



INDIVIDUAL ASSIGNMENT

INTRODUCTION TO VISUAL AND INTERACTIVE PROGRAMMING INDIVIDUAL ASSIGNMENT AND ASSESSMENTS

INTAKE: UCFF22208CT-ENG

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Description of the program

This is a story book. Its name is “Japanese Festival Culture and Hyakki Nocturnal”. I want players to know more about Japanese festival culture and Hyakki Nocturne through storytelling. For example, parade float, Japanese traditional food and kimekomi doll.

In this story players will face three choices. The ending of the story is same, but the plot of the story will change when users' choice is different. At first, users will know more knowledge parade float through user's best friends, Yuan Kee. Beside that, users will know about Hyakki nocturna from Hyakki and Yuan Kee. Not only that, but users will also know more knowledge about Kimekomi doll between Miko and Jai conversation. At last, users will know some Japanese traditional food between Miko and Jai conversation. As a selfishness, I also hope to let users though this story to understand users need to cherish the people in front of you and know how to properly let go of the heart.

My job is to create a story that allows player to understand the knowledge I want to convey through the communication of the characters. As an author will try the best to make the story book does not look so boring. This story has a total of players and five characters. Below is the character's profile.



Name	Hyakki
Gender	Girls
Character Personality	Cheerful and caring friends
Age	381
Relationship with other story characters	<ul style="list-style-type: none"> • Friends with Miko • Friends with Jai • Have expectations to player and yuan kee, hope Miko can get help by them
Species	Demon



Name	Staff of Treasure Hunt
Gender	Girls
Character Personality	Intimacy and patience
Age	23
Relationship with other story characters	Meet player and yuan kee on Treasure Hunt, explain rules for them
Species	Human



Name	Miko
Gender	Girls
Character Personality	Perceptual
Age	253
Relationship with other story characters	<ul style="list-style-type: none"> • Friend with Jai, always been concerned about Jai dead. • Meet player and yuan kee, touched by their words • Friend with Hyakkid
Species	kimekomi doll

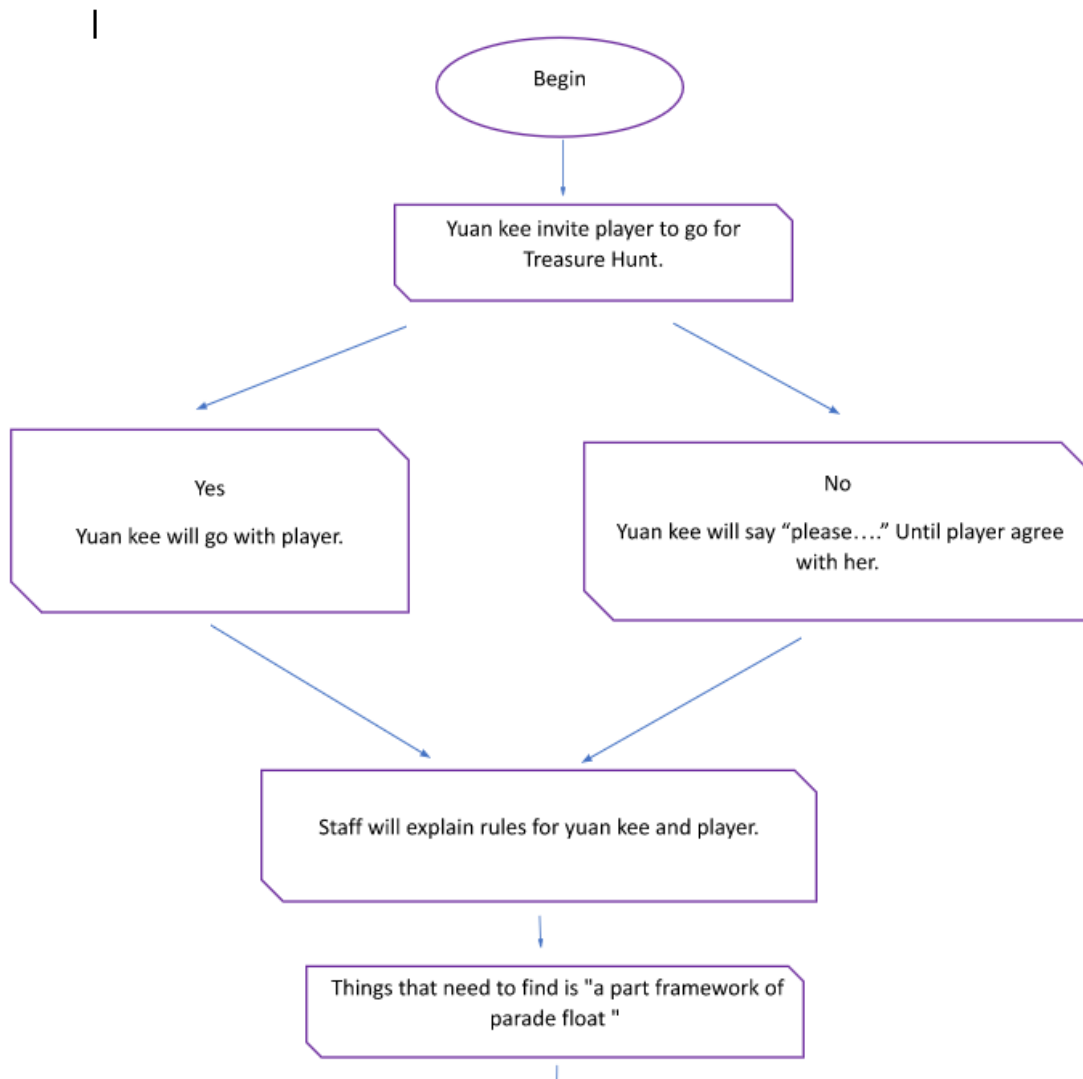


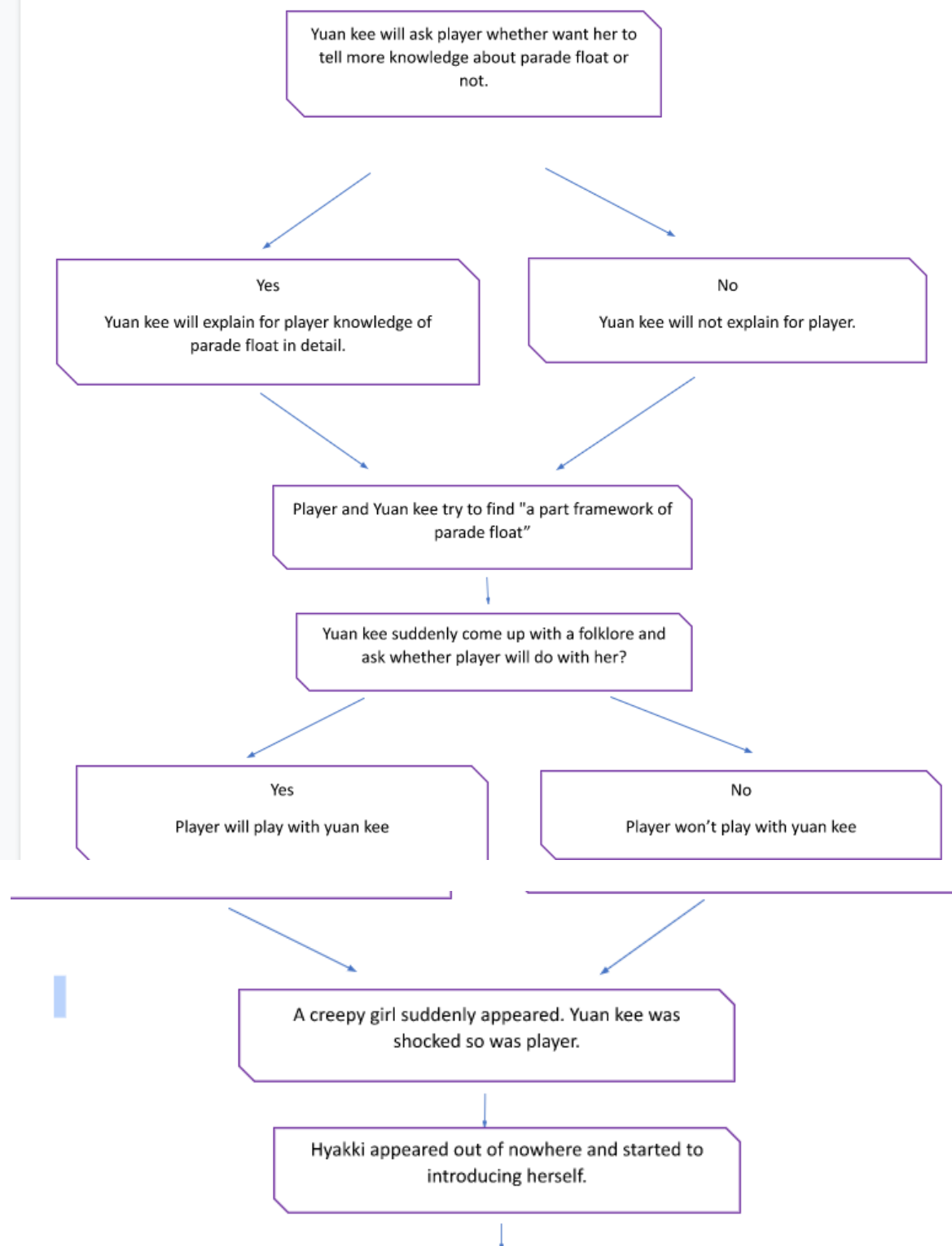
Name	Jai
Gender	Boy
Character Personality	Curiosity and sensibility
Age	20
Relationship with other story characters	Friends with Miko
Species	Human

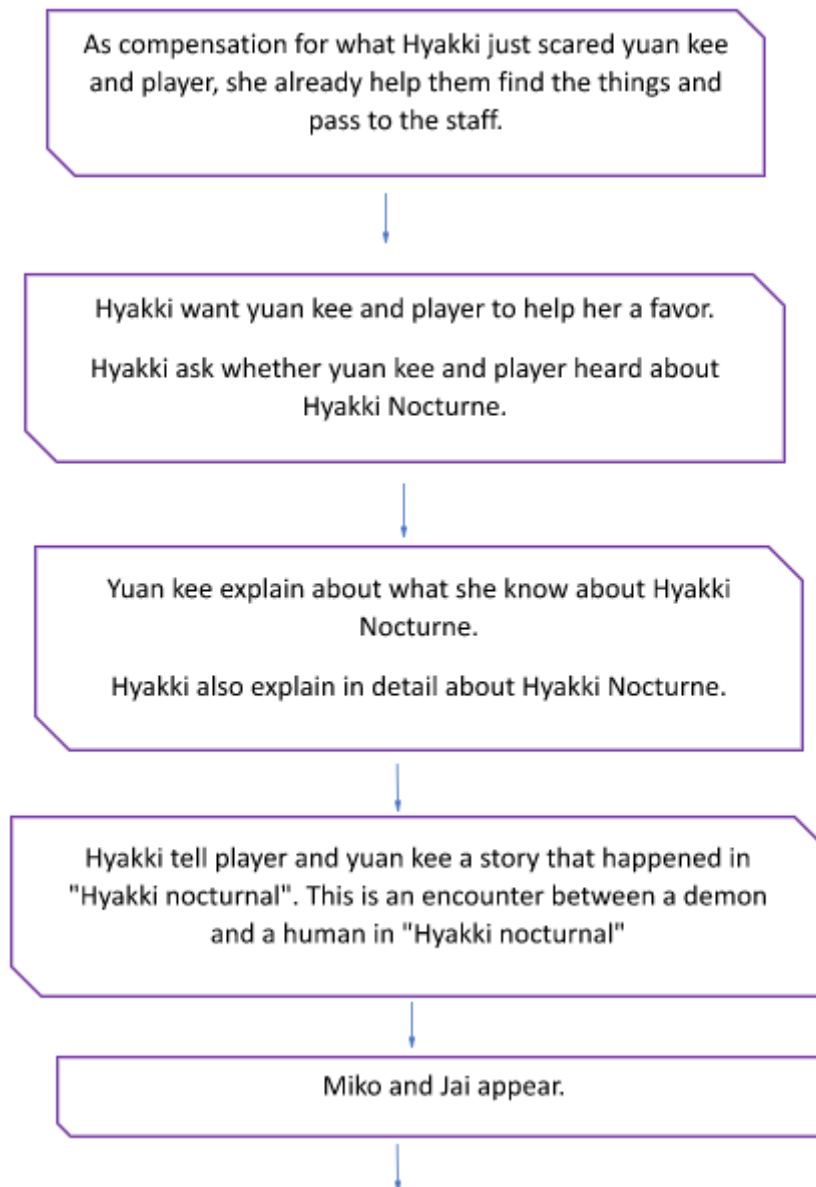


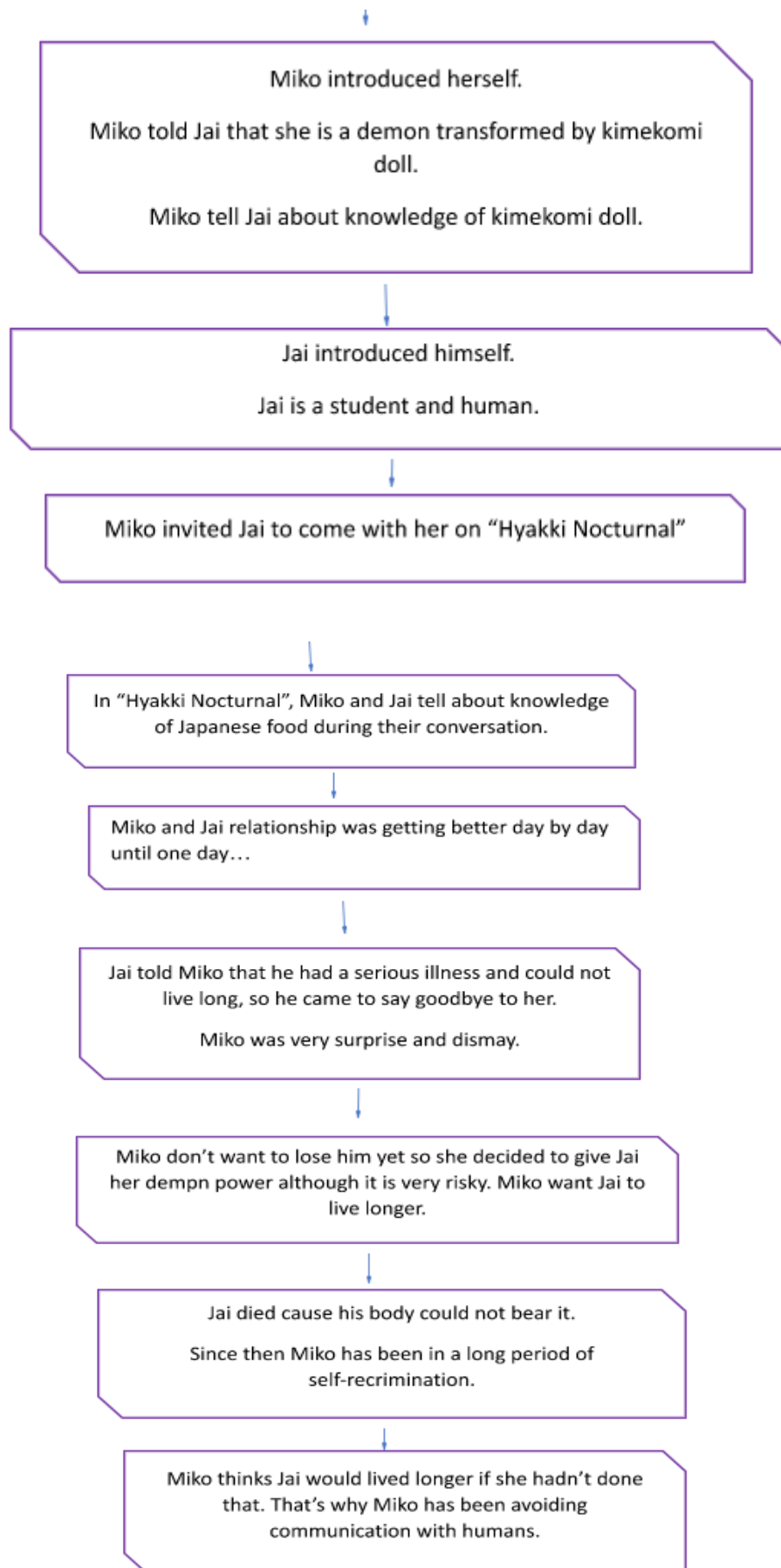
Name	Yuan Kee
Gender	Girls
Character Personality	Strong desire for knowledge and cheerful
Age	19
Relationship with other story characters	<ul style="list-style-type: none">• Best friends with player• Meet Miko and Hyakki• Heard about Jai
Species	Human

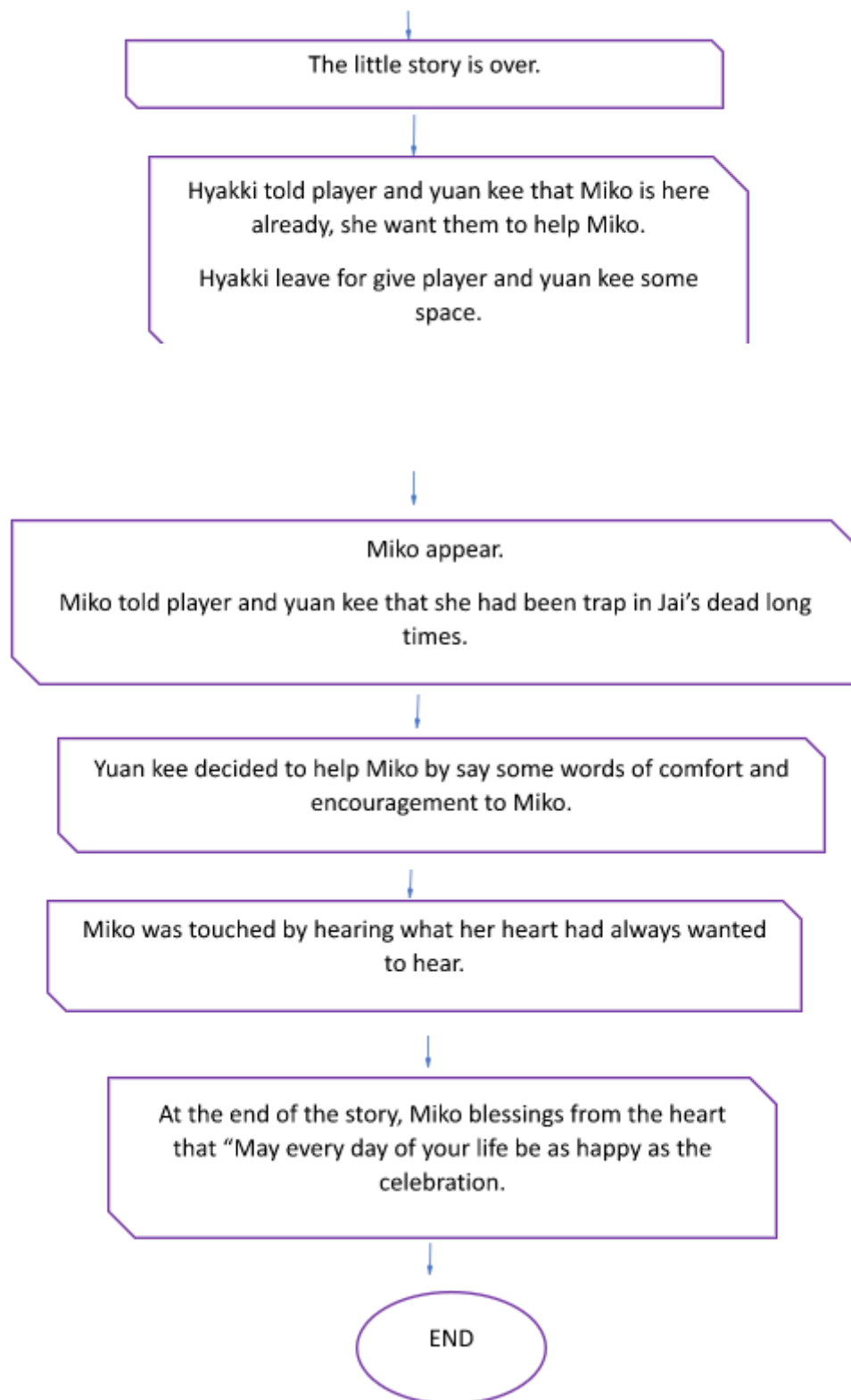
Strategy planning


















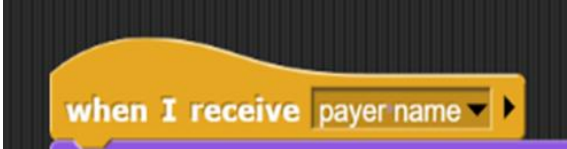


Program design




Abstracting and Modularizing


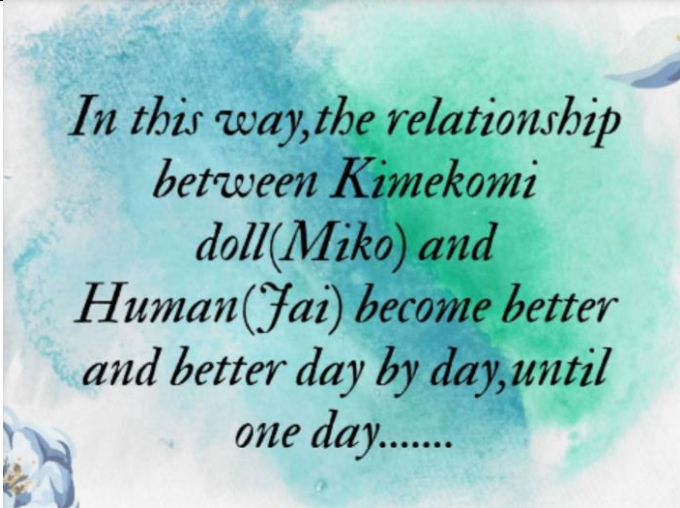

Exploring connections between the whole and the pair.




<p>Decide what sprite are needed for your project and describe each of the sprite.</p>	<p>Sprite</p> <div data-bbox="391 593 758 1176">  <p>costume 1</p>  <p>costume 2</p> </div>	<p>Sprite (2)</p> <div data-bbox="1220 593 1476 1590">  <p>costume 1</p>  <p>costume 2</p>  <p>costume 3</p> </div>
	<p>The sprite has two costumes. Each costume has difference task.</p> <p>Costume 1 called yuan kee. She plays as player's best friend. She will be explaining knowledge through dialogue with players.</p>	<p>The sprite (2) has three costumes. Each costume has difference task.</p> <p>Costume 1 is staff of Treasure Hunt.</p>




	<p>Costume 2 called Miko. She is kimekomi doll. She will be explaining knowledge through conversation between Jai.</p>	<p>She will meet player and yuan kee on Treasure Hunt and explain rules for them.</p> <p>Costume 2 called Hyakki. She plays as friends with Miko and Jai. She has expectations to player and yuan kee, hope Miko can get help by them.</p> <p>Costume 3 called Jai. He plays as Miko friends.</p>
Decide what scripts are needed for your project, and what should they do.		<ul style="list-style-type: none"> • There have 3 when space key pressed scripts inside project. • When users press space, all the stories will begin to start.
		<ul style="list-style-type: none"> • There have 23 when I receive


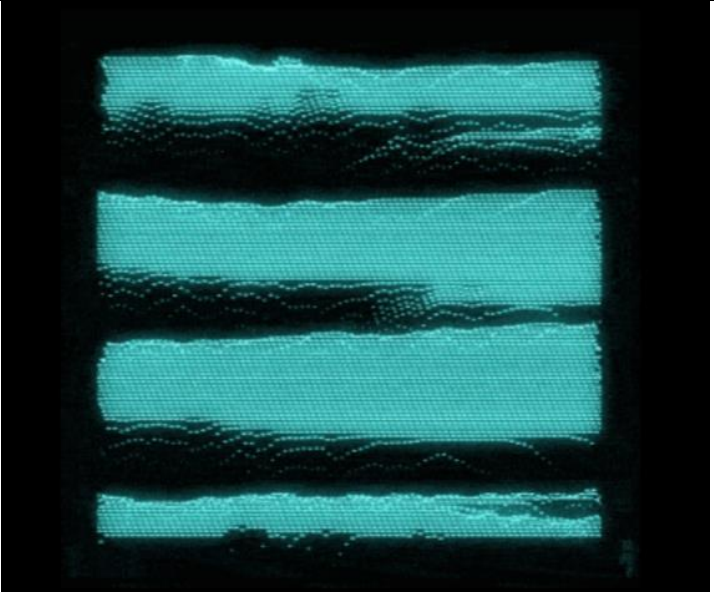
	 	<p>“broadcast name” inside project.</p> <ul style="list-style-type: none"> • This script mainly changes the stage and conversation.
<p>Describe all backdrop used in the project.</p>	 <p>Image 1</p>	<ul style="list-style-type: none"> • Image 1 is the first place that users and user’s best friend’s yuan kee meet. It also where the story begins. • Image 1 also used as Miko and Jai eating on "Hyakki nocturnal" together.

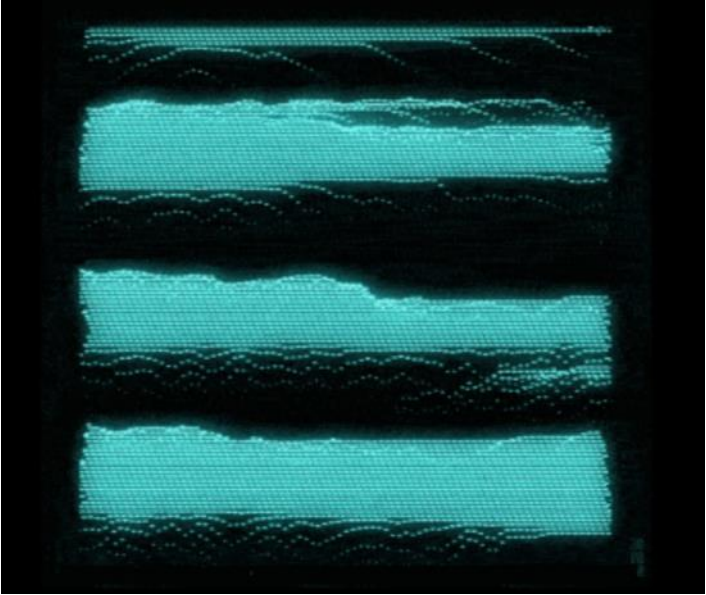
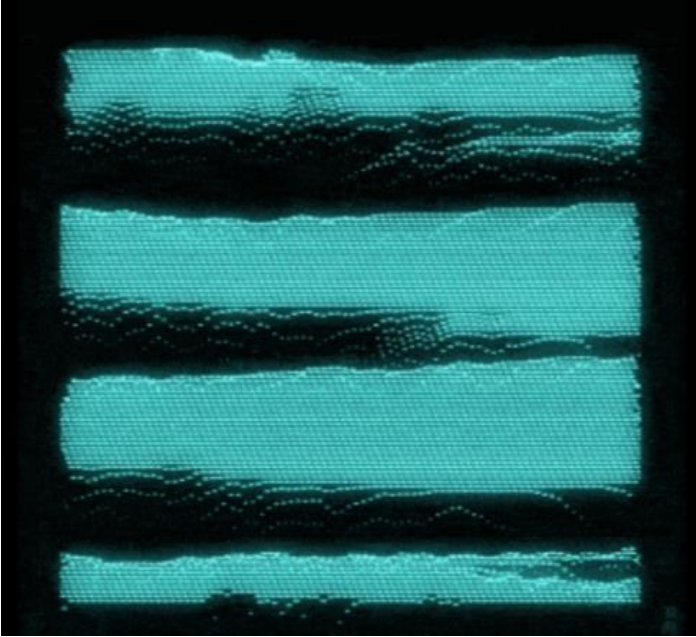
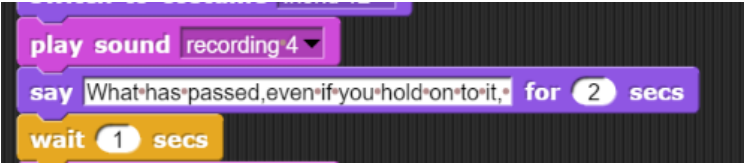
	 <p>Image 2</p>	<ul style="list-style-type: none"> • Image 2 used as the place staff of Treasure Hunt explain the rules of Treasure Hunt for users and yuan kee.
	 <p>Image 3</p>	<ul style="list-style-type: none"> • Image 3 is where users and yuan kee first meet Hyakki.
	 <p>Image 5</p>	<ul style="list-style-type: none"> • Image 5 is where Hyakki explain story of Jai and Miko for users and yuan kee. • Image 5 also where Miko meet users

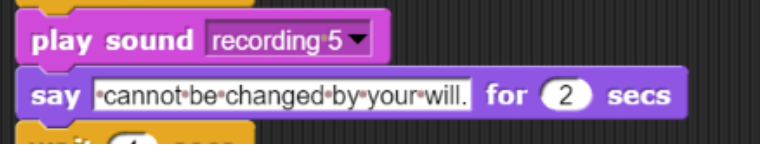

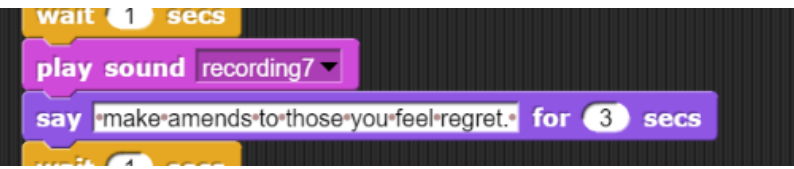
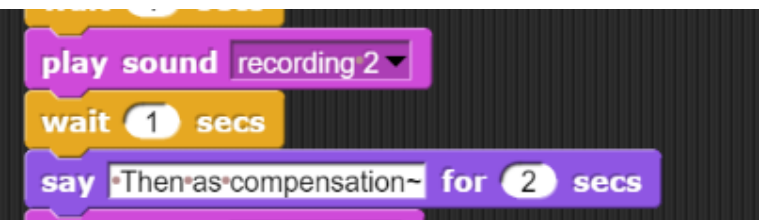
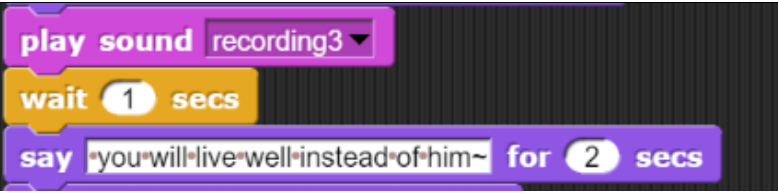
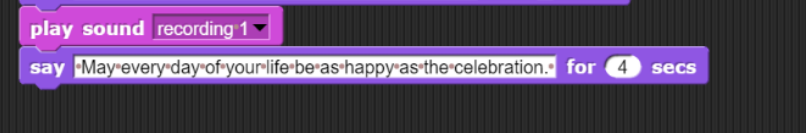
		and yuan kee.
	 <p>Image 7</p>	<ul style="list-style-type: none"> • Image 7 is where Jai and Miko meet. • Image 7 also is the place that Jai and Miko story begin.
	 <p>7</p>	<ul style="list-style-type: none"> • 7 is a image that let users know about what happened.
	 <p>By 1</p>	<ul style="list-style-type: none"> • By 1, by 2 and by 3 is the image that let users know Jai died more attractive.

	 <p>By2</p>  <p>By 3</p>	
1		<ul style="list-style-type: none">• 1,2,3,4 and don't you? is the countdown that yuan kee play with users if users agree to play with her.• 1,2,3,4, and don't you? will show

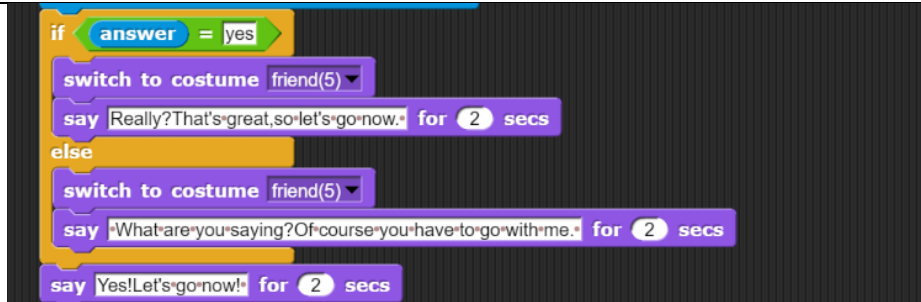
		like animation.
2		
3		
4		

		
	<p data-bbox="373 725 528 763">Don't you?</p>  <p data-bbox="373 1391 461 1429">Blur 1</p>	<ul style="list-style-type: none"><li data-bbox="1262 786 1481 1205">• Blur 1, blur 2 and blur 3 is the image that shown as Hyakki demon power background<li data-bbox="1262 1283 1481 1646">• Blur1, blur 2 and blur 3 is the place that let the background move like animation.

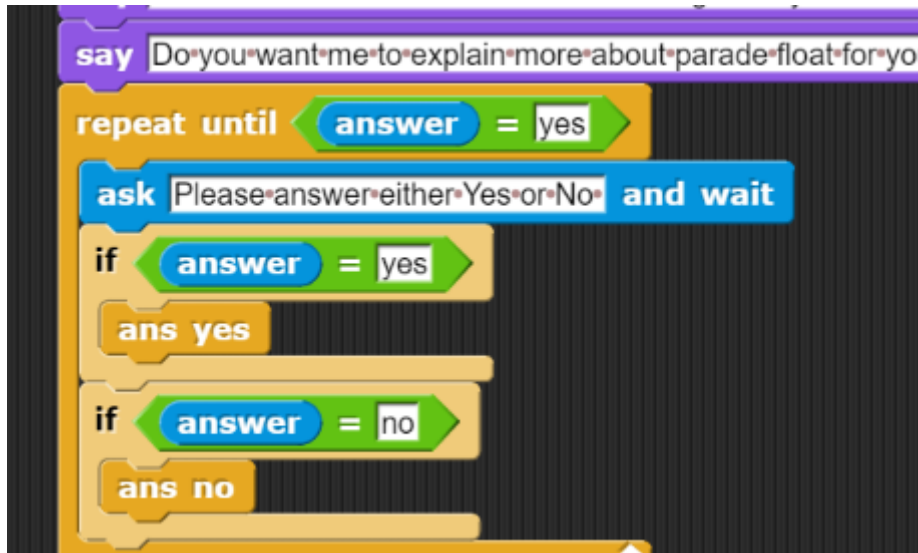
	 <p>Blur 2</p>  <p>Blur 3</p>	
Describe the sound used in the project.		Recording 4 will played a voice that said What has passed, even if you hold on to it,
		Recording 5 will played a voice that said cannot be

		<p>changed by your will.</p>
		<p>Recording 6 will played a voice that said If you want to do something about it, make amends,</p>
		<p>Recording 7 will played a voice that said make amends to those you feel regret.</p>
		<p>Recording 2 will played a voice that said Then as compensation~</p>
		<p>Recording 3 will played a voice that said</p>
		<p>Recording 1 will played a voice that said May every day of your life be as happy as the celebration.</p>

List all
instruction
to
operating
the
project.



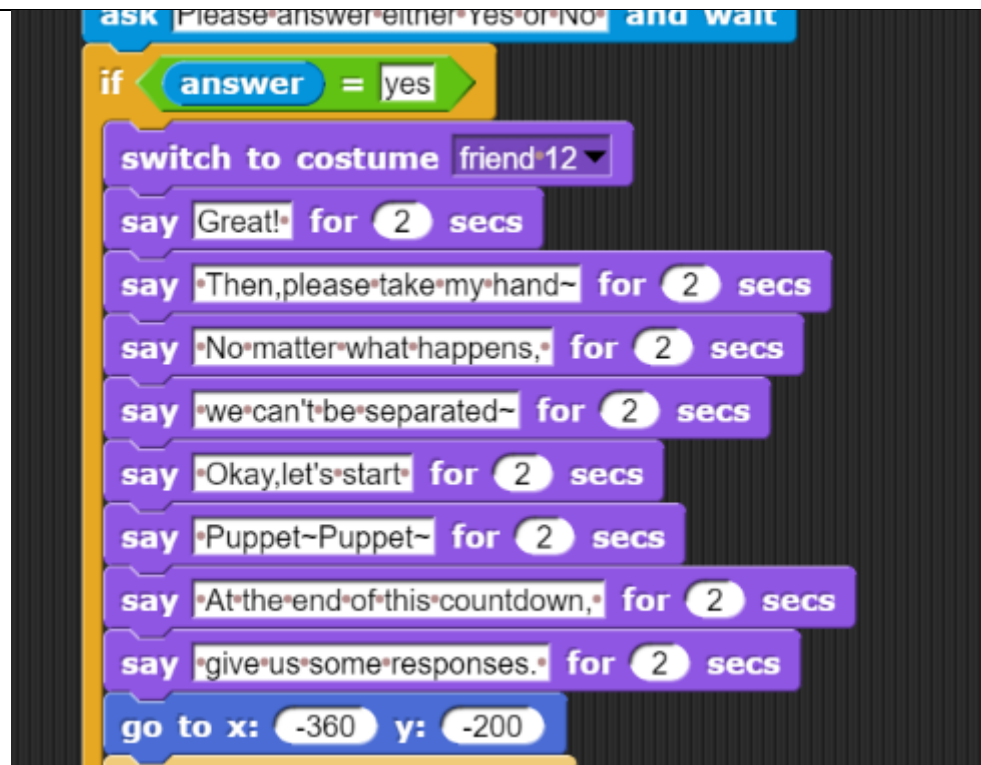
If users key in yes, instructions yes will process.



When users key in yes. The sprite will do instruction inside ans yes.

When users key in no. The sprite will do the instruction inside ans no.

When users key in other than yes and no, the sprite will ask until users said yes or no.



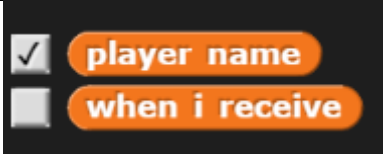
If users key in yes, instruction yes will process.



If users key in no, instruction no will process.

If users key in words other than yes or no, instruction else will process.

Describe the following phases in	Early stage	Think the idea List the conversation and the story line
	Middle	Write the pseudocode

your project?		Doing snap and put image and costume on it
	Finish	Do documentation Test all my code on snap
List all the variable used in the project.		

Draw a flowchart or pseudocode.

Sprite

Start

When space key pressed

Move the sprite 1 secs to x:0 y:0

Set size to 100%

Declare friend, friend (2), friend (4), friend(5),friend(9), friend 10, friend 12, kimekomi doll 8 , kimekomi doll 7, kimekomi 3, kimekomi 6, kimekomi 5, kimekomi 4 as sprite costume

Switch to costume friend (2)

Prompt "Have you heard? Recently held a treasure hunt conference, without further ado, let's go together." for 2 secs.

Prompt "Please answer either Yes or No" and wait

If answer =yes

Switch to costume friend (5)

Print "Really? That's great, so let's go now." for 2 secs.

Else

Switch to costume friend (5)

Print "What are you saying? Of course, you have to go with me." For 2 secs.

Print "Yes! Let's go now!" for 2 secs.

Set image 1, image 2, image 3, image 4, image 5, image 7, 7, by 1, by 2, by 3, 1, 2, 3, 4, dont you?, blur 1, blur 2, blur 3, payer name as broadcast.

Broadcast to image 2

Move the sprite 2 secs to x:320 y: -50

Set sprite size to 70%

Switch to costume friend (2)

Set sprite size to 100%

Move the sprite 2 secs to x: -170 y: -80

Wait 8 secs

Switch to costume friend (4)

Print "Well my name is yuan Kee, this is my best friend, better let you introduce yourself." and wait.

Set player name, When I receive as variable.

Set player name to answer

Broadcast payer name

Wait 20 secs

Move the sprite 2 secs to x:0 y: -80

Print "framework of parade float?" for 2 secs.

Print "As far as I know," for 2 secs.

Print "the framework of parade float is used to support the shape of the float" for 4 secs.

Print "so that it can't collapse." for 3 secs.

Switch to costume friend

Print "I feel like the little storehouse of knowledge in my head is about to burst~" for 4 secs.

Print "Do you want me to explain more about parade float for you?" for 4 secs.

Repeat until answer=yes

Prompt "Please answer either Yes or No" and wait.

If answer=yes

custom block ans yes

If answer=no

custom block ans no

Broadcast image 3

Switch to costume friend (4)

Move the sprite 1 secs to x: -20 y: -90

Print "By the way, don't you think it's a bit eerie?" for 2 secs.

Print "This reminds me for a folklore." for 2 secs.

Switch to costume friend (10)

Set sprite size to 120%

Print "If you do specified action here," for 2 secs.

Print "there will be unexpected happenings" for 2 secs.

Print "Will you do it with me?" for 2 secs.

Prompt "Please answer either Yes or No" and wait

If answer =yes

Switch to costume friend (12)

Print "Great! " for 2 secs.

Print "Then, please take my hand~" for 2 secs.

Print "No matter what happens," for 2 secs.

Print "we can't be separated~" for 2 secs.

Print "Okay, let's start" for 2 secs.

Print "Puppet~Puppet~" for 2 secs.

Print "At the end of this countdown," for 2 secs.

Print "give us some responses." for 2 secs.

Move sprite x: -360 y:-200

Broadcast 4 and wait

Wait 1 secs.

Broadcast 3 and wait

Wait 1 secs.

Broadcast 2 and wait

Wait 1 secs.

Broadcast 1 and wait

Wait 1 secs.

Broadcast, don't you? and wait

Wait 1 secs.

If answer=no

Switch to costume friend (4)

Print "Well~" for 2 secs.

Print "first find the things is the point" for 2 secs.

If answer is not yes and answer is not no

costume blog else

Switch to kimekomi doll 7

Move the sprite to x: 0 y: 0

Broadcast blur 1 and wait

Wait 1 secs

Broadcast blur 2 and wait

Wait 1 secs

Think "The world" for 3 secs.

Broadcast blur 3 and wait

Wait 1 secs

Move the sprite 1 secs to x: 0 y: 0

Set sprite size to 170%

Think "forgotten me....." for 3 secs

Switch to costume kimekomi doll 8

Wait 1 secs

Broadcast to image 4

Switch to costume friend (9)

Set sprite size to 90%

Move the sprite to x: -150 y: -30

Wait 5 secs

Print "Waaaaa!" for 2 secs.

Print "Who are you!? Are you going to hurt me???" for 2 secs.

Wait 13 secs

Switch to costume friend

Move sprite to x: -150 y: -50

Print "I. I'm not freaked out. "for 2 secs.

Print "But how did you do that?" for 2 secs.

Wait 7 secs

Switch to costume friend (4)

Think "I'm not sure what it is, but it's look interesting~" for 2 secs

Print "So~tell us more about it~"for 2 secs.

Wait 5 secs

Move sprite 1 secs to x: 360 y: -20

Broadcast image 5

Move the sprite 2 secs to x: -150 y: -50

Wait 3 secs

Switch to costume friend

Print "To the best of my knowledge," for 2 secs.

Print "When the night come, the whole road is empty" for 3 secs.

Print "then there will be many strange-looking demons," for 3 secs.

Switch to costume friend (4)

Print "like the ranks of the temple fair," for 3 secs.

Print "with hideous faces," for 2 secs.

Print "walking on the road~" for 3 secs.

Wait 27 secs

Move the sprite 1 sec to x: 360 y:-20

Move the sprite to x: -140 y: -50

Switch to costume kimekomi 3

Print "Looks like someone broke in by accident~ "for 2 secs.

Think "Human? I see~" for 2 secs

Print "My name is Miko, I am a demon transformed by kimekomi doll" for 2 secs.

Print "What's your name?" for 2 secs.

Wait 12 secs

Print "Okay, since you're curious on it ~"for 2 secs.

Switch to costume kimekomi 4

Print "Kimekomi doll was established in the middle of 18th century at Kamigamo Shrine in Kyoto~ "for 4 secs.

Print "The material of Kimekomi doll is mainly sawdust of paulownia~" for 3 secs.

Print "Kimekomi doll, also known as me." for 3 secs.

Switch to costume kimekomi 5

Print "is symbols of hopes for bountiful harvests~" for 3 secs.

Print “, wishes for good luck and fortune ~”for 2 secs.

Wait 5 secs

Print “haha, you want to go "Hyakki nocturnal" with me? “for 2 secs.

Switch to costume kimekomi 3

Print “It's similar to your human celebration ~”for 2 secs.

Wait 5 secs

Switch to costume kimekomi 3

Wait 2 secs

Print “Of course~” for 2 secs.

Print “Let's go~” for 2 secs.

Move the sprite 1 secs to x: 360 y: -20

Broadcast image 1.1

Switch to costume kimekomi 6

Move the sprite 1 secs to x: 120 y: -70

Print “Yum~Yum~ This ramen is very chewy~” for 3 secs.

Move the sprite 1 secs to x: 130 y: -70

Wait 12 secs

Move the sprite to x: 120 y: -70

Print “Know quite a lot, see you buy a lot of food ~”for 2 secs.

Print “Udon noodle and soba noodles also the same as you said just now~” for 3 secs.

Wait 3 secs

Move sprite 1 secs to x: 130 y: -70

Print “Yum~ Tempura is made by wrapping vegetables, shrimp~” for 3 secs.

Print “in a thin layer of vinaigrette according to preference~” for 3 secs

Print “Then~ fry it in pot~ Not too long into the pot~” for 3 secs

Wait 12 secs

Print "haha, You and I really hit it off~ "for 2 secs

Think "Humans.....maybe not so bad~ " for 3 secs

Wait 5 secs

Move the sprite to x: 360 y: -20

Wait 1 secs

Broadcast 7

Wait 5 secs

Broadcast 99

Switch to costume to kimekomi 5

Move the sprite 1 secs to x: -130 y: -70

Wait 5 secs

Switch to costume kimekomi 4

Print "!? What do you mean?" for 2 secs

Wait 6 secs

Move the sprite 1 secs to x:130 y: -70

Switch to costume kimekomi 3

Print "...Although I know that human life is very short," for 3 secs

Print "but I...I did not expect this day to come so soon." for 3 secs

Think "I don't want to lose him yet.. "for 2 secs

Switch to costume kimekomi 5

Print "I can give you my power~" for 2 secs

Print "but everything comes with a price." for 2 secs

Wait 3 secs

Print "Okay, I'll try my best." for 2 secs

Move the sprite to x: 360 y: -60

Wait 3.4 secs

Move the sprite 1 secs to x: -130 y: -70

Switch to costume friend (4)

Wait 10 secs

Switch to costume kimekomi 5

Move the sprite 1 secs to x: 10 y: -70

Print "Because I can't let him go." for 2 secs

Print "I gave him the demonic power" for 2 secs

Print "cause his body could not bear it." for 2 secs

Print "I've been thinking about it ever since." for 2 secs

Print "If not for my momentary greed," for 2 secs

Print "he might have to live longer." for 2 secs

Switch to costume friend (12)

Set recoding 1, recoding 2, recoding 3, recoding 4, recoding 5, recoding 6, recoding 7 to sound

Play sound recording 4

Print "What has passed, even if you hold on to it, "for 2 secs

Wait 1 secs

Play sound recording 5

Prompt "cannot be changed by your will. "for 2 secs

Wait 1 secs

Play sound recording 6

Print "If you want to do something about it, make amends, "for 3 secs

Wait 1 secs

Play sound recording 7

Print "make amends to those you feel regret. "for 3 secs

Wait 1 secs

Play sound recording 2

Wait 1 secs

Print "Then as compensation~" for 2 secs

Play sound recording 3

Wait 1 secs

Print "you will live well instead of him~" for 2 secs

Switch to costume kimekomi 5

Print "...Thank you..." for 2 secs

Print "for letting me find the meaning of life." for 2 secs

Print "Then as kimekomi doll who can bring good luck." for 3 secs

Play sound recording 1

Print "May every day of your life be as happy as the celebration." for 4 secs

End

Sprite (2)

Start

When space key pressed

Move the sprite to x: 360 y: -20

End

Start

When I receive image 2

Set npc 1, demon 2.3, demon 2.4, demon 2.5, Jai 1, Jai 2, Jai 3, Jai4, Jai5 as costume

Switch to costume npc 1

Move the sprite 2 secs to x: 140, y: -40

Print "Hello and welcome to treasure hunt conference, I am a staff member of this event." for 4 secs

Print "Before I explain the rules of the games to you, please introduce yourselves." for 4 secs

End

Start

When I receive payer name

Print "Okay, so let me explain to you the rules of the event" for 2 secs

Print "In this event, you must find the specified items in the specified locations." for 5 secs

Print "If you win one in row, you pass." for 4 secs

Print "Then the item to find is" for 3 secs

Print "a part framework of parade float" for 2 secs

Move the sprite 1 secs to x: 360 y: -20

End

Start

When I receive image 4

Switch to costume demon 2.5

Move the sprite to x: 150 y: -80

Set sprite to 100%

Print "Waaaaaa!" for 2 secs

Print "Scared, you humans~ "for 2 secs

Switch to costume demon 2.3

Set sprite size to 120%

Wait 5 secs

Print "My name is Hyakki, remember me~"for 2 secs

Print "As compensation for what I just scared you guys~" for 3 secs

Print "I have handed over the things to the staff in your name~" for 3 secs

Print "In other words," for 2 secs

Print "You guys have won this event~ "for 2 secs

Wait 5 secs

Switch to costume demon 2.5

Set sprite size to 90%

Move the sprite to x: 150 y: -30

Print "It's just using some demon power, it's nothing ~"for 2 secs

Print "Get to the point," for 2 secs

Print "I need you guys to do me a favour~" for 2 secs

Wait 5 secs

Switch to costume demon 2.3

Print "Then I'll take that as a yes~" for 2 secs

Print "But first, let's talk somewhere else. "for 2 secs

Move the sprite 1 secs to x: 360 y: -20

Wait 1 secs

Move the sprite to x: 150 y: -30

Switch to costume demon 2.4

Print "Have you guys heard of "Hyakki nocturnal "before?" for 2 secs

Wait 17 secs

Switch to costume demon 2.5

Set the sprite size to 100%

Print "yes, you're smart~ "for 2 secs

Print "In fact, according to the former Japanese legends "for 3 secs

Print "the place where the demons live, and the place where humans live,
"for 3 secs

Print "actually overlap in space~" for 2 secs

Switch to costume demon 2.3

Print "but humans are active during the day ~" for 2 secs

Print "and the demons appear in the evening~" for 3 secs

Print "So let me explain to you a story that happened ~" for 3 secs

Print "in "Hyakki nocturnal"" for 3 secs

Print "This is an encounter between a demon and a human~" for 3 secs

Print "In "Hyakki nocturnal" ~" for 2 secs

Move the sprite to x: 360 y: -20

Broadcast image 7

Set sprite size to 100%

Switch costume to Jai 4

Move the sprite 1 secs to x: 120 y: -70

Print "Who are you?" for 2 secs

Wait 13 secs

Print "Oh, my name is Jai, I'm a student. "for 2 secs

Think "Kimekomi doll? I've heard of it, but I don't know much about it yet." for
3 secs

Print "Can you tell me more about Kimekomi doll? "for 3 secs

Wait 19 secs

Switch to costume Jai 5

Print "oh, so I see~" for 2 secs

Print "a sign of good luck, huh" for 2 secs

Wait 5 secs

Print "Hmm.....okay~ How about eat something? "for 2 secs

Print "If it is like celebration, there should be a lot of traditional food ~"for 3 secs

Wait 4 secs

Move the sprite 1 secs to x: 360, y: -20

Switch to costume Jai 2

Move the sprite 1 secs to x: -140 y: -80

Wait 3 secs

Print "Speaking of Japanese ramen~"for 2 secs

Print "Yum~Yum~" for 2 secs

Move the sprite 1 secs to x: -130 y: -80

Print "The idea of noodles in a soupy broth travelled with Chinese immigrants
"for 4 secs

Print "in the late 19th or early 20th Century to Japan" for 3 secs

Print "after the Meijiichin [Meiji Restoration] in 1868. ~" for 3 secs

Wait 5 secs

Move the sprite 1 secs to x: -140, y: -80

Print "Tempura is also a Japanese specialty! "for 2 secs

Wait 10 secs

Move the sprite 1 secs to x: -130, y: -80

Print "You know it very well ~"for 2 secs

Print "Not only that, sushi is also delicious! "for 2 secs

Print "There are many types of sushi~" for 3 secs

Print "Among them are nigiri sushi, sushi roll, rice dumpling sushi and so on ~"for
4 secs

Wait 5 secs

Print "haha~" for 2 secs

Think "It's not as scary as the legend~" for 2 secs

Move the sprite to x: 360 y: -20

Wait 5 secs

Switch to costume Jai 5

Move the sprite 1 secs to x: 130 y: -80

Print "Although you may be a little surprised, "for 2 secs

Switch to costume Jai 1

Print "but...this may be last few times we meet. "for 2 secs

Wait 4 secs

Switch to costume Jai 4

Print "I... I have an illness "for 2 secs

Print "my time is running out "for 2 secs

Print "I came here to say goodbye to you. "for 2 secs

Wait 13 secs

Switch to costume Jai 1

Print "I have no better choice, let it be. "for 3 secs

Wait 2 secs

Move the sprite to x: 360 y: 20

Broadcast by2

Wait 1 secs

Broadcast by 3

Wait 1 secs

Broadcast by 1

Wait 1 secs

Broadcast 88

Switch to costume demon 2.3

Move the sprite 1 secs to x: 130 y: -80

Print "So..., at the end of the story~ "for 2 secs

Print "I hope you can help the protagonist of this story" for 3 secs

Print "to come out of the shadow." for 2 secs

Print "She's right here .I'm leaving. "for 2 secs

Move the sprite 1 secs to x: 360 y: 20

End

Stage

Start

Set image 1, image 2, image 3, image 4, image 5, image 7, 7, by 1, by 2, by 3, 1, 2, 3, 4, dont you? , blur 1, blur 2, blur 3 as backgrounds.

When the space key pressed

Switch to costume image 1

End

start

When I receive 1

Switch to costume 1

End

start

```
    When I receive 1
        Switch to costume 1
End
```

```
start
    When I receive 2
        Switch to costume 2
End
```

```
start
    When I receive image 2
        Switch to costume image 2
End
```

```
start
    When I receive image 3
        Switch to costume image 3
End
```

```
start
    When I receive image 4
        Switch to costume image 3
End
```


start

When I receive 3

Switch to costume 3

End

start

When I receive 4

Switch to costume 4

End

start

When I receive blur 1

Switch to costume blur 1

End

start

When I receive blur 3

Switch to costume blur 3

End

start

When I receive don't you?

Switch to costume don't you?

End

start

When I receive blur 2

Switch to costume blur 2

End

start

When I receive image 5

Switch to costume image 5

End

start

When I receive image 7

Switch to costume image 7

End

start

When I receive image 1.1

Switch to costume image 1

End

start

When I receive 7

Switch to costume 7

End

start

When I receive 99

Switch to costume image 3

End

start

When I receive by 3

Switch to costume by 3

End

start

When I receive by 2

Switch to costume by 2

End

start

When I receive by 1

Set when I receive as variable

Set by 1 as blog

Set when I receive to by 1
Switch to costume by 1
End
start
When I receive by 88
Set when I receive as variable
Set by 88 as blog
Set when I receive to 88
Switch to costume image 5
End

Costume block for ans yes

Start
If answer=yes
Print "All right, listen up!" for 2 secs.
Print "According to a book I've read," for 2 secs.
Print "In Japan" for 2 secs.
Print ""Matsuri Float" is a general team for a float that is carried during a festival in Japan." for 5 secs.
Print "They like to decorate with flower and dolls. "for 3 secs.
Switch to costume friend (2)
Print for "It is also called Hikiyama and Matsuri Yatai." For 5 secs.
Print "Float festivals are held by communities annually "for 5 secs.
Print "to pray to the gods for peace and protection from natural disasters." for 5 secs.
Switch to costume friend (5)

End

Costume block for ans no

Start

If answer=no

Switch to costume friend (5)

Print "Really? You are also right" for 3 secs.

Print "it's better to focus on the event first. "for 3 secs.

Print "but...you really dont want to hear?" for 2 secs.

End

Costume block for else

Start

If answer is not equal to yes and answer is not equal to no

Print "???" for 2 secs

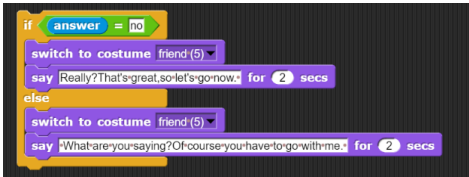
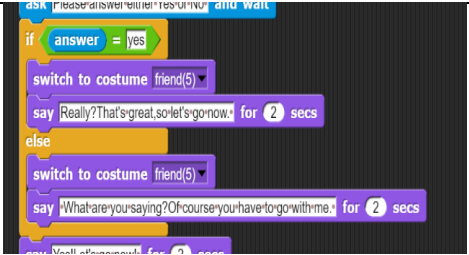
Print "look like you dont have interest." For 2 secs

End

Test results

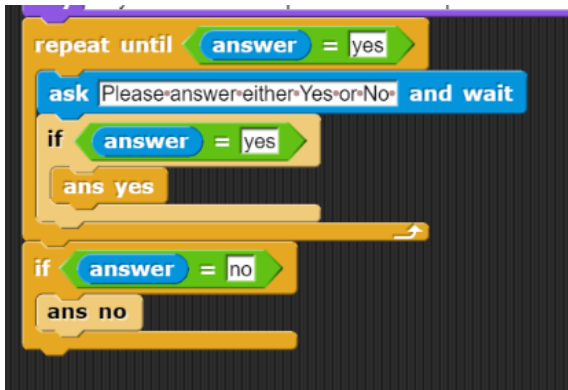
As a part of the project design process, you will need to debug your project. This means that you must test different part of your project to make sure it is working correctly.

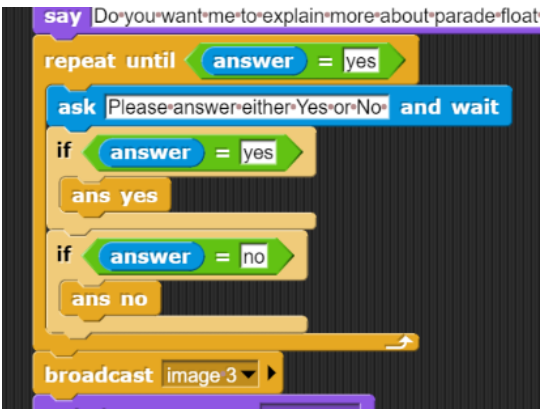
Part 1 of test results

Test ID	Test Case	Expected Results	Actual results
If- else test 1		<p>When the users key in yes, the sprite will switch to costume friend (5) and say “Really? That’s great, so let’s go now.</p> <p>When the users key in no or other words other than yes, the sprite will switch to costume friend (5) and say “What are you saying? Of course, you have to go with me.”</p>	<p>When users key in yes and other words other than no, the sprite will switch to costume friend (5) and say “What are you saying? Of course, you have to go with me.”</p> <p>When users key in no, the sprite will switch to costume friend (5) and say “Really? That’s great, so let’s go now.</p>
If- else test 2		<p>When the users key in yes, the sprite will switch to costume friend (5) and say</p>	<p>The results as expected. The test successful.</p>

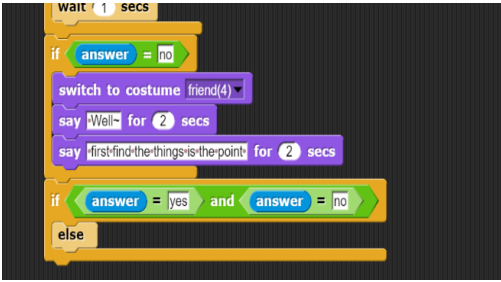
		<p>“Really? That’s great, so let’s go now.</p> <p>When the users key in no or other words other than yes, the sprite will switch to costume friend (5) and say “What are you saying? Of course, you have to go with me.”</p>	
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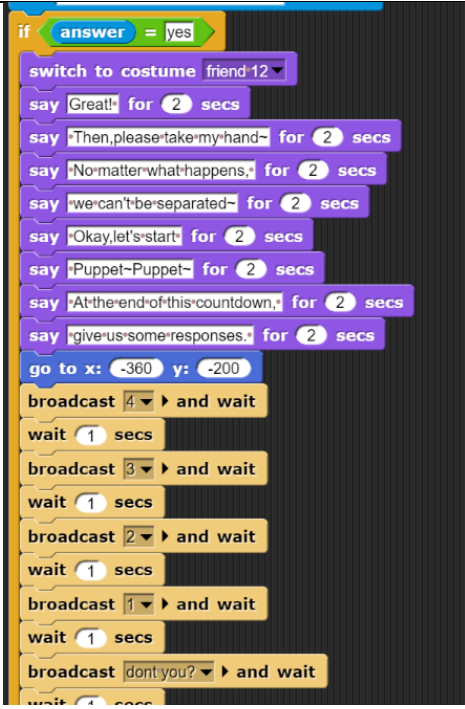
Part 2 of test result

<p>Repeat test 1</p>	 <pre> repeat until (answer = yes) ask Please answer either Yes or No and wait if (answer = yes) ans yes if (answer = no) ans no </pre>	<p>When users key in yes. The sprite will do instruction inside ans yes.</p> <p>When users key in no. The sprite will do the instruction inside ans no.</p> <p>When users key in other than yes and no, the sprite will ask until users said yes or no.</p>	<p>When uses key in yes, the sprite will do instructions inside ans yes and ans no.</p>
-----------------------------	--	--	--




Repeat test 2	 <pre> say Do you want me to explain more about parade float repeat until (answer = yes) ask Please answer either Yes or No and wait if (answer = yes) ans yes if (answer = no) ans no broadcast image 3 </pre>	<p>When users key in yes. The sprite will do instruction inside ans yes.</p> <p>When users key in no. The sprite will do the instruction inside ans no.</p> <p>When users key in other than yes and no, the sprite will ask until users said yes or no.</p>	<p>The results as expected. The test successful.</p>
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Part 3 of test result

If -if test 1	 <pre> wait 1 secs if (answer = no) switch to costume friend(4) say Well~ for 2 secs say First find the things is the point~ for 2 secs if (answer = yes and answer = no) else </pre>	<p>When users key in yes the sprite will do instruction inside yes.</p> <p>When users key in no the sprite will do instruction inside no.</p> <p>When users key in other that yes and no, the sprite will</p>	<p>When users key in yes , no or other than yes or no, the sprite will do all the instruction inside yes, no and else.</p>
------------------------------------	--	---	--


		do the instruction inside else.	
If -if test 2	 	<p>When users key in yes the sprite will do instruction inside yes.</p> <p>When users key in no the sprite will do instruction inside no.</p> <p>When users key in other that yes and no, the sprite will do the instruction inside else.</p>	<p>The results as expected. The test successful.</p>


Part 4 of test result

Recording test 1		Recording will play by sentence without overlapping.	Recording play with overlapping.
Recording test 2		Recording will play by sentence without overlapping.	The results as expected. The test successful.
Broadcast test 1		Broadcast image smoothly.	Broadcast image too fast.
Broadcast test 2		Broadcast image smoothly.	The results as expected. The test successful.

			
--	---	--	--

Part 5 test results

Broadcast 1.1		Broadcast image smoothly without overlapping and bug.	Broadcast image too fast.
Broadcast 1.2		Broadcast image smoothly without overlapping and bug.	The results as expected. The test successful.

	 <pre> broadcast blur1 and wait 1 sec broadcast blur2 and wait 1 sec think ...The world... for 3 sec broadcast blur3 and wait 1 sec </pre>		
--	--	--	--

User's manual book

Part 1

Introduction	<p>“Japanese Festival Culture and Hyakki Nocturnal” is a story book that talks about the knowledge about Japanese festival, Hyakki Nocturne, traditional food on festival and a small story between a kimekomi doll and a human. Users will know the knowledge through the conversation between character and graphic.</p>																
<p>System requirement</p> <p>For computer users, Computer system that enables it to use https://snap.berkeley.edu/ .Not less than 30 MB free hard drive space to store the file of the games. Browser that are listed with minimum versions as bellow.</p> <table> <tr> <th>Browser</th><th>Minimum version</th></tr> <tr> <td>Chrome</td><td>43</td></tr> <tr> <td>IE</td><td>11</td></tr> <tr> <td>Firefox</td><td>38</td></tr> <tr> <td>Edge</td><td>12</td></tr> <tr> <td>Safari</td><td>8.4</td></tr> <tr> <td>Opera</td><td>32</td></tr> </table> <p>For mobile browsers,</p> <table> <tr> <th>Device</th><th>Version notes</th></tr> </table>		Browser	Minimum version	Chrome	43	IE	11	Firefox	38	Edge	12	Safari	8.4	Opera	32	Device	Version notes
Browser	Minimum version																
Chrome	43																
IE	11																
Firefox	38																
Edge	12																
Safari	8.4																
Opera	32																
Device	Version notes																

iPhone	IOS 8 or higher. (On IOS, uploaded audio files can't be played as a script)
Android	Use Chrome for Android and not the stock browser that comes with a few older devices.

Part 2

Install instruction

- **Folder of the games needed to be download as users.**



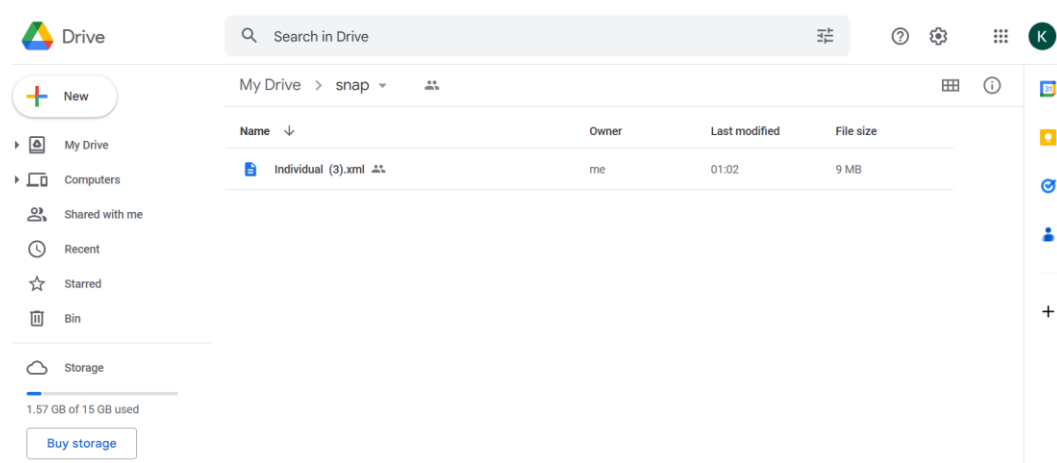
Individual (3).xml

https://drive.google.com/drive/u/0/folders/18t_GVxcRd7LT9hPU8jmoKBuY7vfqkPIv

- **Users needed import the story book onto this website.**

<https://snap.berkeley.edu/>

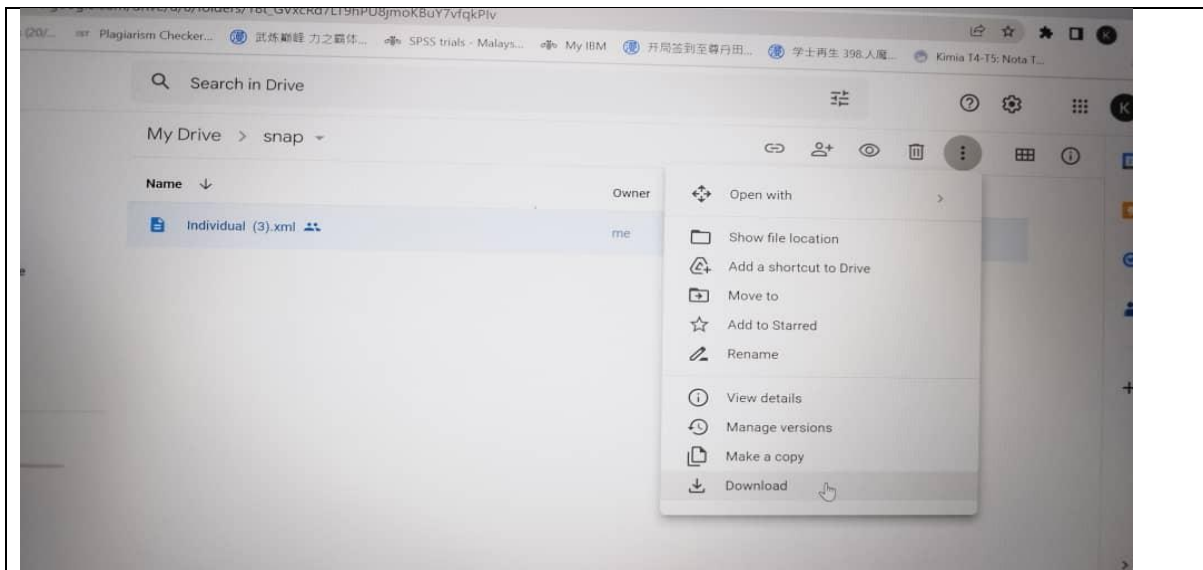
Step 1



Users will see a page as shown in the picture above when clicked

https://drive.google.com/drive/u/0/folders/18t_GVxcRd7LT9hPU8jmoKBuY7vfqkPIv

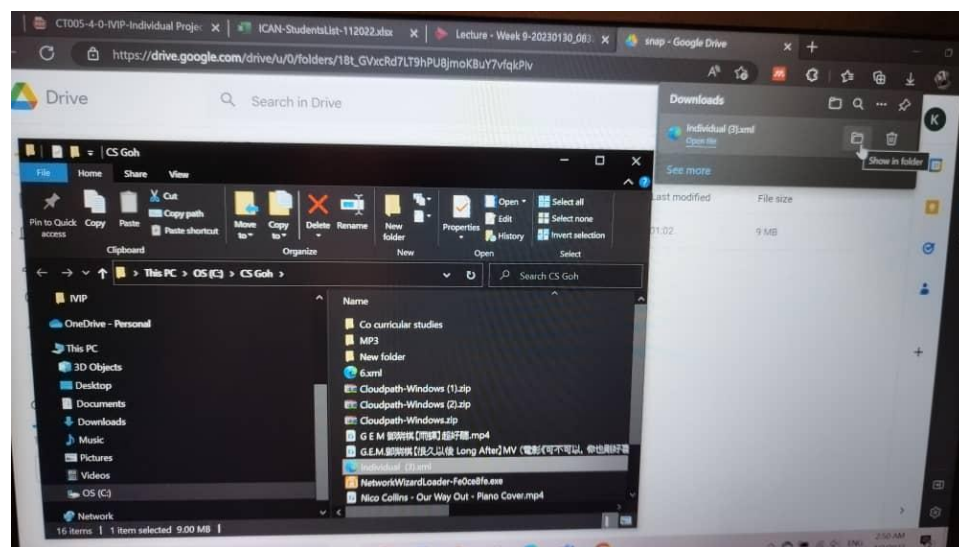
Step 2



Users need to press download.

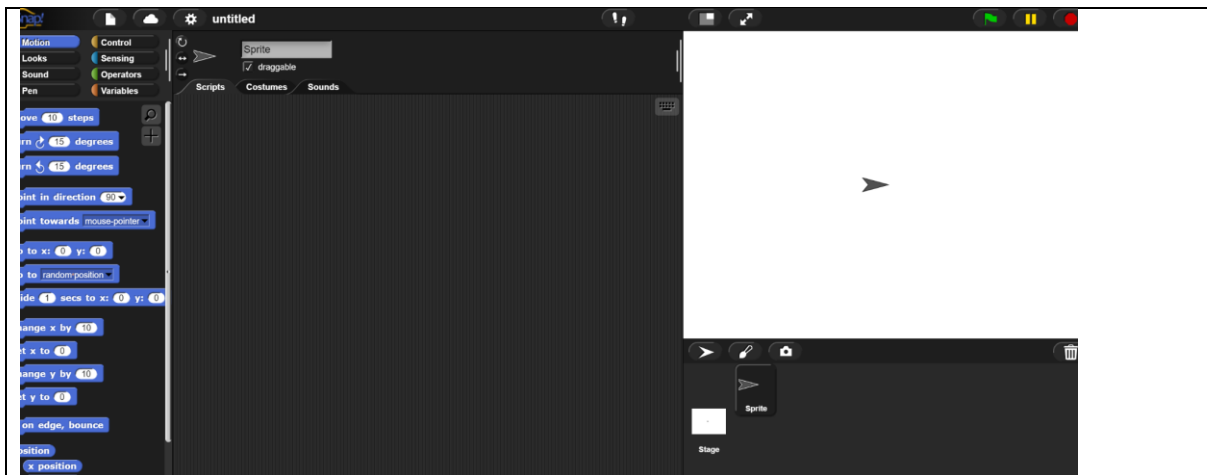
Part 3

Step 3



Users need to press file as picture shown. “Individual” had successful downloaded.

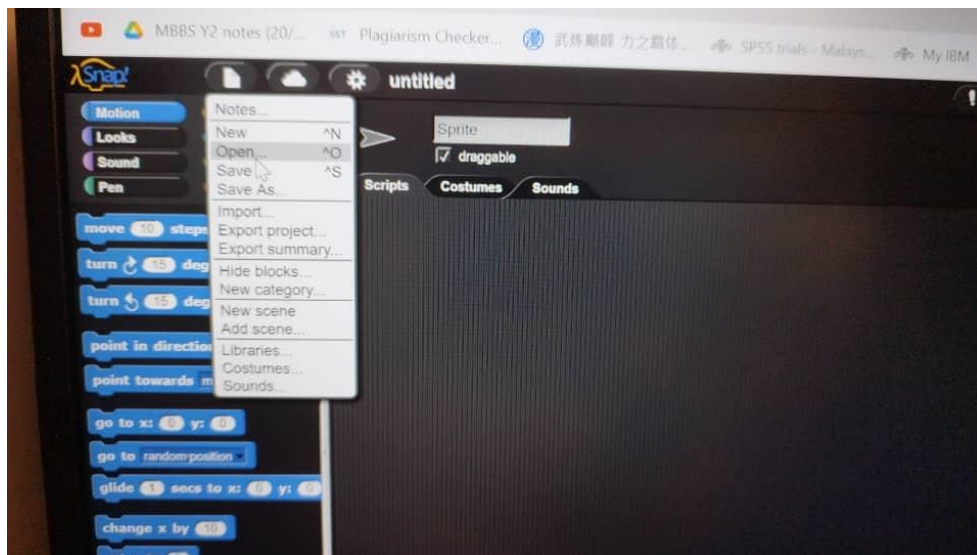
Step 4



Users need to open snap using <https://snap.berkeley.edu/>

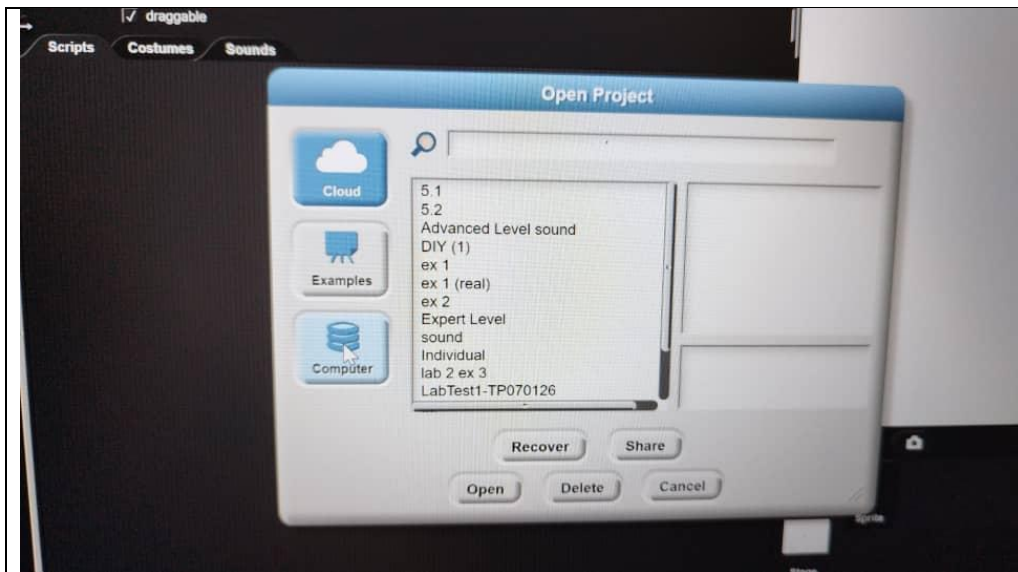
Part 4

Step 5



Users need to press open as shown.

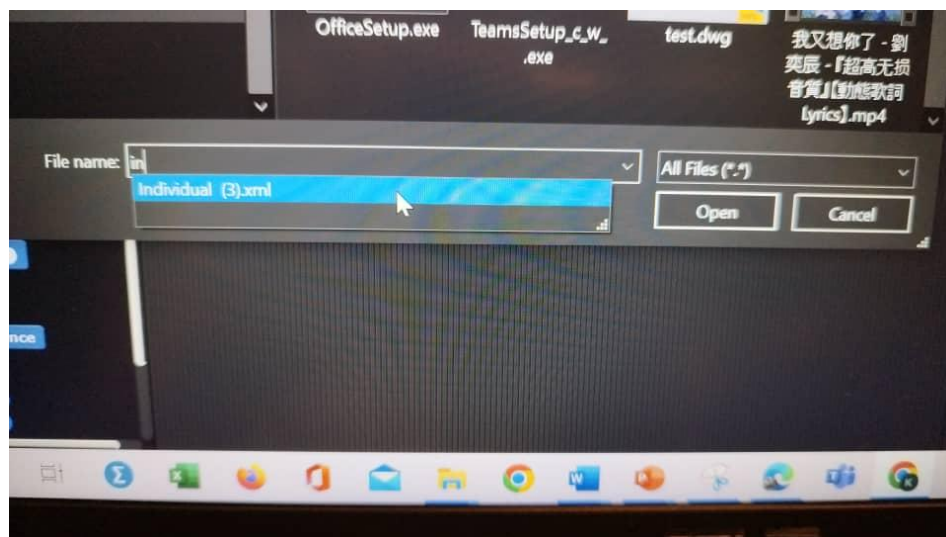
Step 6



Users will see image as shown.

Part 5

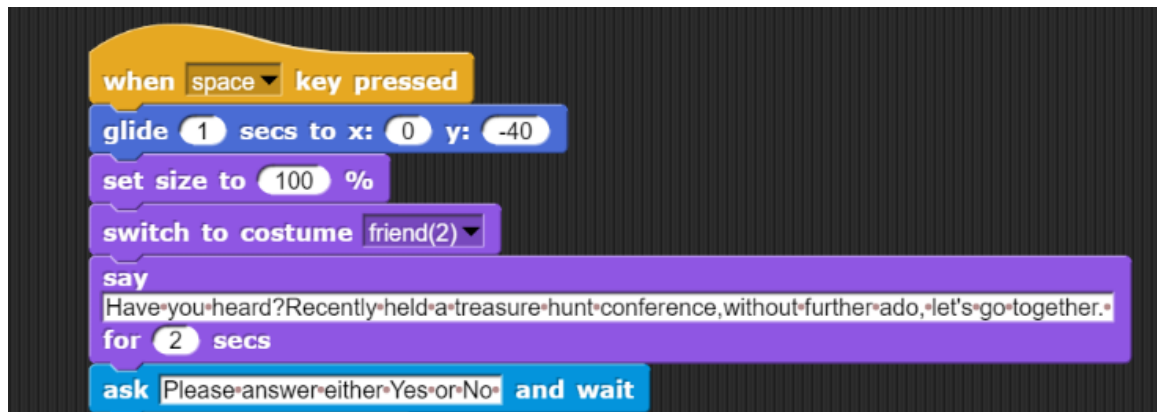
Step 7



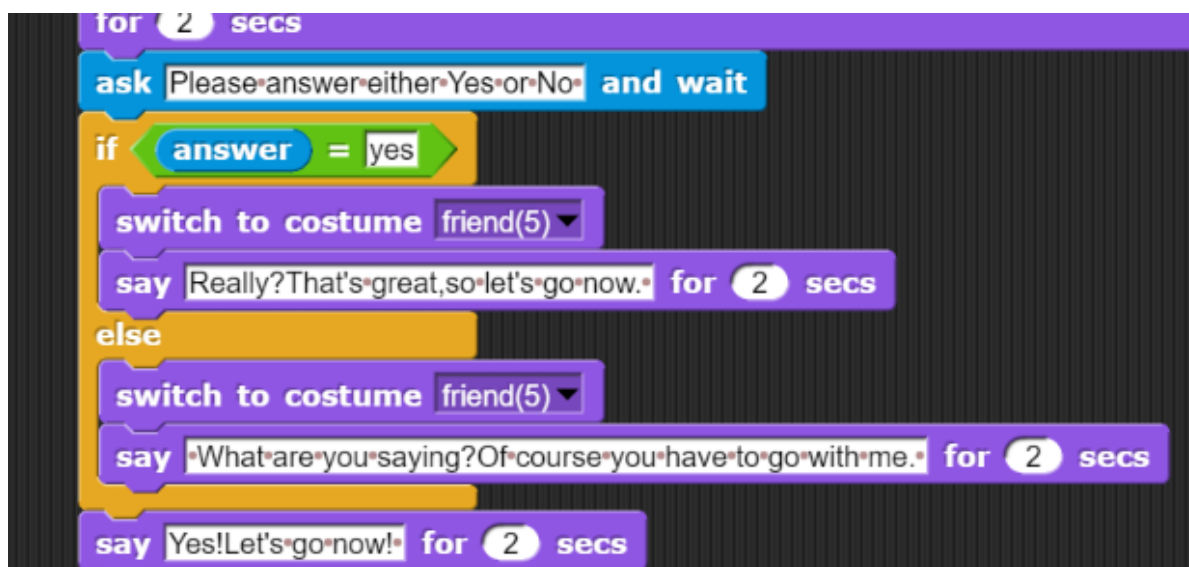
Users need to open the “Individual” file that just downloaded. Users already successful to open the story book.

Part 6

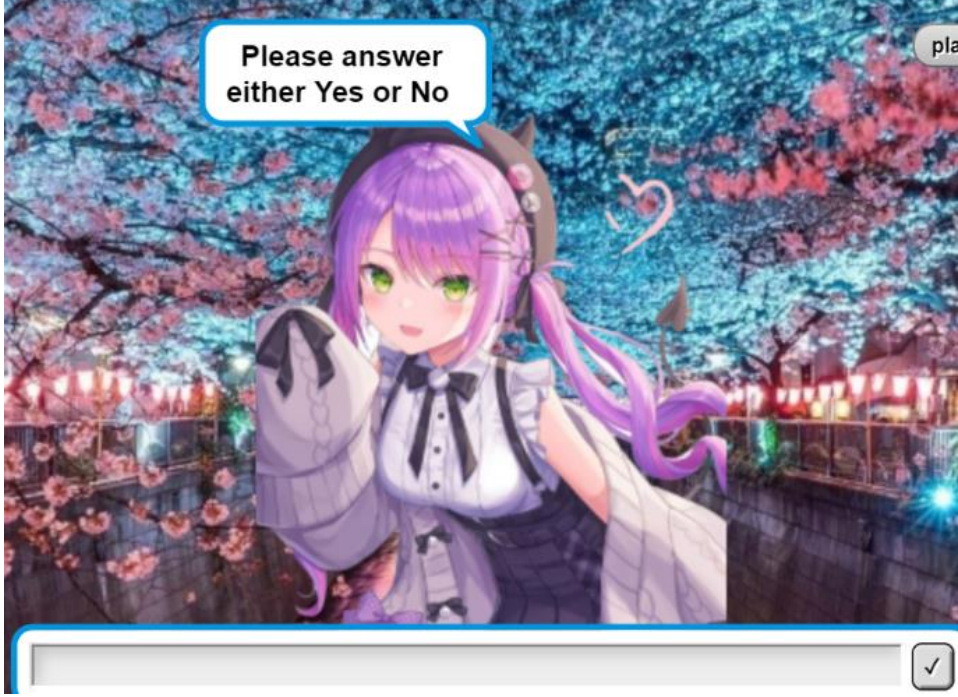
How to play



When users press space, all of sprite and story will begin.




As the story progresses to this point, users need to key in yes, no or other than yes or no.




The screenshot shows a Scratch script with a character asking a question. A speech bubble from the character says "Please answer either Yes or No". Below the character is a text input field with a checkmark button. The input field is empty.

Users need to key in yes, no or other that yes or no when users saw as the image above.



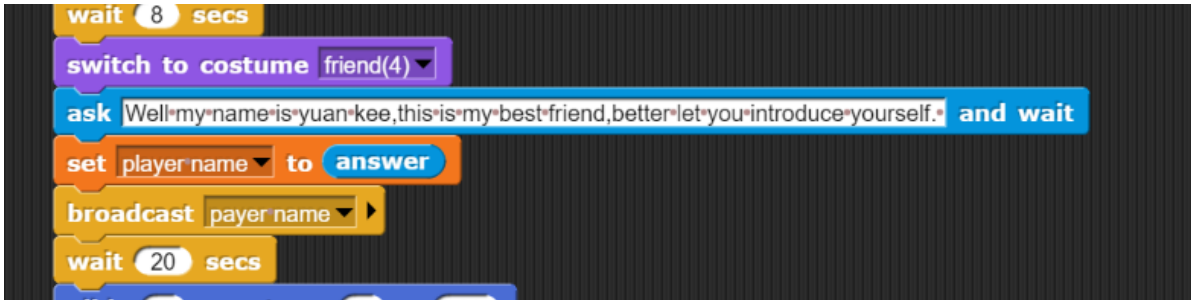
The screenshot shows the same text input field with the word "yes" entered. The checkmark button is still present.

When users key in yes, instruction yes will process.



The screenshot shows the same text input field with the text "no or bfbehefhei" entered. The checkmark button is still present.

When users key in no or other than no, instructions else will process.

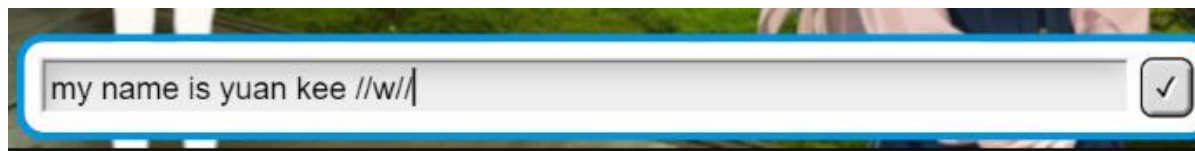


```
wait 8 secs
switch to costume friend(4)
ask Well my name is yuan kee, this is my best friend, better let you introduce yourself. and wait
set player name to answer
broadcast payer name
wait 20 secs
```

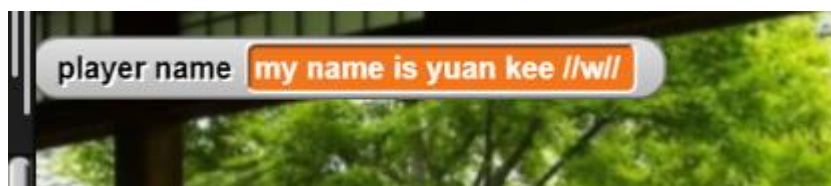

Users will required to put their name as the story progress to this point.



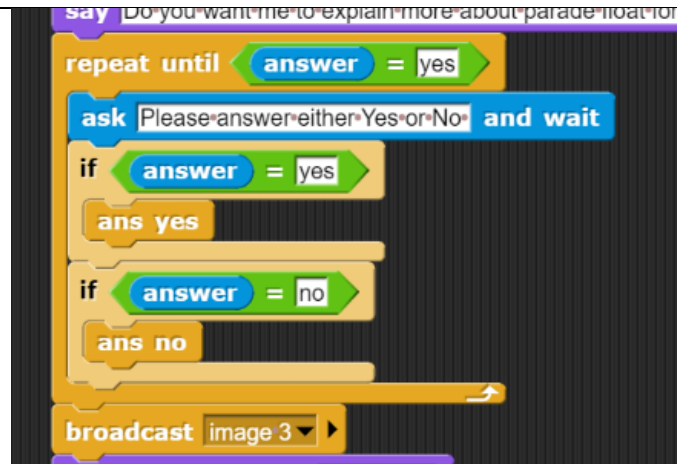
Users need to key in their name when reached as image above.



Users can key in name only or nickname.

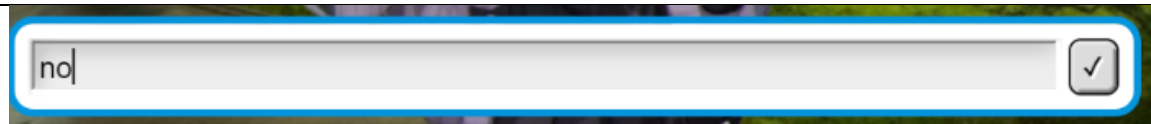


Users name will show on upper left corner.

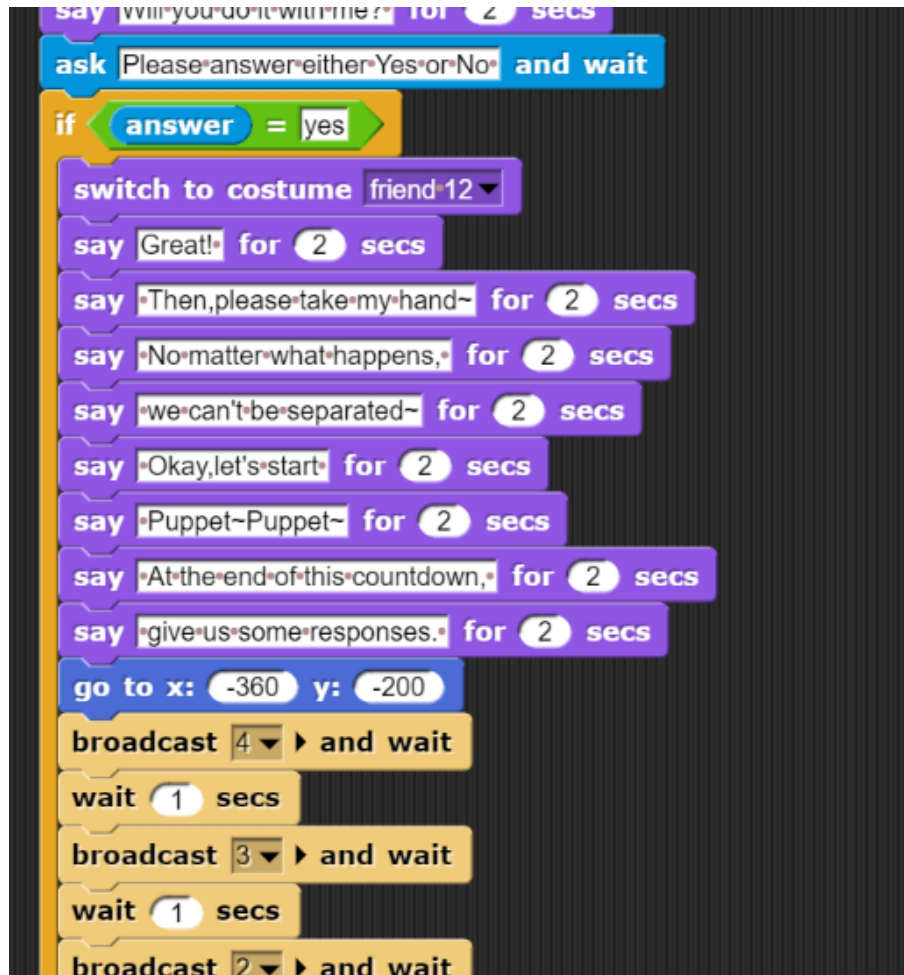


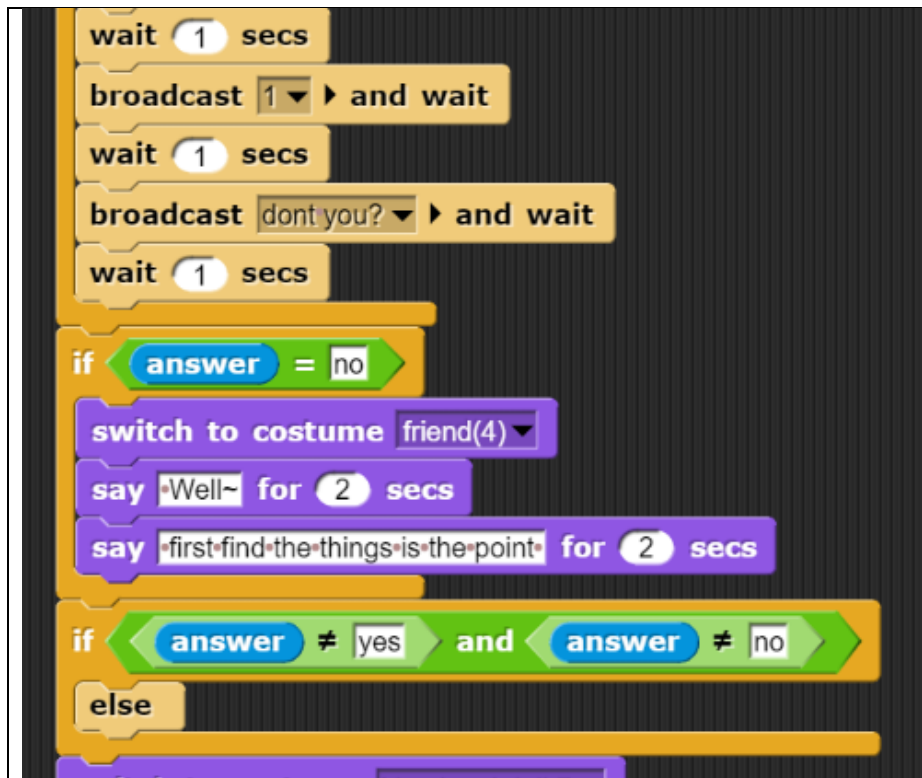
Users need to key in either yes or no. Instructions will not be play if users key in words other than yes or no.



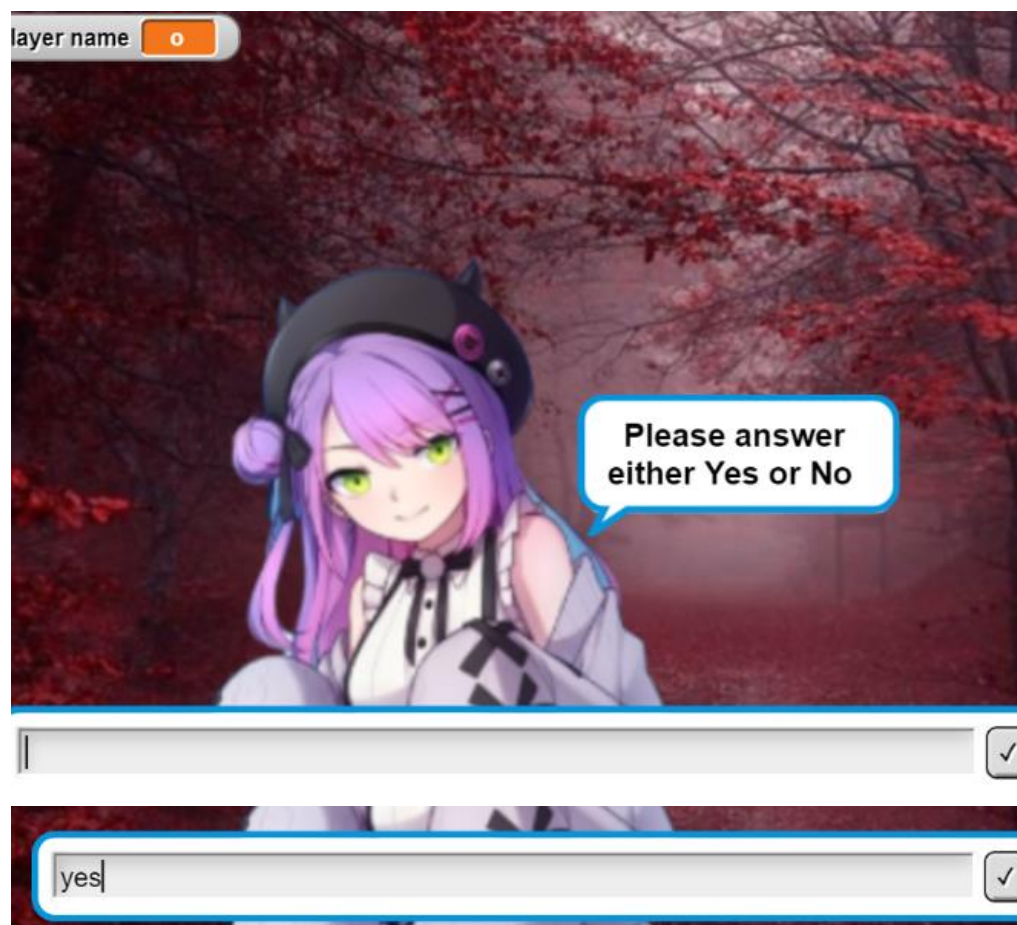


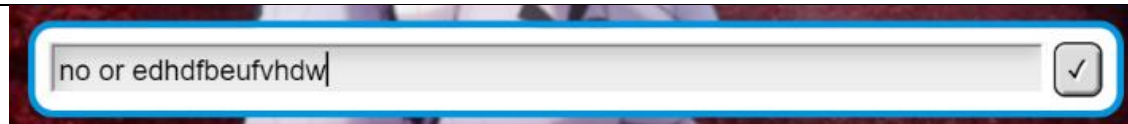
Users need to key in yes or no as image show above.





Users need to key in yes, no or other than yes or no.





Users need to key in as image shown above.

Part 7

Troubleshooting

Users can try to follow these options in case the game face a problem.

Description	Way to solve it
If the story book lag or stop in the middle. Users are unable to play the story book.	Press the red button at the top right corner, then press space to restart the story book.

Note: (Data will not be saved if users restart the story book since it is short story.)

Technical support

Technical support Gmail: yuankee197@gmail.com

Your Gmail are required to consist of following about your:

- **Problem faces**
- **What device you are used (Example, computer or mobile)**
- **Browser version**


Conclusion - Application capabilities and limitations.

Capability	Description
Easy to use	Snap is easy to use, it provided help to let users know how it works. Users just need to right click the script and click help.
Colourful image	Users can insert what image users like to make snap look more attractive.
Voice application	Users can inset sound effect, music and so on in snap. It helps project more charming.
Differentiate each script to their respective column	Snap differentiates into motion, control, looks, sensing, sounds, operators, pen and variable.

Limitations	Description
Limited storage	Snap have limited storage cause users couldn't insert more image and sound. This also restrictions users creative, less image and story line. Image and voice used many storages of snap.
Don't have animation application	Snap don't have animation application, it just can let users move the sprite, change background, play sound and so on.
Limitation of control	Some of command such as when I receive, when I click and so on cannot put in the middle of programming.

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