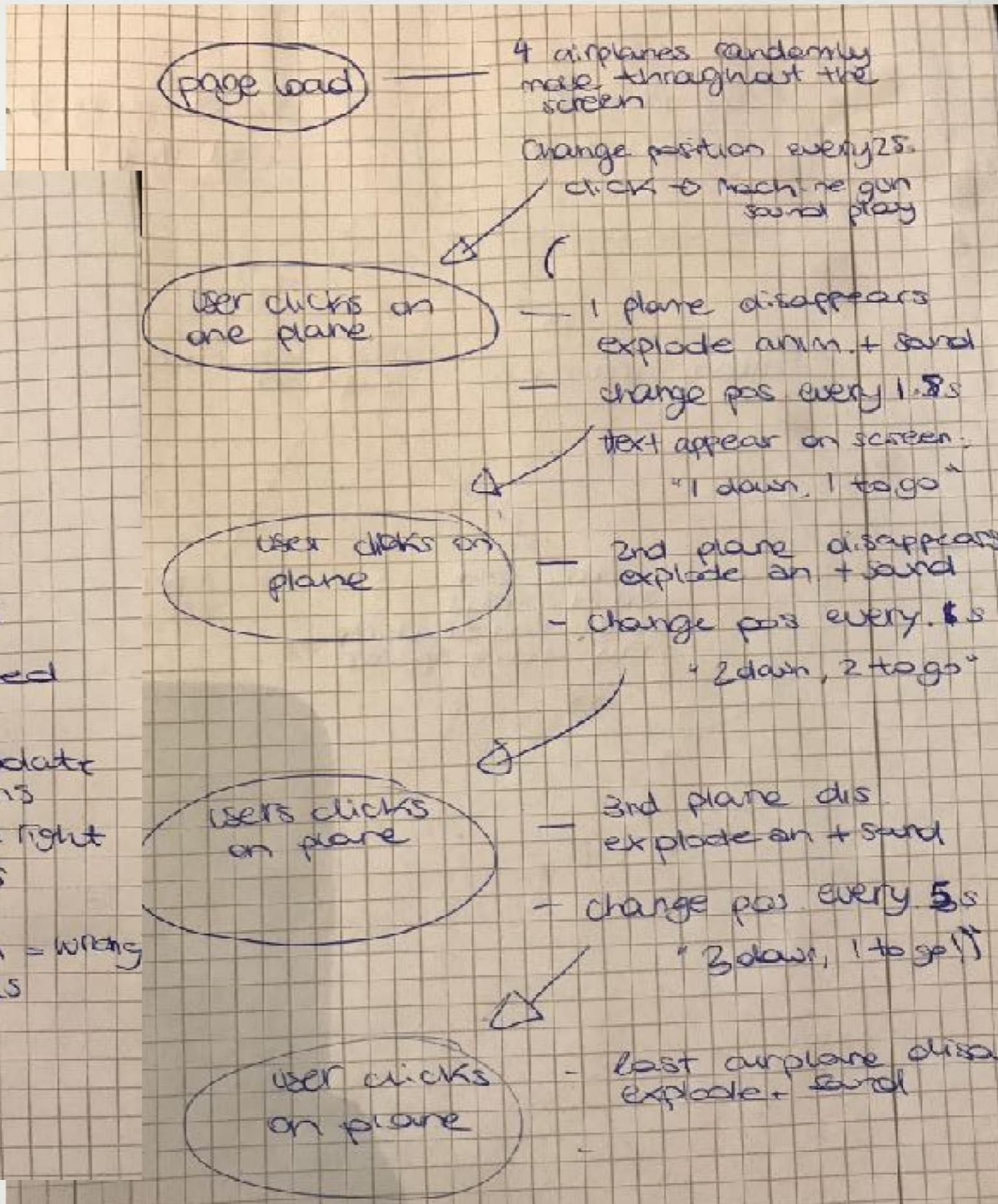
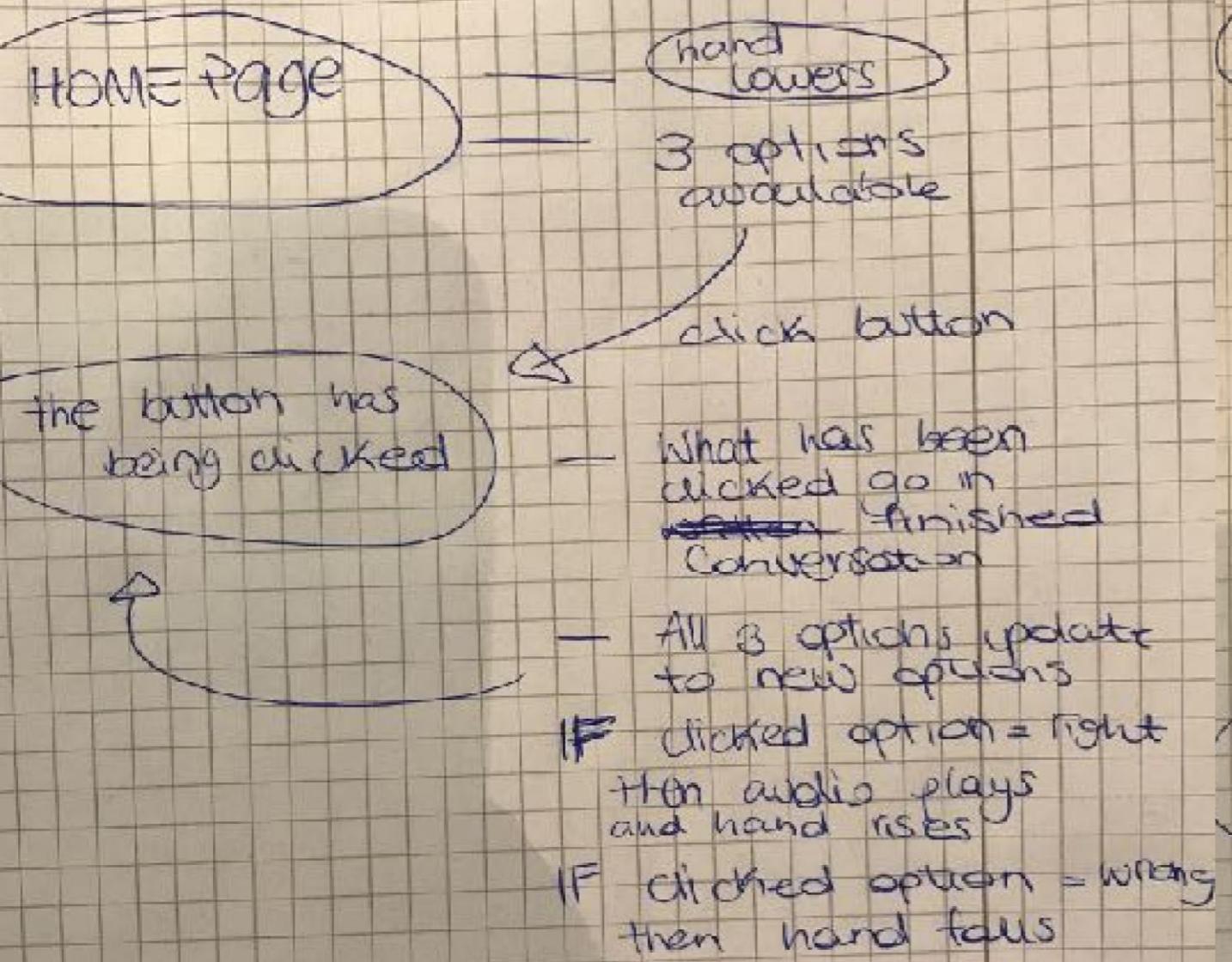
Or: How I Learned to Stop Worrying and Love the Bomb



An example of graphics applied in one of the mini games (Air Combat Simulator) and in the Gif Poster. Characters are posterised and the predominant colour is red, to remind of the Cold War hardship. We took a little artistic license and left the original colours of the flag (even though blue and yellow are not part of our colour scheme), because we thought that it gave a more powerful representation of who the real main character were: USA and USSR, two macro states who battled for decades. We thought that to leave the original colours would emphasise the black and white scene, add drama to the composition and in a way remind the viewer that this Cold War never really ended, and that the tension between these two countries is still felt nowadays.

Sequence Diagrams

President game



```
window.addEventListener('mousedown', gunfire);
// randomly change position and size of the planes
changePosition(); // run first time without interval/timeout so that planes don't
start at the same position on the webpage
changePositionInt1; // start interval
// plane got shot
planes.forEach(checkAllPlanes);
function checkAllPlanes(plane) {
    plane.addEventListener('click', hit);
    function hit(){
        // get the timing for each gun fire
        nthHit++;
        hitTime[nthHit] = startTime[3];
        if ((nthHit >= 1 && (hitTime[nthHit]-hitTime[(nthHit-1)]>100)) || nthHit
==0){
            console.log(nthHit, hitTime);
            setTimeout(hitDelay, 500); // need delay cuz plane is in distance, need
            some time for the bullet to reach
            function hitDelay(){
                let planeImg = plane.children[0];
                explosionAudio.play();
                planeImg.style.height = "0";
                planeNr--;
                if (planeNr == 3){
                    clearInterval(changePositionInt1); //need to clear so doesn't
                    fire multiple times
                    changePositionInt2 = setInterval(changePosition, 1500); // need
                    to give a new id so can be cleared later
                    hintPlane.textContent = '1 down, 3 to go';
                    planeLeft.textContent = "1/4";
                    setTimeout(hintGone, 2000);
                } else if (planeNr == 2){
                    clearInterval(changePositionInt2);
                    changePositionInt3 = setInterval(changePosition, 1000);
                    hintPlane.textContent = 'half way done, 2 to go';
                    planeLeft.textContent = "2/4";
                    setTimeout(hintGone, 2000);
                } else if (planeNr == 1){
                    clearInterval(changePositionInt3);
                    changePositionInt4 = setInterval(changePosition, 700);
                    hintPlane.textContent = '3 down, finish the last one';
                    planeLeft.textContent = "3/4";
                    setTimeout(hintGone, 2000);
                } else if (planeNr ==0 && timeToDisplay.innerHTML[1] != 0) { // finished too fast, add extra planes
                    hintPlane.textContent = '4 down! WELL DONE! But 3 backup planes
                    just joined the battle!';
                    planeLeft.textContent = "4/7";
                    setTimeout(hintGone, 4000);
                }
            }
        }
    }
}
```

Air combat simulator game

This snippet of code shows how we linked the event mousedown to the gunfire function in order to let the user shoot by clicking on the planes.

A NodeList has been used to group and target the planes, and in the function hit we define what is gonna happen once a plane gets hit.

Every time a plane gets hit, a hint appears on the screen singling how many planes are left. Also the counter on the screen always display the number of planes left to take down.

Presidential Call Game

conversation.js

```
91     if (choice.classList.contains("rightChoice")) {  
92         conversationSound[conversationCount-1].play();  
93     }  
94     if (conversationCount == 1) {  
95         topic.textContent = "You know how...";  
96         conversationCount++;  
97         choices[0].textContent = 'Usa and USSR relations have  
98             deteriorated overtime';  
99         choices[0].classList.replace("rightChoice",  
100            "wrongChoice");  
101        choices[1].textContent = 'We slaughtered each other\'s  
102            troops for generations.';  
103        choices[1].classList.replace("wrongChoice",  
104            "horribleChoice");  
105        choices[2].textContent = 'We always talked about the  
106            possibility of something going wrong with the bomb.';  
107        choices[2].classList.replace("horribleChoice",  
108            "rightChoice");  
109  
110  
111  
112     } else if (conversationCount == 2) {  
113  
114         topic.textContent = "So one of our - Base Commanders...";  
115         conversationCount++;  
116         choices[0].textContent = ' is gonna attack you and you are  
117             all gonna die';  
118         choices[0].classList.replace("wrongChoice",  
119            "horribleChoice");  
120         choices[1].textContent = 'is attacking your Country and  
121             there\'s nothing you can do about it';  
122         choices[1].classList.replace("horribleChoice",  
123            "wrongChoice");  
124         choices[2].textContent = 'One of our base commanders got a  
125             little funny in the head...and attacked your country';  
126  
127         tipMe.textContent = ' HINT: Russians prefers things to be  
128             explained with caution and with no hostile words';  
129         if (tipMe.classList.contains("hide") == false) {  
130             tipMe.classList.add("hide")  
131         }
```

This code snippet shows a part of the conversation, and how the text Content of each paragraph is changed when the user pick an option, and the new options appear. Every set of options has its own hint, and if the right option is chosen the according sound plays. To each right choice we linked a brief audio taken from the phone call in the movie.

Individual contributions and roles

Rihards Zeila - Management

- Idea Development - Coded structure and
 - Overviewing progress and advanced features in mini organising the work between games.
- group members
- Developed StoryBoard
 - Developed Storyboard and StoryBoard Hand-in
 - Found Audio Files and - Expert test and interviews, recorded needed audio files wrote Expert test results
 - Gif Poster hand-in
 - Exhibition

Sabina Sándarová - Graphics

- Idea Development
- Personas Collage
- Image searching and Manipulation -
- Audio Manipulation

Yan Li - Coder - Idea Development

- Developed StoryBoard

- Developed Storyboard and StoryBoard Hand-in
- Expert test and interviews, recorded needed audio files wrote Expert test results

Rolandas Eitutis - Graphics

- Idea Development
 - Personas Collage
- Image searching and Manipulation

- Exhibition

Giada Ferrari - Coder - Idea Development

- Collaboration Agreement
- Co-coded game structure
- Coded advanced features in Presidential game.
- Developed StoryBoard and Story-board Hand-in
- Expert test and interviews
- Final hand-in

Barbora Gallová - Graphics

- Gif Poster
- Image searching and Manipulation
- Exhibition

Final Remarks

We were very ambitious with our idea and initial storyboard, so we tried not to add anything until we were sure we could manage it.

We did add an extra game and extra feature once we thought we could manage them. All in all we worked really well as a group, everyone was invested in the project and it was easy to confront our ideas with each other without feeling dismissed or personally offended in case our idea didn't work.