Unit 17C Multi-Media Development and Testing Report

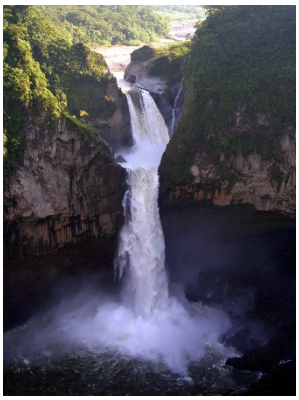
BY SOPHIE MAY
9800226832

Contents

Linear Product 2
Assets Table for Linear Product 2
Test Plan for Linear Product 7
Screenshots of the Original Linear Product 8
Feedback for the Linear Product 14
Documented Changes for Linear Product 15
Screenshots of the Amended Linear Product 18
Evaluation and User Requirements for Linear Product 24
Interactive Product 29
Assets Table for Interactive Product 29
Test Plan for Interactive Product 31
Screenshots of the Original Interactive Product 34
Feedback for the Interactive Product 38
Documented Changes for Interactive Product 40
Bug fixes 53
Screenshots of the Amended Interactive Product 55
Evaluation and User Requirements for Interactive Product 60

Linear Product

Assets Table for Linear Product

File Name	Assets	Description	Source	Location of Asset
Iguazu falls.jpeg		This is a jpeg image of Iguazu waterfalls located in the Amazon Rainforest, in Brazil.	(Iguazu Falls at sunset by SF BRIT) Link: https://www.flickr.com/photos/cnbattson/4333692253/	Slide 2 – Introduction This will feature in my linear product on the "Introduction" slide.
San Rafael.jpeg		This is a jpeg image of San Rafael waterfall located in the Amazon Rainforest, in Ecuador.	(San Rafael Waterfall by Matthew Terry) Link: http://saveamericasforests.org/SanRafaelFalls/MTERRY.SANRAFAEL.003s.jpg	Slide 3 – History of the Amazon Rainforest This will feature in my linear product on the "History of the Amazon Rainforest" slide.

Cute sloth.jpeg		This is a jpeg image of three-toed Sloth, they are found in the Amazon Rainforest.	(Three-toed sloth, image supplied by Shutterstock, found on the website located in the link below). Link: https://cdn2.wanderlust.co.uk/media/7871/magazine-955.jpg?width=960&slimmage=true	Slide 6 – Key Facts This will feature in my Linear product on the "Key Facts" slide 6 on the effects to wildlife.
Jaguar.JFIF		This is a JFIF image of a Jaguar, they are found in the Amazon Rainforest.	(Jaguar) Link: https://ecocolorstours-hz5sku48qafi72x5.netdna-ssl.com/wp-content/uploads/2015/09/jaguar2.jpg	This will feature in my Linear product on the "Key Facts" slide 6 on the effects to wildlife.

Deforestation.JFIF		This is a JFIF image of a part of an area of the Amazon Rainforest being cleared, in this picture trees have been hacked/cut down.	(Small scale deforestation in the Colombian Amazon, copyright of Mongabay.com) Link: https://s3.amazonaws.com/mongabay/colombia/600/colombia_0061.jpg	This will feature in my linear product on the "Destruction and Loss of the Amazon Rainforest" slide on the causes and effects of deforestation.
Deforestation 2.JFIF		This is a JFIF image of a part of an area of the Amazon Rainforest being cleared, in this picture trees have been hacked/cut down.	Link: http://cdn.yourarticlelibrary.com/wp-content/uploads/2013/12/b948.jpg	This will feature in my linear product on the "Destruction and Loss of the Amazon Rainforest" slide on the causes and effects of deforestation to the environment.
Amazon Rainforest 3.JFIF		This is a JFIF image of the Amazon Rainforest, a beautiful waterfall from the Amazon Rainforest.	Link: http://www.lovethesepics.com/2011/10/amazing-amazonia-amazon-rainforest-46-pics/	This will feature in my linear product on the "title page" slide.

Amazon River.JFIF		This is a JFIF image of the Amazon Rainforest, a river, flowing through a forest of trees.	Link: https://media-cdn.tripadvisor.com/media/photo-s/02/e6/79/03/amazon-rainforest.jpg	This will feature in my linear product on the "Destruction and Loss of the Amazon Rainforest -Solutions" slide.
Amazon Rainforest Map1.JFIF		This is a JFIF image map of the Amazon Rainforest and its borders.	Link: https://www.peru-explorer.com/rainforest/images/amazon_rainforest.JPG	This will feature in my linear product on the "Where is the Amazon Rainforest Located?" slide.
Volunteer Charity.JPG		This is a JPG image of a volunteer marketing picture.	http://www.jameshaskell.com/media/wysiwyg/JHHF_Charity_1280x600_1http://www.jameshaskell.com/media/wysiwyg/JHHF_Charity_1280x600_1.jpg	This will feature in my linear product on the "How Can You Help?" slide.

Tamarins. JPG		This is a JPG image of a mother Tamarin monkey with her baby.	http://www.worldatlas.com/r/w728-h425-c728x425/upload/d9/43/07/thinkstockphotos-153692733.jpg	This will feature on my conclusion slide, to pull at the heart strings of the audience.

Test Plan for Linear Product

Test No.	Description	Action	Expected Result	Actual Result
1	Test the automatic running of the presentation works.	Press “play presentation”.	The presentation shall run to the planned timings without interruption.	The presentation runs as expected, to the planned timings without interruption.
2	Proof-read and spellcheck the presentation to check that the text content is accurate, grammatically correct and free from spelling errors.	Press “play presentation” and read through each slide.	The text content of this presentation will be relevant, accurate and free from any spelling or grammar errors.	The text has been spellchecked and proof-read, the content is accurate and free from errors.
3	Quality of Images/Graphics	Press “play presentation” and look at the images on each slide.	All the images and graphics contained within this presentation shall be clear. They will be good quality images with no blurry or pixelated areas.	The quality of the images contained in this presentation have been checked and are perfectly clear. All images are good quality, clear images.
4	Quality of Videos	Press “play” and watch the videos.	The videos contained within this presentation shall play without interruption and it will be filmed to a high standard. There will be no blurry areas and the video shall run smoothly in transition with the audio dialogue/effects.	The video plays without interruption, the video has been filmed to a good quality and there are no blurry areas. The video runs smoothly in transition with the audio dialogue and effects.
5	Quality of Audio – Presentation dialogue sound	Press “play presentation” and listen.	The audio contained within this presentation shall run smoothly and play without interruption. The sound will be audible and clear for the audience to hear.	The Audio runs smoothly and plays without interruption. The sound is clear and audible.
6	Slide Transitions	Press “play presentation” and watch each slide.	The slide transitions for this presentation shall run without interruption and each transition will be assigned to the correct slide. The transitions will run smoothly.	The slide transitions run smoothly and without interruption. Each transition is assigned to the correct slide and it works well.

Screenshots of the Original Linear Product

SLIDE 1 – ORIGINAL PRESENTATION - LINEAR PRODUCT

SLIDE 2 – INTRODUCTION- ORIGINAL LINEAR PRODUCT

SLIDE 3 – HISTORY OF THE AMAZON RAINFOREST- ORIGINAL LINEAR PRODUCT

THE HISTORY OF THE AMAZON RAINFOREST

The Environment

The Amazon rainforest accounts for more than half of the entire world's remaining rainforests. The Amazon rainforest is made up of around 1.4 billion acres of dense forests and approximately 4,100 miles of winding rivers.

There is a clear link between the health of the Amazon, and the health of the planet. The rainforests, contain 90-140 billion metric tons of carbon, which help to stabilize local and global climate.

The Amazon is the world's biggest rainforest, it is larger than the next two largest rainforests in the Congo Basin and Indonesia combined.

Amazonian Natives

In 1500, there were between 6 to 9 million Amazon natives, but by 1900, this number had fallen to around 1 million.

It is thought that the indigenous tribes have been torn apart by the colonization process, disease, alcohol, forced labour and war.

Today, there are only an estimated 250,000 Amazonian Natives left.

SLIDE 4 – WHERE IS THE AMAZON RAINFOREST LOCATED? - ORIGINAL LINEAR PRODUCT

WHERE IS THE AMAZON RAINFOREST LOCATED?

The Amazon rainforest is located in South America and covers a vast region across 2.7 million square miles of land in the Amazon Basin. The rainforest covers approximately 40% of the whole of South America, and nearly two-thirds of the Amazon rainforest is found in Brazil.

The Amazon rainforest is so large it spans across 8 developing countries in South America, these include:

- Bolivia
- Brazil
- Colombia
- Ecuador
- French Guiana (an overseas territory of France)
- Guyana
- Peru
- Suriname
- Venezuela

SLIDE 5 – KEY FACTS VIDEO SLIDE - ORIGINAL LINEAR PRODUCT

SLIDE 6 – KEY FACTS - ORIGINAL LINEAR PRODUCT

SLIDE 7 – DESTRUCTION AND LOSS OF THE AMAZON RAINFOREST OVERVIEW - ORIGINAL LINEAR PRODUCT

DESTRUCTION AND LOSS OF THE AMAZON RAINFOREST

Overview

The Amazon rainforest is vital to our planets survival. It is not only the home of thousands of animals and millions of people, but it is also one of natures best natural defences against global warming. The Amazon rainforest acts as a "Carbon Sink", which soaks up the carbon dioxide that would otherwise be released into the atmosphere, contribute to climate change and global warming. The loss of the rainforest accounts for about 10 to 15 percent of global greenhouse gas emissions.

Since the late 1970s, over 289,000 square miles of the Amazon rainforest have been destroyed. Losing the Amazon means more carbon emissions and a warmer world. No matter how far from the region you live, the Amazon plays an important role in all of our lives and it is our duty save the Amazon.

SLIDE 8 – DESTRUCTION AND LOSS OF THE AMAZON RAINFOREST CAUSES AND EFFECTS - ORIGINAL LINEAR PRODUCT

DESTRUCTION AND LOSS OF THE AMAZON RAINFOREST

Causes

The major causes of the destruction and loss of the Amazon rainforest:

- Cattle ranching (this accounts for roughly 70 percent of deforestation in the Amazon)
- Deforestation and Logging (clearing and logging forests for timber and land)
- Forest Fires (intentional, environmental or accidental)
- Commercial Farming
- Mining
- Road Construction

These usually go hand in hand - the first stage is logging and clearing the forests, then the land is used for building or construction and finally used for cattle ranching and commercial farming.

Effects

Some 46-58 thousand square miles of forest are lost each year, that is roughly equivalent to 48 football fields every minute. Deforestation releases significant amounts of carbon dioxide, which has devastating effects on the environment such as raising climate temperatures, changes in patterns of weather and water and an increased frequency of extreme weather events. Changes in the climate can affect forest-dwelling creatures by altering their habitats and decreasing availability of food and water. Some will be able to adapt by moving to higher elevations or latitudes, but loss of species will occur.

SLIDE 9 – DESTRUCTION AND LOSS OF THE AMAZON RAINFOREST SOLUTIONS - ORIGINAL LINEAR PRODUCT

DESTRUCTION AND LOSS OF THE AMAZON RAINFOREST

Causes

The major causes of the destruction and loss of the Amazon rainforest:

- Cattle ranching (this accounts for roughly 70 percent of deforestation in the Amazon)
- Deforestation and Logging (clearing and logging forests for timber and land)
- Forest Fires (intentional, environmental or accidental)
- Commercial Farming
- Mining
- Road Construction

These usually go hand in hand - the first stage is logging and clearing the forests, then the land is used for building or construction and finally used for cattle ranching and commercial farming.

Effects

Some 46-58 thousand square miles of forest are lost each year, that is roughly equivalent to 48 football fields every minute. Deforestation releases significant amounts of carbon dioxide, which has devastating effects on the environment such as raising climate temperatures, changes in patterns of weather and water and an increased frequency of extreme weather events. Changes in the climate can affect forest-dwelling creatures by altering their habitats and decreasing availability of food and water. Some will be able to adapt by moving to higher elevations or latitudes, but loss of species will occur.

SLIDE 10 – HOW CAN YOU HELP? - ORIGINAL LINEAR PRODUCT

HOW CAN YOU HELP?

Join Our Mission

There's a number of ways to get join our mission at the RCA (Rainforest Conservation Association). Here's a list of ways you can help us just by making small lifestyle changes:

- Make informed food choices - choosing a plant-based diet or reducing your consumption of animal products like meat and dairy products can help preserve the forest.
- Spread the word – educate your friends, family and local community about the issues facing the Amazon rainforest and the impact the deforestation has on our planet.
- Buy items and forest-derived products from reputable companies who have a commitment to saving the Amazon rainforest through environment-friendly policies.

Get Involved

If however you would like to help us through our volunteer programs, then feel free to contact our organisation to get involved with our reforestation project. Through this project we have regular replanting groups who work with the local communities in Brazil and Ecuador, to replant the trees that were cleared for cattle ranching and logging.

Our reforestation project helps to reduce the amount of carbon released into the atmosphere, rebuild the rainforests natural ecosystem and restore the local wildlife habitats.

SLIDE 11 – CONCLUSION - ORIGINAL LINEAR PRODUCT

CONCLUSION

Summary

Help our organisation reverse the effects of deforestation and cattle ranching in the Amazon rainforest in order to create a sustainable, clean environment for our planet and its inhabitants. The health of the Amazon rainforest is directly linked to the health of our planet - we cannot avoid the responsibility we have to stop global warming and climate change.

Remember it's not just animals who suffers from the loss of the rainforest, the forests are responsible for maintaining the oxygen we breathe - no more forests, no more oxygen. Help us stop the destruction.

SLIDE 12 – REFERENCES - ORIGINAL LINEAR PRODUCT

REFERENCES

- Title Slide - Image: http://www.lovethesepics.com/2011/10/amazing-amazonia-amazon-rainforest-46-pics/
- Introduction – Image: https://www.flickr.com/photos/cnbattson/4333692253/
- History of the Amazon Rainforest – Image: http://saveamericasforests.org/SanRafaelFalls/
- Where is the Amazon Rainforest Located? – Image: https://www.peru-explorer.com/amazon_rainforest_map.htm
- Key Facts – Image 1: https://ecocolorstours-hz5sku48qafi72x5.netdna-ssl.com/wp-content/uploads/2015/09/jaguar2.jpg
  - Image 2: https://www.wanderlust.co.uk/content/8-incredible-animals-in-brazils-amazon-rainforest/
- Destruction and Loss of The Amazon Rainforest – Image: https://rainforests.mongabay.com/amazon/amazon_destruction.html
- Destruction and Loss of The Amazon Rainforest 2 – Image: http://www.proftec.com/science-environment/amazon-deforestation-brings-loss-of-microbial-communities/
- Destruction and Loss of The Amazon Rainforest – Image: http://zdnet3.cbsistatic.com/hub/i/2017/04/11/102c3630-9a5b-49a1-9d84-a434eb5330a0/aa940c271903ef36450945d1eb577bd2/amazon-rainforest-7.jpg
- How Can We Help?– Image: http://www.jameshaskell.com/media/wysiwyg/JHHF_Charity_1280x600_1
- Conclusion – Image: http://www.worldatlas.com/r/w728-h425-c728x425/upload/d9/43/07/thinkstockphotos-153692733.jpg

Feedback for the Linear Product

JAMES SAUNDERS – 11/12/2017

Did the presentation have a clear introduction?

Yes.

Did the presentation use any animation and was it effective?

No, the presentation did not contain any animations.

Is the audio clear?

Yes, the audio is clear.

Was the content clear, with appropriate grammar and spelling?

Yes, very clear.

Did the presentation get the message across for the target audience?

Yes, it was a very clear message and the content was relevant to the audience.

Is this presentation self-running?

Yes, the presentation is self-running.

What do you think about the design and can you make any suggestions to improve it? E.g. colour, images, fonts, etc.?

Replace the image on the start of the presentation as it is unclear and blurry. Replace the image on destruction and loss of the Amazon rainforest as it is also blurry. The colour scheme was good, and the design was interesting.

HARRY BLAIR – 13/12/2017

Did the presentation have a clear introduction?

It is clear.

Did the presentation use any animation and was it effective?

No animations in this presentation.

Is the audio clear?

The audio is very clear.

Was the content clear, with appropriate grammar and spelling?

The content, grammar and spelling were spot on.

Did the presentation get the message across for the target audience?

Yes, I received the message loud and clear.

Is this presentation self-running?

Yes.

What do you think about the design and can you make any suggestions to improve it? E.g. colour, images, fonts, etc.?

A few of the images were blurry and the green design was a little bright, but the design was good, and the content was relevant. I think that you should change the blurry images and change the green text to something less bright.

Documented Changes for Linear Product

Following the reviews made by two of my peers, James and Harry - I have made these amendments to my linear product.

Title Slide 1 – The Amazon Rainforest

The image on this slide (AmazonRainforest3.JFIF) was extremely blurry so I opened the image in Adobe Photoshop, improved the quality by reducing the noise, correcting the image size to my desired measurements and exporting the image as a PNG file. This image is now looks absolutely perfect in the title slide of my presentation.

The text colour on this slide (as well as the other 11 slides) is green, which makes it rather difficult to read against the dark background. So I have decided to change this to white. I have also decided to change the font style, after creating my presentation I found a nicer font called “Rockwell (body)”, so I intend to change my current font style to this one. I also changed the size of the title from 54pt to 40pt.

Slide 2 – Introduction

The text colour on this slide (as well as the other 11 slides) is green, which makes it rather difficult to read against the dark background. So I have decided to change this to white. I have also decided to change the font style, after creating my presentation I found a nicer font called “Rockwell (body)”, so I intend to change my current font style to this one.

Slide 3 – History of the Amazon Rainforest

The text colour on this slide (as well as the other 11 slides) is green, which makes it rather difficult to read against the dark background. So I have decided to change this to white. I have also decided to change the font style, after creating my presentation I found a nicer font called “Rockwell (body)”, so I intend to change my current font style to this one. I also changed the sub-headings from 24pt to 20pt, and the body text I changed from 14pt to 12pt.

Slide 4 – Where is the Amazon Rainforest Located?

The image on this slide (AmazonRainforestMap1.JFIF) was somewhat blurry so I opened the image in Adobe Photoshop, improved the quality by reducing the noise, correcting the image size to my desired measurements and exporting the image as a PNG file. This image is now looks much better.

The text colour on this slide (as well as the other 11 slides) is green, which makes it rather difficult to read against the dark background. So I have decided to change this to white. I have also decided to change the font style, after creating my presentation I found a nicer font called “Rockwell (body)”, so I intend to change my current font style to this one. I also changed the sub-headings from 24pt to 20pt, and the body text I changed from 14pt to 12pt.

Slide 5 – Key Facts (Video)

The text colour on this slide (as well as the other 11 slides) is green, which makes it rather difficult to read against the dark background. So I have decided to change this to white. I have also decided to change the font style, after creating my presentation I found a nicer font called “Rockwell (body)”, so I intend to change my current font style to this one.

Slide 6 – Key Facts (text)

The text colour on this slide (as well as the other 11 slides) is green, which makes it rather difficult to read against the dark background. So I have decided to change this to white. I have also decided to change the font style, after creating my presentation I found a nicer font called “Rockwell (body)”, so I intend to change my current font style to this one. I also changed the sub-headings from 24pt to 20pt, and the body text I changed from 14pt to 12pt.

Slide 7 – Destruction and Loss of the Amazon Rainforest (Overview)

The image on this slide (Deforestation1.JFIF) was very blurry so I opened the image in Adobe Photoshop, improved the quality by reducing the noise, correcting the image size to my desired measurements and exporting the image as a PNG file. This image is now looks much better.

The text colour on this slide (as well as the other 11 slides) is green, which makes it rather difficult to read against the dark background. So I have decided to change this to white. I have also decided to change the font style, after creating my presentation I found a nicer font called “Rockwell (body)”, so I intend to change my current font style to this one. I also changed the sub-headings from 24pt to 20pt, and the body text I changed from 14pt to 12pt.

Slide 8 – Destruction and Loss of the Amazon Rainforest (Cause & Effects)

The image on this slide (Deforestation2.JFIF) was pixelated and blurry so I opened the image in Adobe Photoshop, improved the quality by reducing the noise, correcting the image size to my desired measurements and exporting the image as a PNG file. This image is now looks a lot better.

The text colour on this slide (as well as the other 11 slides) is green, which makes it rather difficult to read against the dark background. So I have decided to change this to white. I have also decided to change the font style, after creating my presentation I found a nicer font called “Rockwell (body)”, so I intend to change my current font style to this one. I also changed the sub-headings from 24pt to 20pt, and the body text I changed from 14pt to 12pt.

Slide 9 – Destruction and Loss of the Amazon Rainforest (Solutions)

The image on this slide (AmazonRainforest2.JFIF) was low quality and blurry so I opened the image in Adobe Photoshop, improved the quality by reducing the noise, correcting the image size to my desired measurements and exporting the image as a PNG file. This image is now looks a lot better.

The text colour on this slide (as well as the other 11 slides) is green, which makes it rather difficult to read against the dark background. So I have decided to change this to white. I have also decided to change the font style, after creating my presentation I found a nicer font called “Rockwell (body)”, so I intend to

change my current font style to this one. I also changed the sub-headings from 24pt to 20pt, and the body text I changed from 14pt to 12pt.

Slide 10 – How Can You Help?

The image on this slide (VolunteerCharity.JPG) was low quality and blurry so I opened the image in Adobe Photoshop, improved the quality by reducing the noise, correcting the image size to my desired measurements and exporting the image as a PNG file. This image is now looks a lot better.

The text colour on this slide (as well as the other 11 slides) is green, which makes it rather difficult to read against the dark background. So I have decided to change this to white. I have also decided to change the font style, after creating my presentation I found a nicer font called “Rockwell (body)”, so I intend to change my current font style to this one. I also changed the sub-headings from 24pt to 20pt, and the body text I changed from 14pt to 12pt.

Slide 11 – Conclusion

The text colour on this slide (as well as the other 11 slides) is green, which makes it rather difficult to read against the dark background. So I have decided to change this to white. I have also decided to change the font style, after creating my presentation I found a nicer font called “Rockwell (body)”, so I intend to change my current font style to this one. I also changed the sub-headings from 24pt to 20pt, and the body text I changed from 14pt to 12pt.

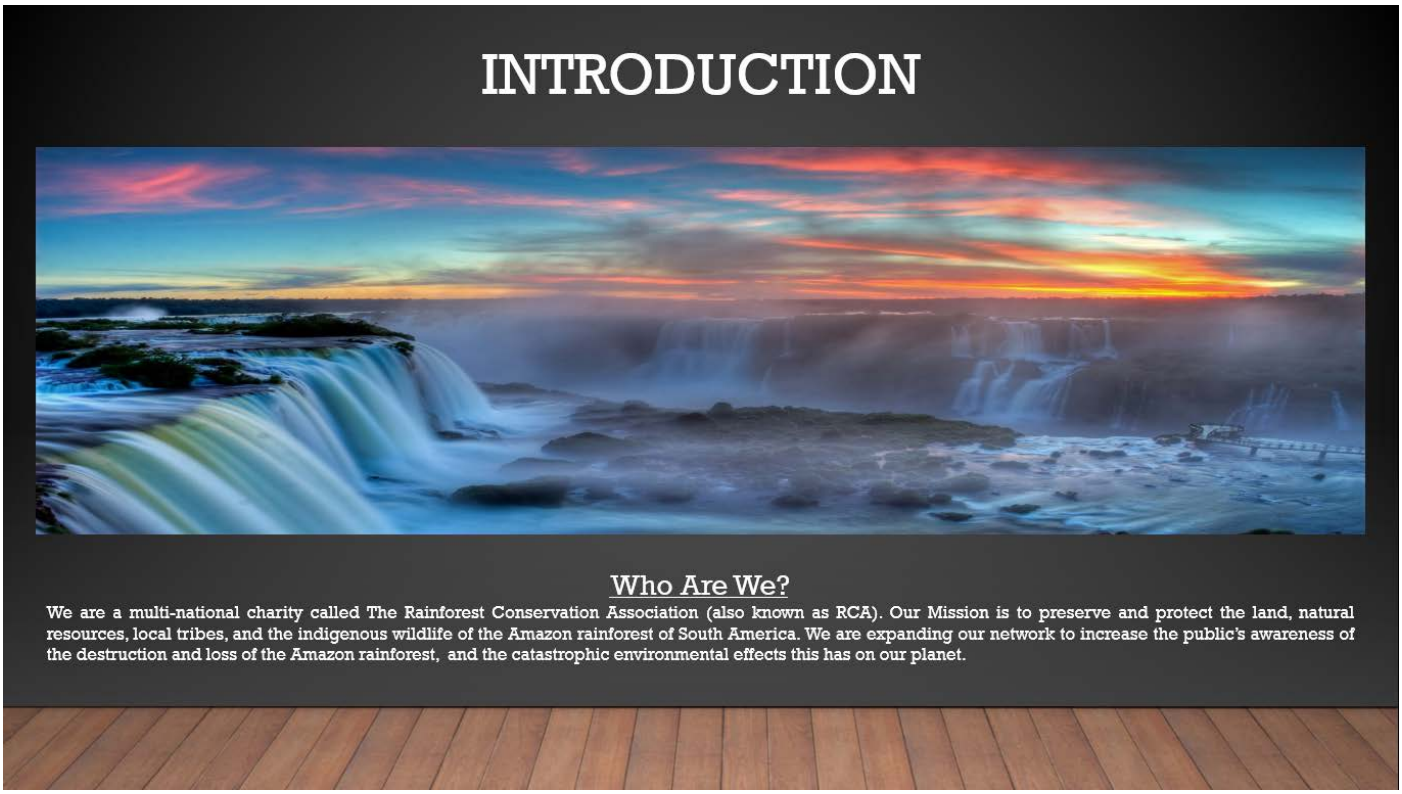
Slide 12 – References

The text colour on this slide (as well as the other 11 slides) is green, which makes it rather difficult to read against the dark background. I have decided to change this to white, with the hyperlinks highlighted orange. I have also decided to change the font style, after creating my presentation I found a nicer font called “Rockwell (body)”, so I intend to change my current font style to this one.

Screenshots of the Amended Linear Product

SLIDE 1 – AMENDED PRESENTATION - LINEAR PRODUCT

SLIDE 2 – INTRODUCTION- AMENDED LINEAR PRODUCT



SLIDE 3 – HISTORY OF THE AMAZON RAINFOREST- AMENDED LINEAR PRODUCT

THE HISTORY OF THE AMAZON RAINFOREST

The Environment

The Amazon rainforest accounts for more than half of the entire world's remaining rainforests. The Amazon rainforest is made up of around 1.4 billion acres of dense forests and approximately 4,100 miles of winding rivers.

There is a clear link between the health of the Amazon, and the health of the planet. The rainforests, contain 90-140 billion metric tons of carbon, which help to stabilize local and global climate.

The Amazon is the world's biggest rainforest, it is larger than the next two largest rainforests in the Congo Basin and Indonesia combined.

Amazonian Natives

In 1500, there were between 6 to 9 million Amazon natives, but by 1900, this number had fallen to around 1 million.

It is thought that the indigenous tribes have been torn apart by the colonization process, disease, alcohol, forced labour and war.

Today, there are only an estimated 250,000 Amazonian Natives left.

SLIDE 4 – WHERE IS THE AMAZON RAINFOREST LOCATED? - AMENDED LINEAR PRODUCT

WHERE IS THE AMAZON RAINFOREST LOCATED?

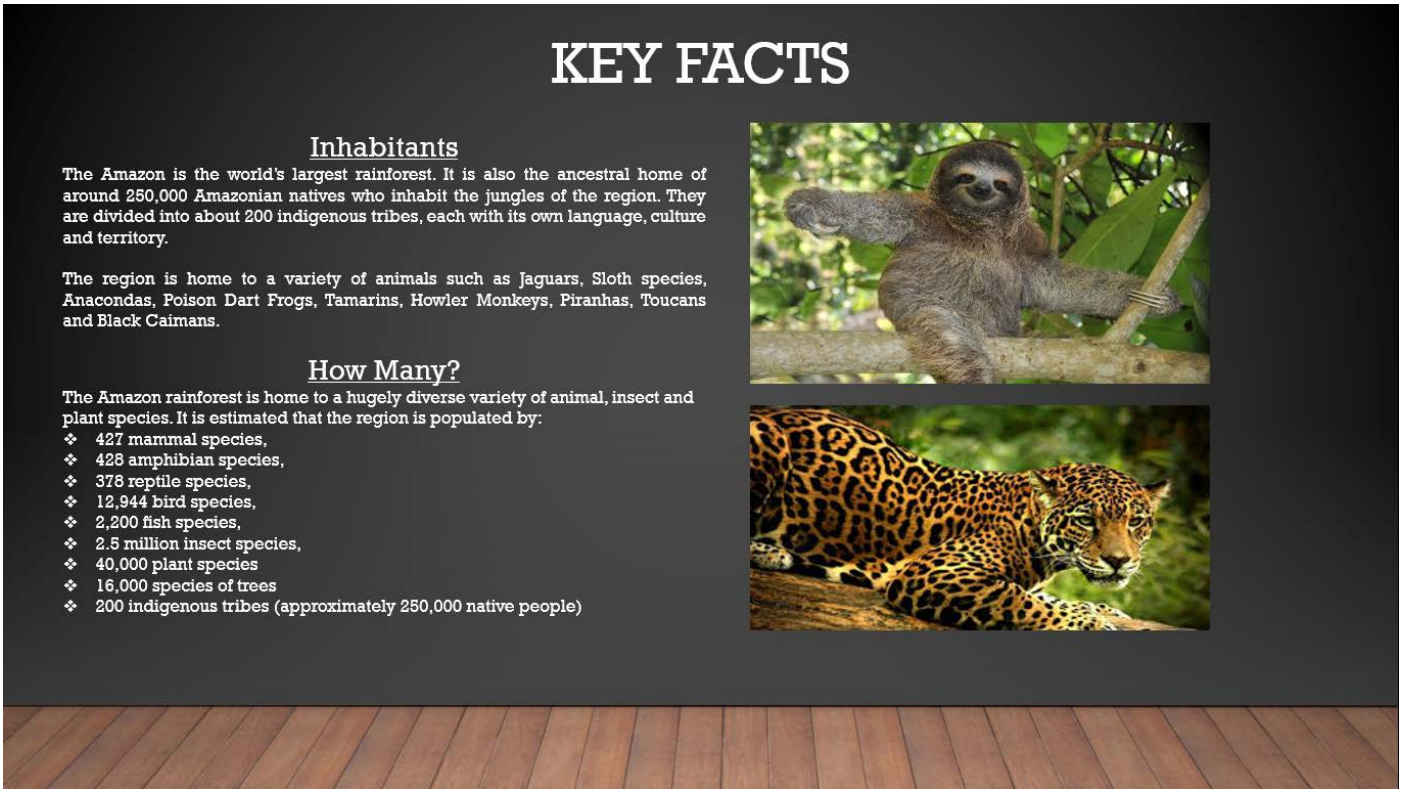
The Amazon rainforest is located in South America and covers a vast region across 2.7 million square miles of land in the Amazon Basin. The rainforest covers approximately 40% of the whole of South America, and nearly two-thirds of the Amazon rainforest is found in Brazil.

The Amazon rainforest is so large it spans across 8 developing countries in South America, these include:

- Bolivia
- Brazil
- Colombia
- Ecuador
- French Guiana (an overseas territory of France)
- Guyana
- Peru
- Suriname
- Venezuela

SLIDE 5 – KEY FACTS VIDEO SLIDE - AMENDED LINEAR PRODUCT

SLIDE 6 – KEY FACTS - AMENDED LINEAR PRODUCT



SLIDE 7 – DESTRUCTION AND LOSS OF THE AMAZON RAINFOREST OVERVIEW - AMENDED LINEAR PRODUCT

DESTRUCTION AND LOSS OF THE AMAZON RAINFOREST

Overview

The Amazon rainforest is vital to our planets survival. It is not only the home of thousands of animals and millions of people, but it is also one of natures best natural defences against global warming. The Amazon rainforest acts as a "Carbon Sink", which soaks up the carbon dioxide that would otherwise be released into the atmosphere, contribute to climate change and global warming. The loss of the rainforest accounts for about 10 to 15 percent of global greenhouse gas emissions.

Since the late 1970s, over 289,000 square miles of the Amazon rainforest have been destroyed. Losing the Amazon means more carbon emissions and a warmer world. No matter how far from the region you live, the Amazon plays an important role in all of our lives and it is our duty save the Amazon.

SLIDE 8 – DESTRUCTION AND LOSS OF THE AMAZON RAINFOREST CAUSES AND EFFECTS - AMENDED LINEAR PRODUCT

DESTRUCTION AND LOSS OF THE AMAZON RAINFOREST

Causes

The major causes of the destruction and loss of the Amazon rainforest:

- Cattle ranching (this accounts for roughly 70 percent of deforestation in the Amazon)
- Deforestation and Logging (clearing and logging forests for timber and land)
- Forest Fires (intentional, environmental or accidental)
- Commercial Farming
- Mining
- Road Construction

These usually go hand in hand - the first stage is logging and clearing the forests, then the land is used for building or construction and finally used for cattle ranching and commercial farming.

Effects

Some 46-58 thousand square miles of forest are lost each year, that is roughly equivalent to 48 football fields every minute. Deforestation releases significant amounts of carbon dioxide, which has devastating effects on the environment such as raising climate temperatures, changes in patterns of weather and water and an increased frequency of extreme weather events. Changes in the climate can affect forest-dwelling creatures by altering their habitats and decreasing availability of food and water. Some will be able to adapt by moving to higher elevations or latitudes, but loss of species will occur.

SLIDE 9 – DESTRUCTION AND LOSS OF THE AMAZON RAINFOREST SOLUTIONS - AMENDED LINEAR PRODUCT

DESTRUCTION AND LOSS OF THE AMAZON RAINFOREST

Solutions

Reducing deforestation is one of the quickest and most effective ways to preserve the rainforest, protect wildlife and reverse the effects of global warming and climate change. By promoting more sustainable alternatives, educating the public to make informed choices and recycling – we can stop this destruction.

We can work together with corporations, governments and communities within the industry to make an impact by creating "zero deforestation and logging" policies to change the way people think about the rainforest.

SLIDE 10 – HOW CAN YOU HELP? - AMENDED LINEAR PRODUCT

HOW CAN YOU HELP?

Join Our Mission

There's a number of ways to join our mission at the RCA (Rainforest Conservation Association).
Here's a list of ways you can help us just by making small lifestyle changes:

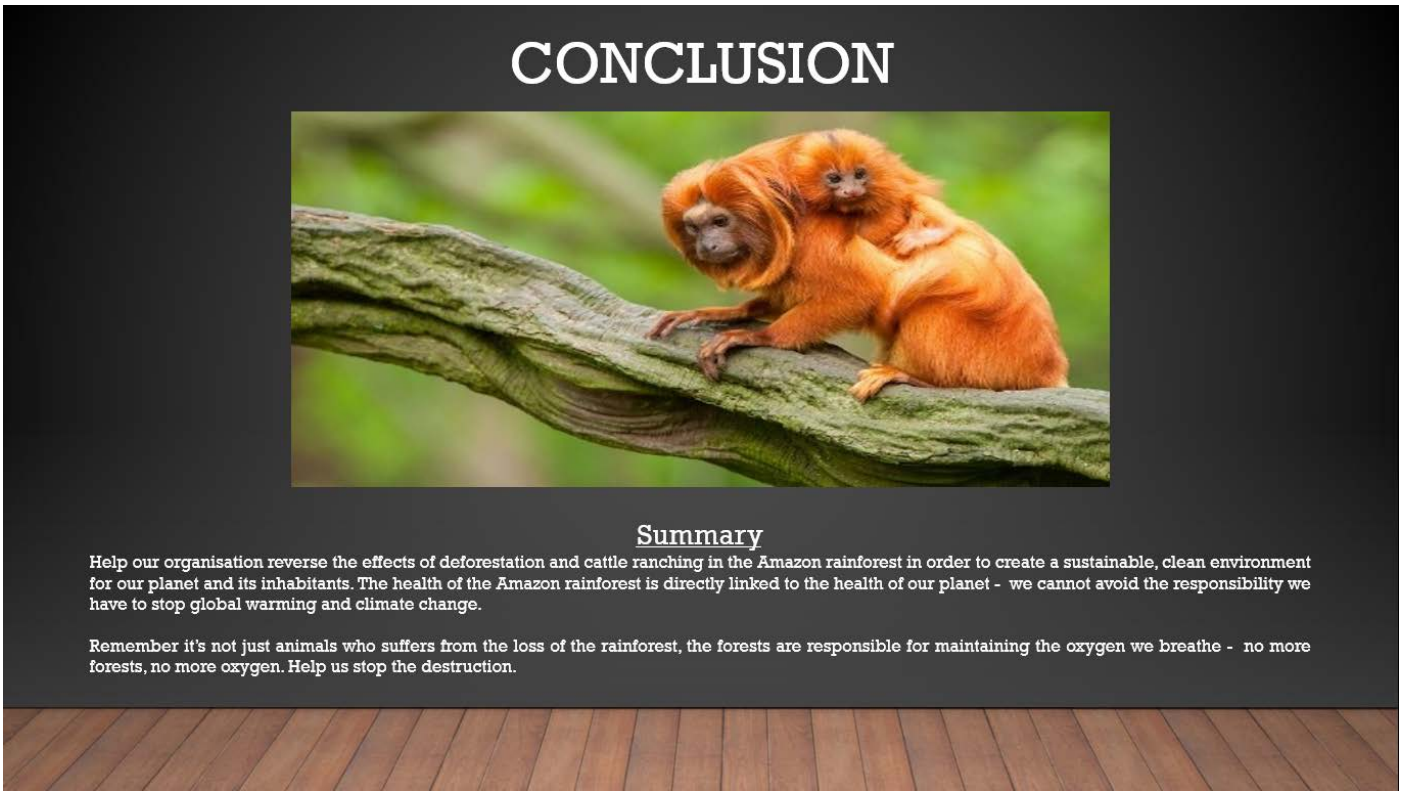
- Make informed food choices - choosing a plant-based diet or reducing your consumption of animal products like meat and dairy products can help preserve the forest.
- Spread the word – educate your friends, family and local community about the issues facing the Amazon rainforest and the impact the deforestation has on our planet.
- Buy items and forest-derived products from reputable companies who have a commitment to saving the Amazon rainforest through environment-friendly policies.

Get Involved

If however you would like to help us through our volunteer programs, then feel free to contact our organisation to get involved with our reforestation project. Through this project we have regular replanting groups who work with the local communities in Brazil and Ecuador, to replant the trees that were cleared for cattle ranching and logging.

Our reforestation project helps to reduce the amount of carbon released into the atmosphere, rebuild the rainforests natural ecosystem and restore the local wildlife habitats.

SLIDE 11 – CONCLUSION - AMENDED LINEAR PRODUCT



SLIDE 12 – CONCLUSION VIDEO - AMENDED LINEAR PRODUCT

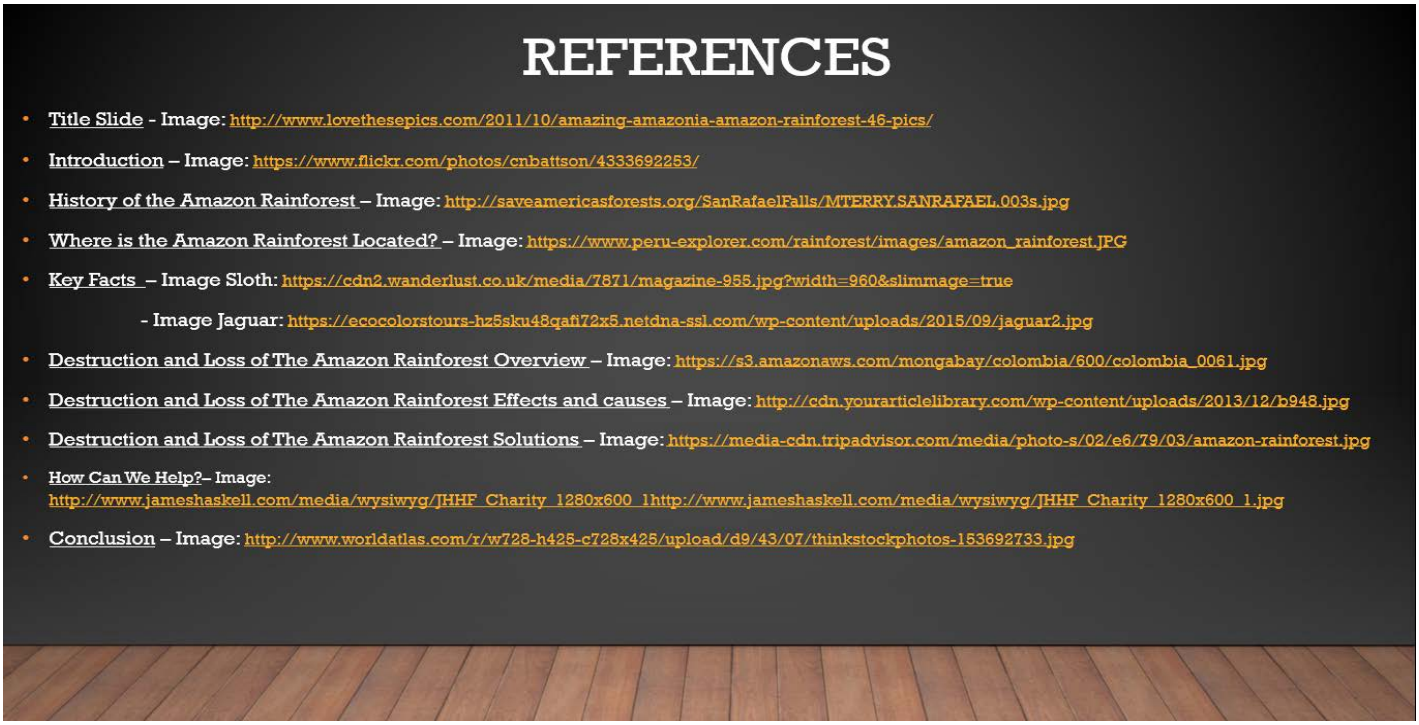
SLIDE 13 – REFERENCES - AMENDED LINEAR PRODUCT

Evaluation and User Requirements for Linear Product

I have designed, developed, tested and reviewed an automated PowerPoint presentation, which contains a range of multi-media to introduce GCSE-level students to the work of a charity concerned with the Amazon Rainforest. I have written, directed, filmed and edited my own video which I have included in the

presentation (as shown below in a screenshot of slide 5 “Key Facts”.

All the assets I have used have been fully referenced within the presentation on slide 12 “References”, as shown in the screenshot below.



The task I was given was to create an automated presentation to inform and educate Key Stage 4 pupils about the work of the rainforest conservation charity and the importance of wildlife conservation and the protection of the Amazon rainforest. In this presentation I believe I have introduced the charity, explained the causes and effects of the destruction and loss of the Amazon rainforest as show in the screenshot below of Slide 9 “Destruction and loss of the Amazon rainforest”.

DESTRUCTION AND LOSS OF THE AMAZON RAINFOREST

Causes

The major causes of the destruction and loss of the Amazon rainforest:

- Cattle ranching (this accounts for roughly 70 percent of deforestation in the Amazon)
- Deforestation and Logging (clearing and logging forests for timber and land)
- Forest Fires (intentional, environmental or accidental)
- Commercial Farming
- Mining
- Road Construction

These usually go hand in hand - the first stage is logging and clearing the forests, then the land is used for building or construction and finally used for cattle ranching and commercial farming.

Effects

Some 46-58 thousand square miles of forest are lost each year, that is roughly equivalent to 48 football fields every minute. Deforestation releases significant amounts of carbon dioxide, which has devastating effects on the environment such as raising climate temperatures, changes in patterns of weather and water and an increased frequency of extreme weather events. Changes in the climate can affect forest-dwelling creatures by altering their habitats and decreasing availability of food and water. Some will be able to adapt by moving to higher elevations or latitudes, but loss of species will occur.

I have also explained how the audience can get involved with the charity's work and explained how they can help the charity to protect the Amazon rainforest as you can see in the screenshots of slide 2 "introduction" and slide 10 "How Can You Help?" as shown below.

INTRODUCTION

Who Are We?

We are a multi-national charity called The Rainforest Conservation Association (also known as RCA). Our Mission is to preserve and protect the land, natural resources, local tribes, and the indigenous wildlife of the Amazon rainforest of South America. We are expanding our network to increase the public's awareness of the destruction and loss of the Amazon rainforest, and the catastrophic environmental effects this has on our planet.

HOW CAN YOU HELP?

Join Our Mission

There's a number of ways to join our mission at the RCA (Rainforest Conservation Association).
Here's a list of ways you can help us just by making small lifestyle changes:

- Make informed food choices - choosing a plant-based diet or reducing your consumption of animal products like meat and dairy products can help preserve the forest.
- Spread the word – educate your friends, family and local community about the issues facing the Amazon rainforest and the impact the deforestation has on our planet.
- Buy items and forest-derived products from reputable companies who have a commitment to saving the Amazon rainforest through environment-friendly policies.

Get Involved

If however you would like to help us through our volunteer programs, then feel free to contact our organisation to get involved with our reforestation project. Through this project we have regular replanting groups who work with the local communities in Brazil and Ecuador, to replant the trees that were cleared for cattle ranching and logging.

Our reforestation project helps to reduce the amount of carbon released into the atmosphere, rebuild the rainforests natural ecosystem and restore the local wildlife habitats.

And to help persuade the audience to further, I have also included information slides regarding the location of the Amazon rainforest, as well as the local wildlife and native tribes as shown in the screenshots of slide 4 "Where is the Amazon rainforest located?" and slide 6 "Key Facts".

WHERE IS THE AMAZON RAINFOREST LOCATED?

The Amazon rainforest is located in South America and covers a vast region across 2.7 million square miles of land in the Amazon Basin. The rainforest covers approximately 40% of the whole of South America, and nearly two-thirds of the Amazon rainforest is found in Brazil.

The Amazon rainforest is so large it spans across 8 developing countries in South America, these include:

- Bolivia
- Brazil
- Colombia
- Ecuador
- French Guiana (an overseas territory of France)
- Guyana
- Peru
- Suriname
- Venezuela

KEY FACTS

Inhabitants

The Amazon is the world's largest rainforest. It is also the ancestral home of around 250,000 Amazonian natives who inhabit the jungles of the region. They are divided into about 200 indigenous tribes, each with its own language, culture and territory.

The region is home to a variety of animals such as Jaguars, Sloth species, Anacondas, Poison Dart Frogs, Tamarins, Howler Monkeys, Piranhas, Toucans and Black Caimans.

How Many?

The Amazon rainforest is home to a hugely diverse variety of animal, insect and plant species. It is estimated that the region is populated by:

- 427 mammal species,
- 428 amphibian species,
- 378 reptile species,
- 12,944 bird species,
- 2,200 fish species,
- 2.5 million insect species,
- 40,000 plant species
- 16,000 species of trees
- 200 indigenous tribes (approximately 250,000 native people)

I have also included a brief history slide about the Amazon rainforest for those students or indeed, teachers who would like to learn more about the rainforest who may use this presentation as a learning resource. I have included a screenshot of slide 3 “The history of the Amazon rainforest”, as seen below to demonstrate this.

THE HISTORY OF THE AMAZON RAINFOREST

The Environment

The Amazon rainforest accounts for more than half of the entire world's remaining rainforests. The Amazon rainforest is made up of around 1.4 billion acres of dense forests and approximately 4,100 miles of winding rivers.

There is a clear link between the health of the Amazon, and the health of the planet. The rainforests, contain 90-140 billion metric tons of carbon, which help to stabilize local and global climate.

The Amazon is the world's biggest rainforest, it is larger than the next two largest rainforests in the Congo Basin and Indonesia combined.

Amazonian Natives

In 1500, there were between 6 to 9 million Amazon natives, but by 1900, this number had fallen to around 1 million.

It is thought that the indigenous tribes have been torn apart by the colonization process, disease, alcohol, forced labour and war.

Today, there are only an estimated 250,000 Amazonian Natives left.

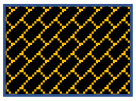
I believe that the content, use of multi-media and the simple design of the presentation fit user requirements, as stated in the brief, perfectly. I have created a presentation that is designed to be used as an educational resource for GCSE students, teachers or anyone who has an interest in rainforest conservation. I believe this is a well-rounded presentation, full of information with content-relevant images and a sleek, simple design. All the changes that I have documented in this report were made to fit in with the user requirements, to keep the presentation attractive yet practical.

In conclusion, this presentation fulfils the user requirements stated in the brief, I believe I have documented all changes, feedback, assets and provided screenshots as evidence of the changes in line with the brief.

Interactive Product

Assets Table for Interactive Product

File Name	Asset	Description	Source
Enemy Bug.png		This is an image of a ladybird, I will use this as my sprite. I plan to use this image in every screen.	G-develop sprite, known as “Enemy bug.png” in the G develop images bank.
Goldenflower.png		This is a graphical representation image of a “golden flower” I have created for this game. I will use it 5 times on all three levels of the game.	I created this using PowerPoint, exported it as a PNG file using Adobe Photoshop.
Door.png		This is a graphical representation image of a door that I created for this game. This is the finishing marker, that the player must reach to conclude the game and level up. I will use it in all three levels.	I created this using PowerPoint, exported it as a PNG file using Adobe Photoshop.

Breakable wall.png		This is a graphical representation image of a breakable wall that I created for this game. This allows the player to break through the wall to reach nectar, golden flowers or the door for the next level. I will use it in all three levels.	I created this using PowerPoint, exported it as a PNG file using Adobe Photoshop.
Horizontal.fw.png		This is a graphical representation image of a horizontal wall that I created for this game. This will be used for the horizontal walls for my maze. I will use it in all three levels.	I created this using PowerPoint, exported it as a PNG file using Adobe Fireworks.
Vertical.fw.png		This is a graphical representation image of a vertical wall that I created for this game. This will be used for the vertical walls for my maze. I will use it in all three levels.	I created this using PowerPoint, exported it as a PNG file using Adobe Fireworks.
Bluehexagon.png		This is a blue hexagon graphic that I plan to use as 5 buttons on the “level select” screen. It will be used for the “main menu” button, the “instructions” button, the “Level 1 Easy” button, the “Level 2 Intermediate” button, and the “Level 3 Hard” button.	I created this using PowerPoint, exported it as a PNG file using Adobe Photoshop.
Blackhexagon.png		This is a black hexagon graphic that I plan to use as a button on the “level select” screen. It will be used once for the “Play” button to begin the maze game.	I created this using PowerPoint, exported it as a PNG file using Adobe Photoshop.
Yellowhexagon.png		This is a yellow hexagon graphic that I plan to use as a button three times on the “level select” screen. It will be used three times. Once on “Level 1 Easy” button, once on “Level 2 Intermediate” button, once on “Level 3 Hard” button.	I created this using PowerPoint, exported it as a PNG file using Adobe Photoshop.
Button blue.fw.png		This is a blue rectangle button graphic that I plan to use as a button on every screen except on the “Main Menu” screen and the “Level Selection” screen.	I created this using Adobe fireworks and using fireworks, I exported it as a PNG file.

		It will be used twice on the "Instructions" screen, three times on "Level 1 Easy" screen, three times on "Level 2 Intermediate" screen, three times on "Level 3 Hard" screen, twice on "feedback Screen 1", twice on "Feedback Screen 2" and once on "Feedback Screen 3".	
OrangeButton.png		This is an orange rectangle button graphic that I plan to use as a button on all three levels of the game. It will be used once on "Level 1 Easy" screen, once on "Level 2 Intermediate" screen, once on "Level 3 Hard" screen.	I created this using PowerPoint and using fireworks, I exported it as a PNG file.
GreenBackground.png		This is the background image that I created for the Amended game. I will use it in every screen of the game.	I created this using PowerPoint, and I exported it as a PNG file.
Light Yellow.fw.png		This is the light-yellow background image that I created for this game. I designed it to be used as a background image for text and it will be the second background layer for all three levels of the game. I will also use it on the feedback screens to display the "Level Completed!" text. I will use it in every screen of the game.	I created this using Adobe fireworks and using fireworks, I exported it as a PNG file.

Test Plan for Interactive Product

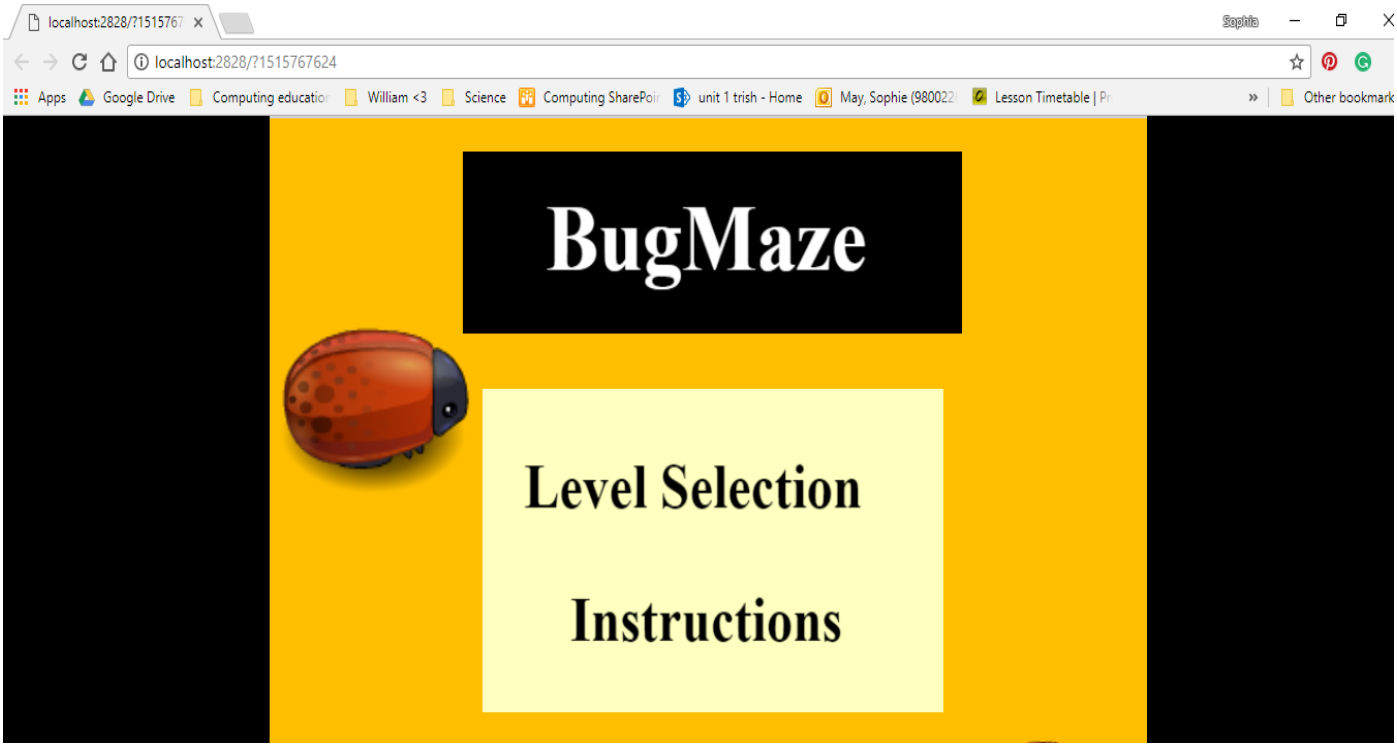
Test No.	Description	Action	Expected Result	Actual Result
1	Check the breakable walls actually "break" or demolish when the sprite collides with them.	Press the movement keys (up, down, left, right) to move the sprite into a breakable wall.	The sprite will walk through the breakable wall and the breakable wall will demolish on impact and allow the character to move through to the next section in the maze.	Upon testing all three levels of the games – I found that every breakable operated as expected. The breakables demolish on impact with the sprite and the sprite is then free to progress in the level without interruption. It worked as expected.

2	Proof-read and spellcheck the game to make sure no errors are visible in the text contained in the screens of the game. Check labelled buttons, and any written content.	Press the navigation buttons to move through each screen of the game and read through the text contained on each screen.	The text content in each screen of this game will be relevant, accurate and free from any spelling or grammar errors.	I have proof-read every screen of this game and all text is relevant/accurate to the game and it is also free from spelling errors.
3	Quality of Sprites/Graphics	Press the navigation buttons to move through each screen of the game and look at the quality of the Sprite and graphics contained in each screen.	All the images and graphics contained within the screens of this game shall be clear. The images will be good quality images with no blurry or pixelated areas.	All graphics and images are of a good quality and I am happy with the result. All images look as I expected.
5	Check that all 3 feedback screens work.	Complete a level of the game and step through the door at the end of the level.	Upon completion of any level of the game, once the sprite steps through the door (endpoint), the feedback "Level Completed!" page shall appear without interruption.	I have completed each level of the game, and checked that all buttons for the feedback screen work and they the feedback screens come up after the completion of each level. All three feedback screens work/operate as expected.
6	Check each level works and is completable.	Complete a level of the game by collecting objects (golden flower), break through the all breakable walls and step through the door at the end of the level.	That all collectable objects shall be collected without error. I expect all breakable walls will break upon impact with the sprite as designed. And when the sprite steps through the yellow door, this will activate the feedback screen "Level Completed!". I expect each level to work as described.	I have checked and completed all three levels of the game and they all work as anticipated. All Goldenflower objects are collectable, and the points work as they should. All the yellow doors allow the sprite to level up as expected. All breakable walls demolish on collision with the sprite as they should. All assigned feedback screens activate upon the completion of each level. Each level worked to my expectations and operate as I expect.
7	Check that all buttons and selection options work, and	Press the navigation	I expect that all buttons will be fully operational and direct the	All buttons on each of the three levels and three

	that they direct the player to the correct locations/screens.	buttons to move through each screen of the game and press/select each button contained on each screen.	player to the location assigned to each button.	feedback screens work and operate as I expected. All buttons direct the player to the correct assigned screen as expected. All buttons on the main menu screen, instructions screen and level selection screen operate as anticipated. I am satisfied that these buttons work and operate as I expected them to.
8	Check that the scores are counted and totalled correctly for the collectable objects (Goldenflowers) in the game.	Complete each level of the game and collect all the Goldenflowers.	I expect that during each level the "level score" shall be correctly counted automatically as the player collects the Goldenflowers.	I have tested and completed the 3 levels of this game and all the flowers were collectable as expected and the level scores were counted correctly.
9	Check that the sprite moves as expected and that it is fully operational for the player to move around the levels.	Play through every level of the game. Use the up, down, left, right keys to operate the sprite.	I expect the sprite to move when the up, down, left, right arrow keys are pressed and move in the correct directions assigned to each of those keys.	I have played and completed all 3 levels of the game and the sprite moved as expected and operated as I intended it to.
10	When the sprite impacts the boundary walls (vertical or horizontal black walls) of each level the sprite will be returned to its original starting point.	Play a level of the game and use the up, down, left, right keys to move the sprite into a boundary (outside) wall.	I expect that nothing will happen. The sprite will be forbidden to go through the boundary walls, so it will not move.	When the sprite impacted a boundary wall while I tested the 3 levels of this game. The sprite was returned to it's starting position as I expected, and I am satisfied that this is fully-functioning.

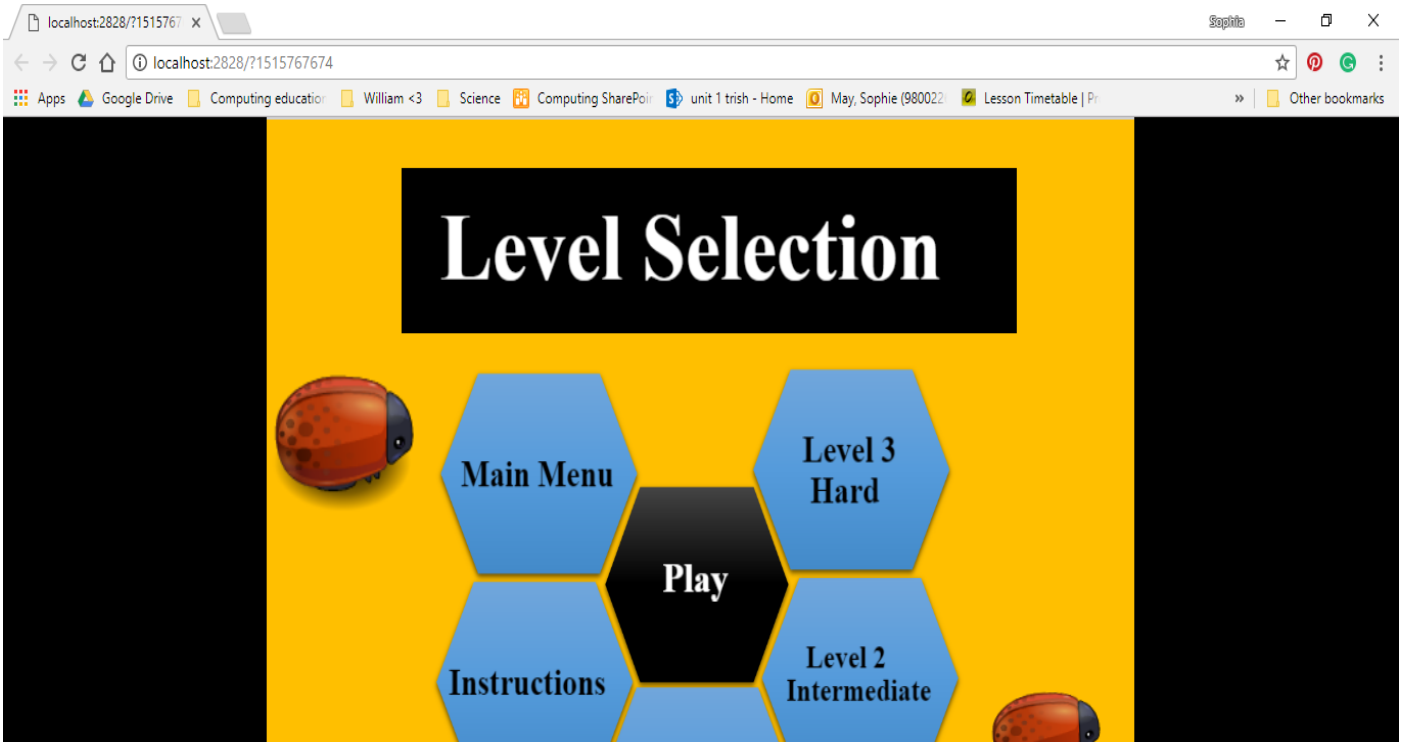
Screenshots of the Original Interactive Product

Screen 1: Main Menu – BugMaze



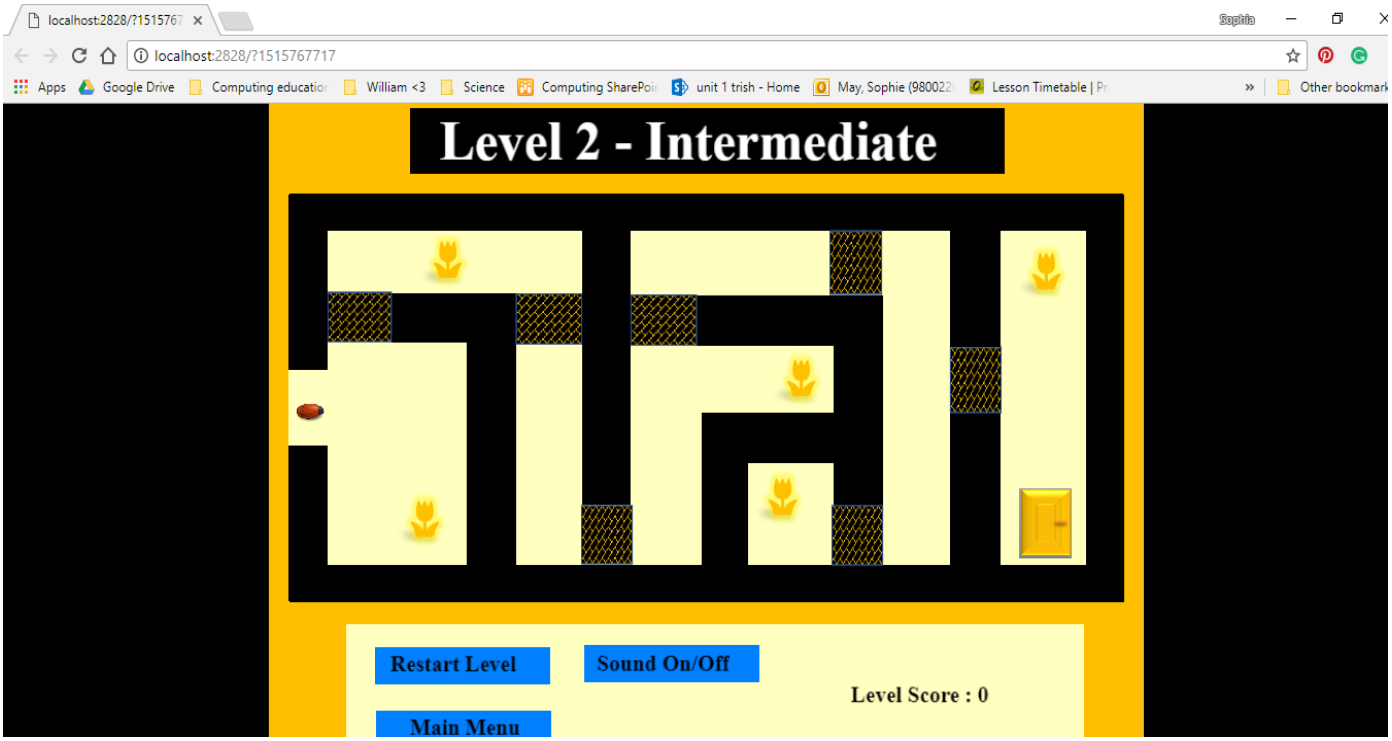
Screen 2: Instructions - BugMaze

Screen 3: Level Selection - BugMaze



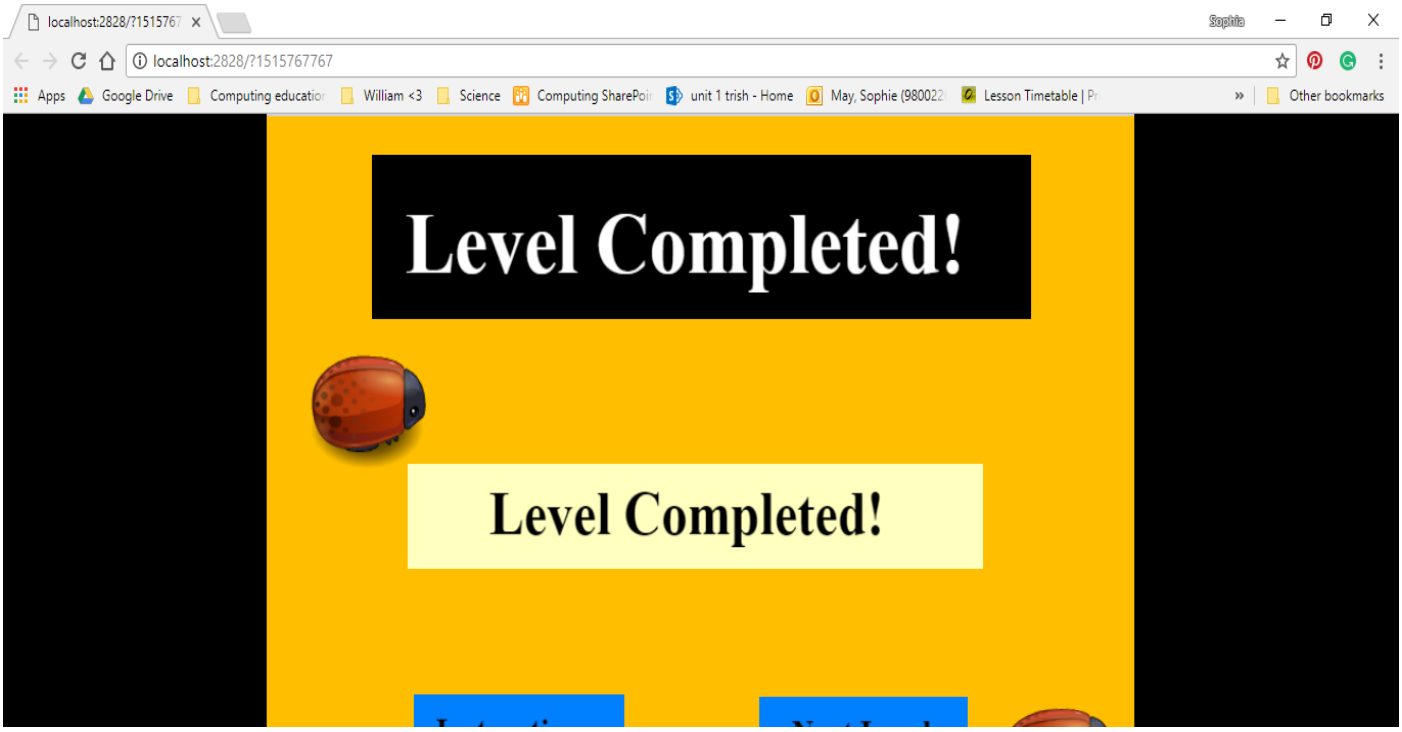
Screen 4: Level 1 Easy - BugMaze

Screen 5: Level 2 Intermediate - BugMaze

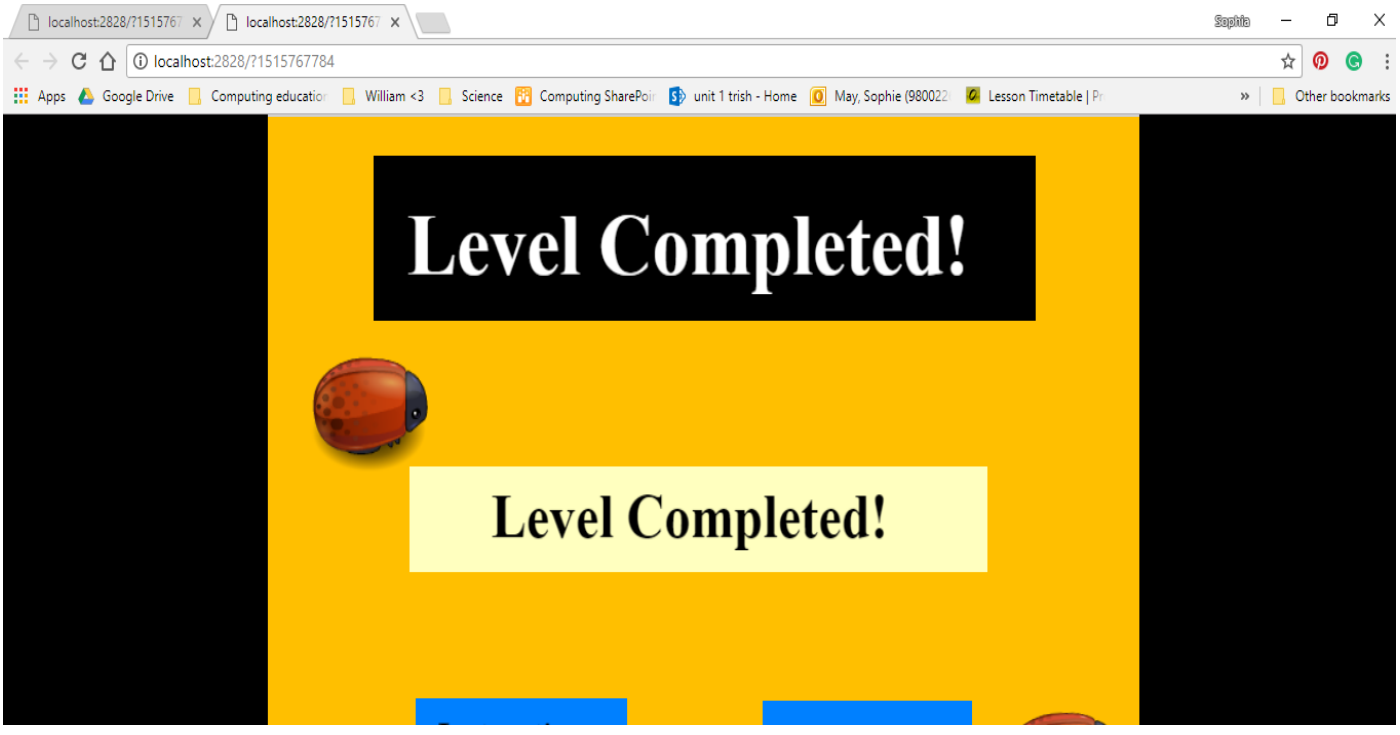


Screen 6: Level 3 Hard - BugMaze

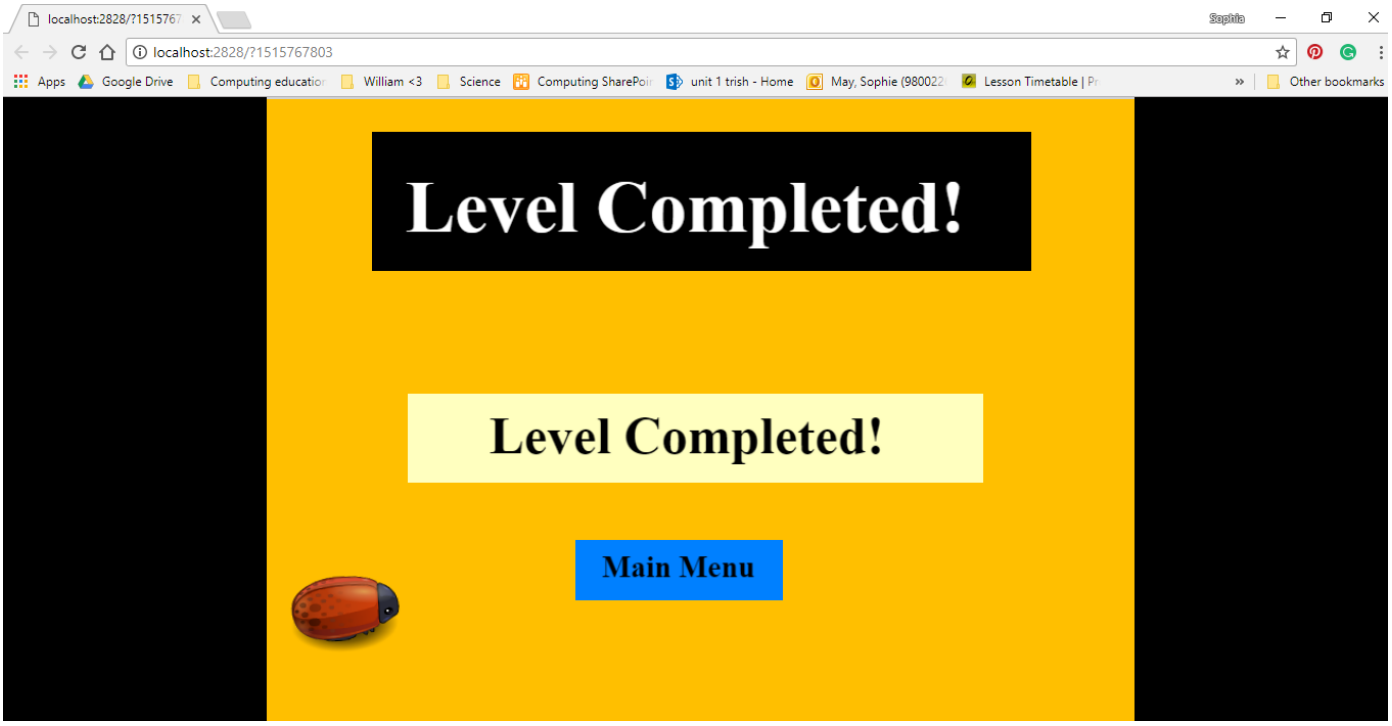
Screen 7: Feedback Screen 1 - BugMaze



Screen 8: Feedback Screen 2 - BugMaze



Screen 9: Feedback Screen 3 – BugMaze



Feedback for the Interactive Product

JAMES SAUNDERS – 8TH JANUARY 2018

Is this design laid out in a clear manner?

Yes the design is laid out clearly.

Does this game include audio, and is it clear?

No it does not, but, it does contain a sound button (on/off) that makes you think there is sound so I don't know if there is sound or not.

Does the game provide a help screen that is both informative and is in a language that is appropriate for the target audience?

Yes the game has an "Instructions" screen that is helpful and the language is good.

Are the images clear and appropriate to the game?

Yes mostly, but the ladybird sprite is a bit small so perhaps the sprite could be made bigger.

What do you think about the design and can you make any suggestions to improve it? E.g. colour, images, fonts, etc.?

The design is good, I would suggest a scoreboard for the level points and perhaps a level timer to make the levels harder but everything else is good.

Does the game allow the user to record points?

Yes but it doesn't save the points onto a scoreboard so that you can view them after the game is completed.

Does the game allow the user to progress to additional levels?

Yes the game has three levels in total and I was able to complete all three.

HARRY BLAIR – 9TH JANUARY 2018

Is this design laid out in a clear manner?

Yes the design is clear

Does this game include audio, and is it clear?

No audio

Does the game provide a help screen that is both informative and is in a language that is appropriate for the target audience?

Yes it does. It is very appropriate for the audience and its informative.

Are the images clear and appropriate to the game?

Yes they are

What do you think about the design and can you make any suggestions to improve it? E.g. colour, images, fonts, etc.?

The design is good. It would be nice if you could record scores and see them in a scoreboard. You could also make the images on the main menu and level select screens move.

Does the game allow the user to record points?

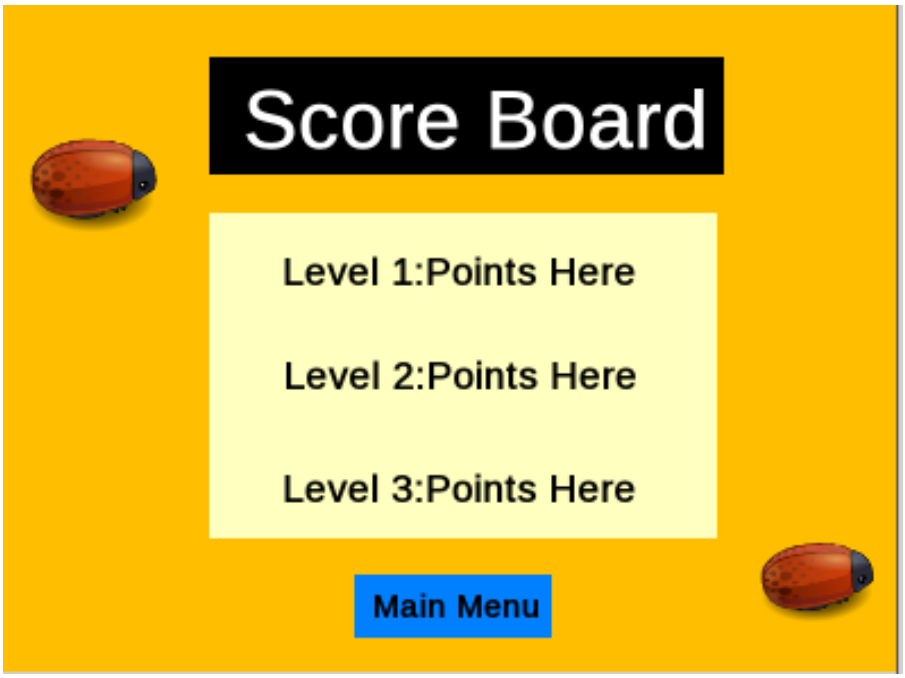
It allows the user to collect level score points but it doesn't record and display them in a scoreboard.

Does the game allow the user to progress to additional levels?

Yes

Documented Changes for Interactive Product

Change 1: Score Board - Programming trouble

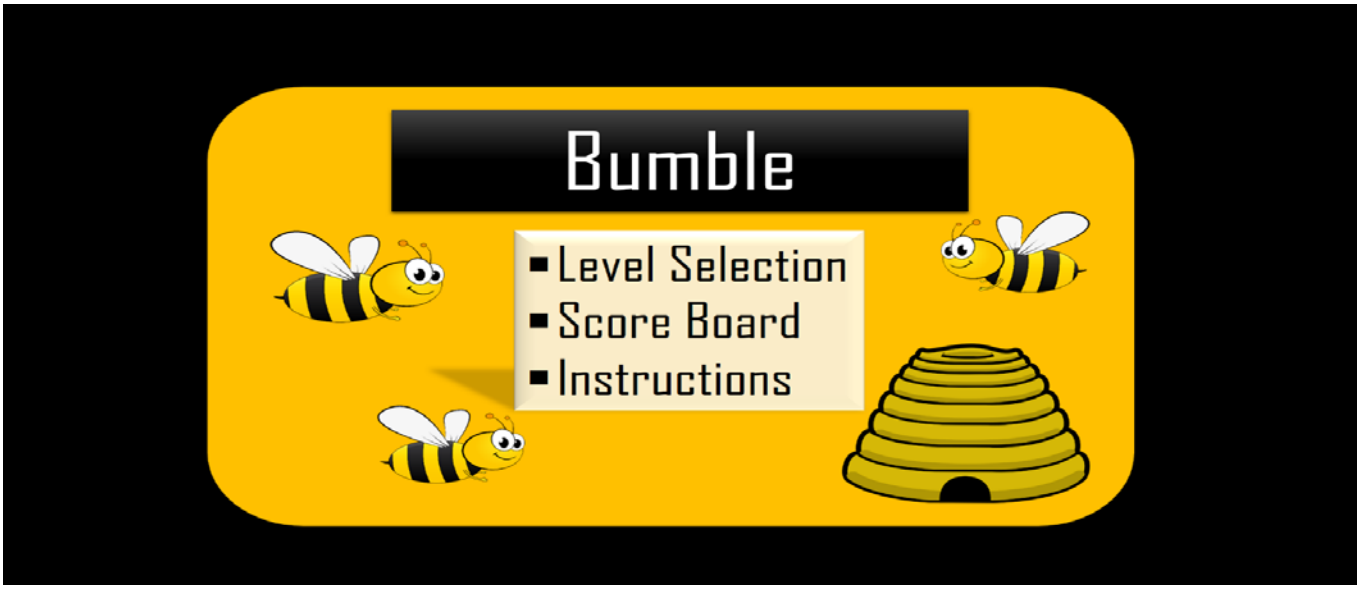


Change notes:

This is the score board I designed for my interactive maze game. I later removed this from the original design due to inability to create a working scoreboard using G-develop. I couldn't work out how to program the scoreboard to display points from each level. If given more time I could probably figure out how to program, it but I was under time constraints and did not have the time to re-try programming the scene. So, I was forced to remove the scoreboard and replace it with feedback screens.

Change 2: Sprite - Programming trouble

Original planned design with bumble bees (shown below, sprite looked like these)



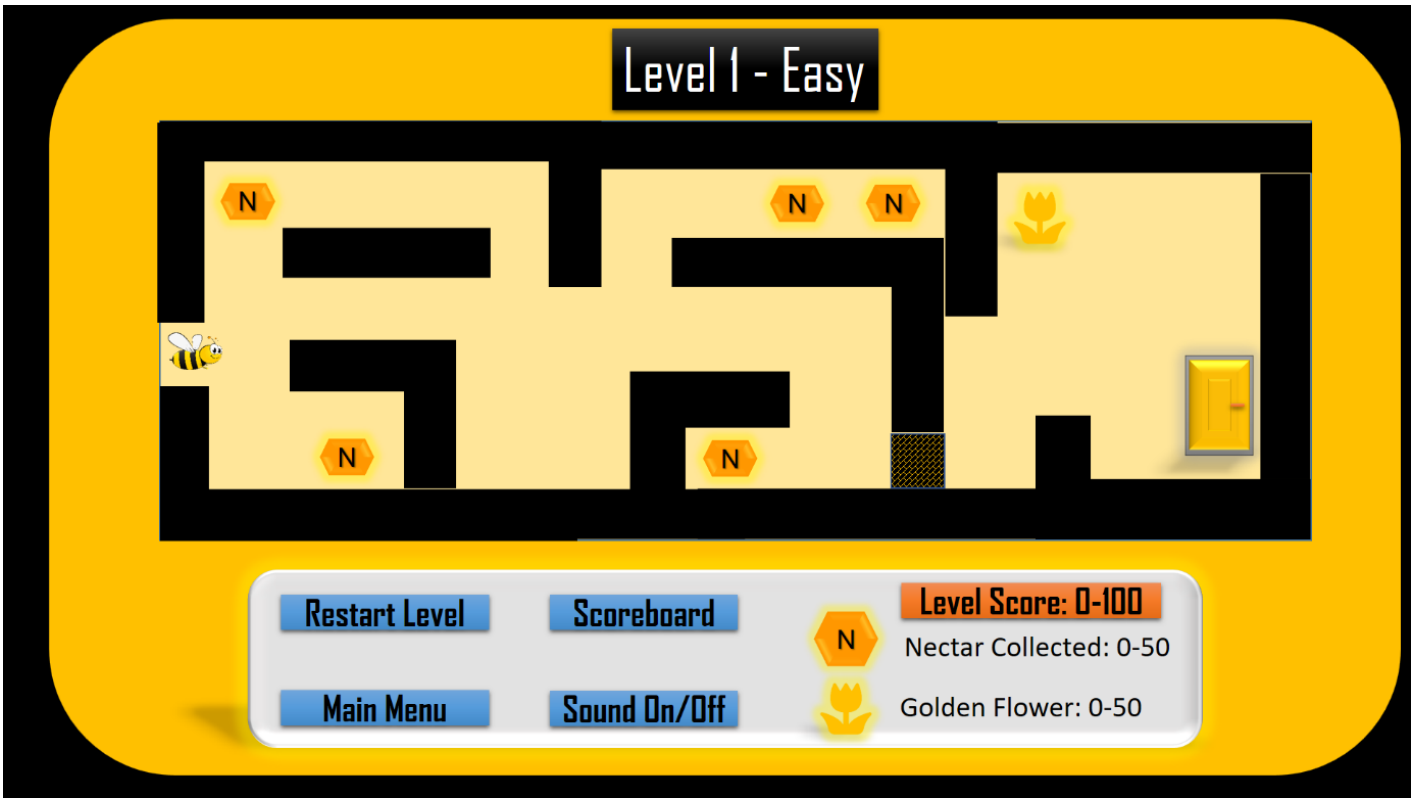
Amended Design with ladybirds (shown below)

Change notes:

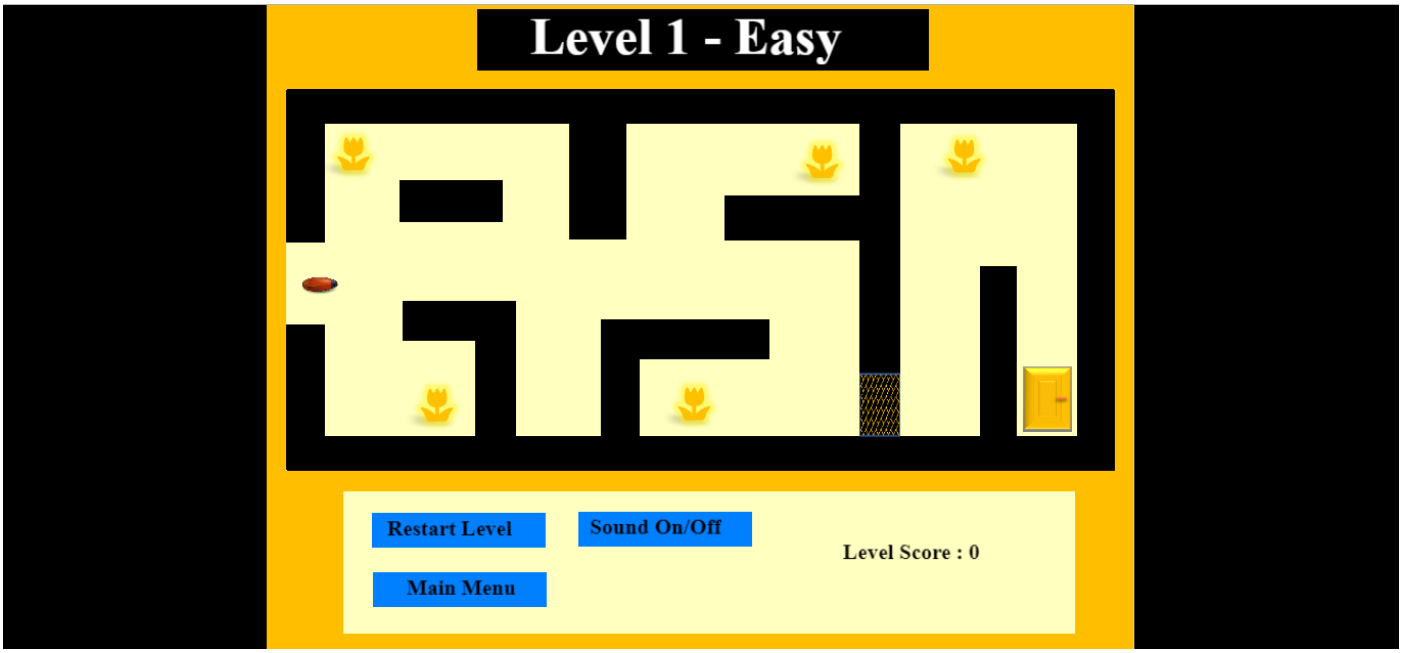
I was forced to change the (bumble bee) sprite for my game as every time I added png image into my game - the game would not load or even display the game. It didn't like the image I used, maybe the file was too large or something of that nature. I tried for weeks to get it working but it just wouldn't work so I was forced to change it for the ladybird out of desperation because I was coming to the end of my deadline for this product and I had barely started the product. The issue with the original bumble bee sprite set me back by weeks, and in the end, I had to admit defeat and alter my product, because I couldn't deliver the product I intended to create due to inexperience with the GDevelop software.

Change 3: Nectar Removed – Altered Design

Original planned design with nectar (shown below)



Amended Design without nectar (shown below)

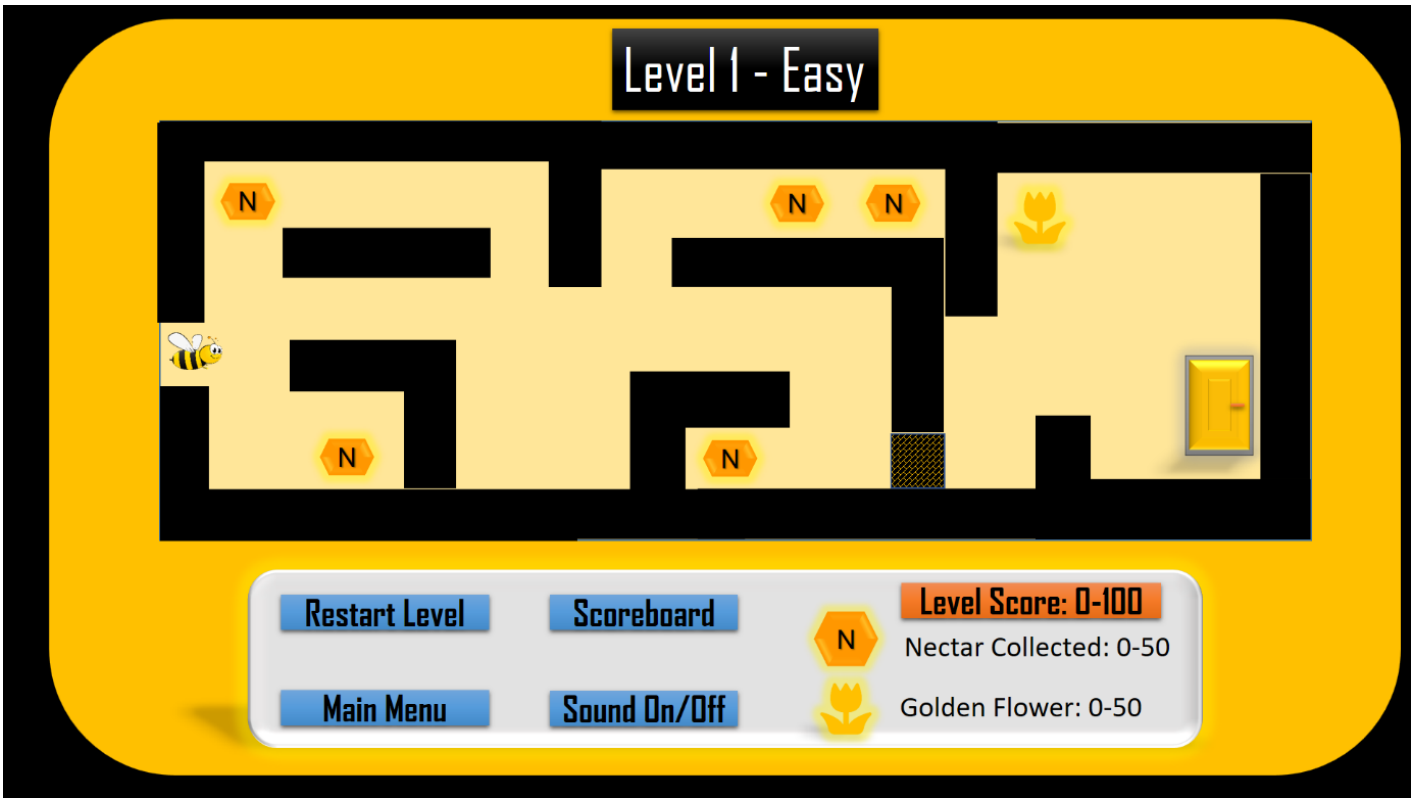


Change notes:

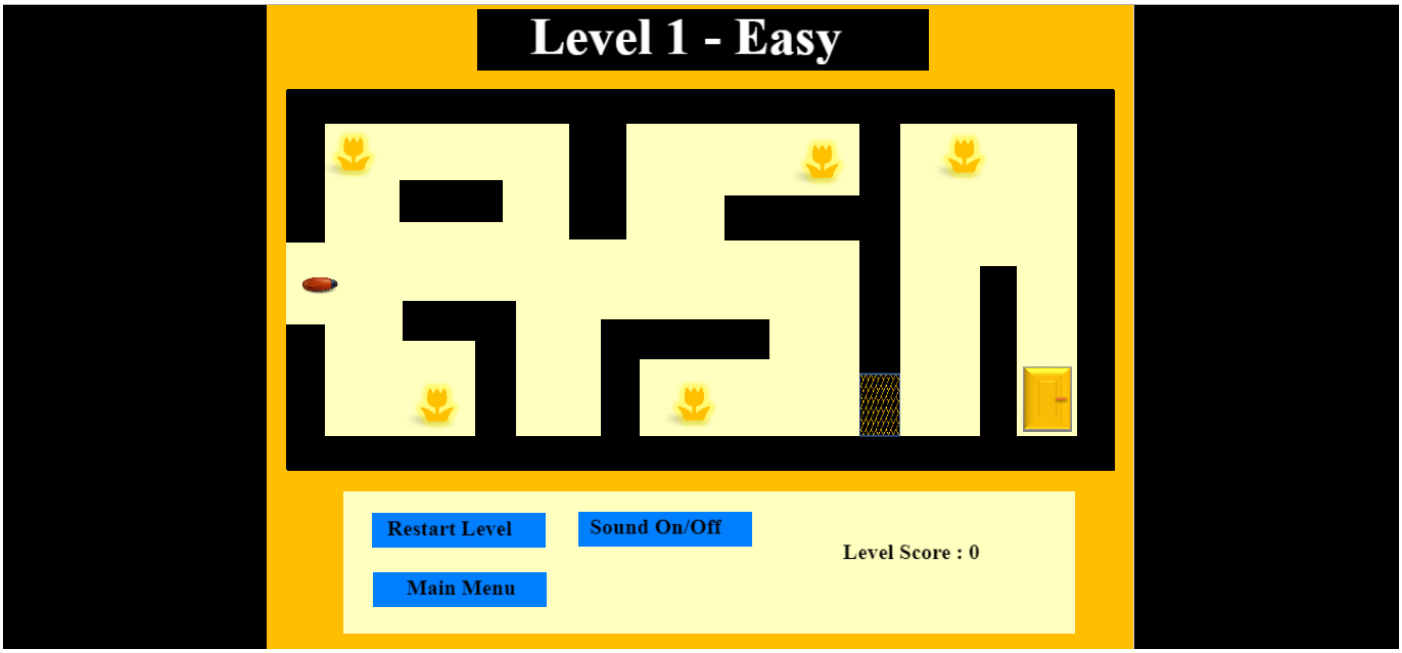
I was forced to remove the nectar collectable objects from my game due to the fact I had to change my sprite. Nectar just isn't relevant to ladybirds, so I was forced to remove it because it didn't fit with the newly altered design. I replaced the collectable nectar by adding a total of 5 collectable "Goldenflowers" for the player to collect.

Change 4: Added Goldenflowers – Altered Design

Original planned design with 1 Goldenflower (shown below)



Amended Design with 5 Goldenflower collectable objects (shown below)

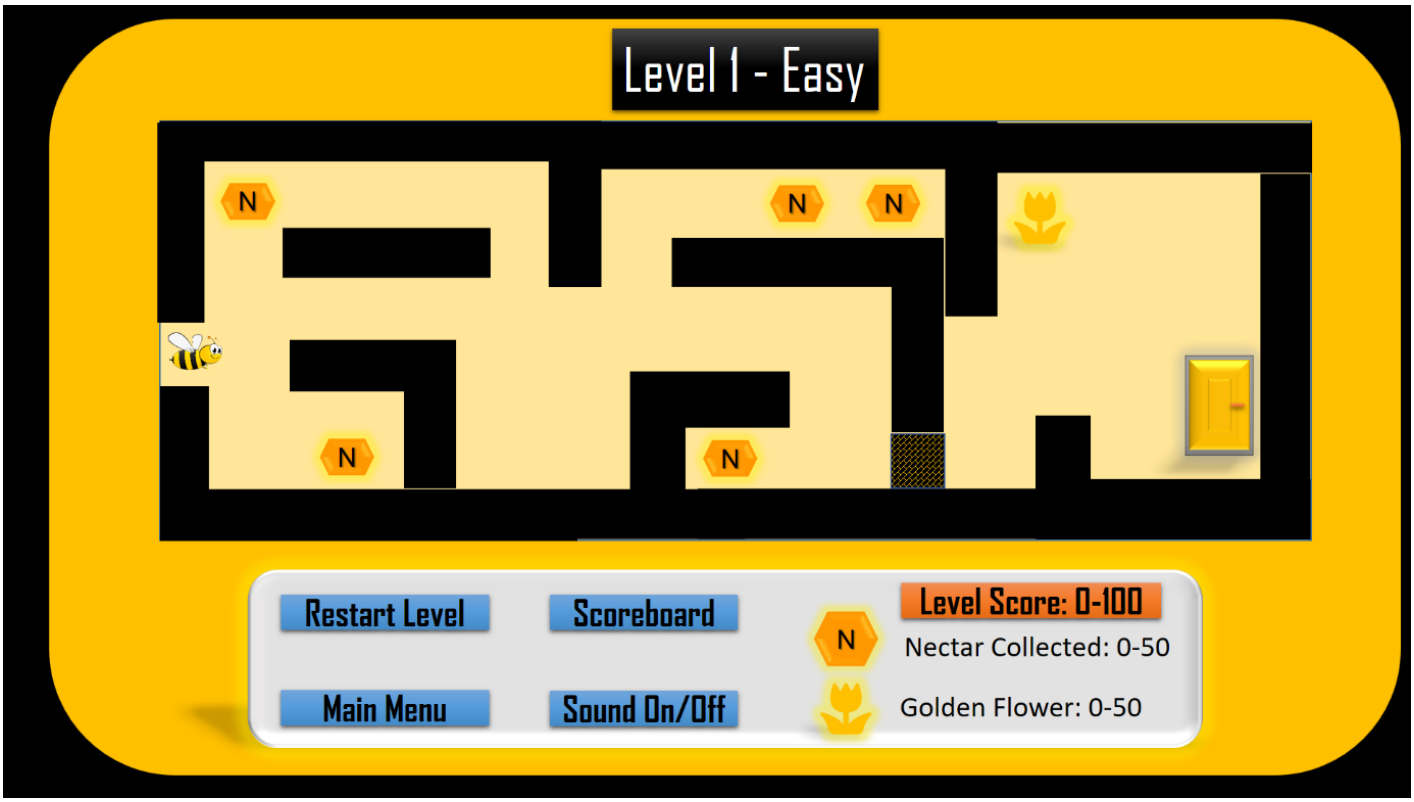


Change notes:

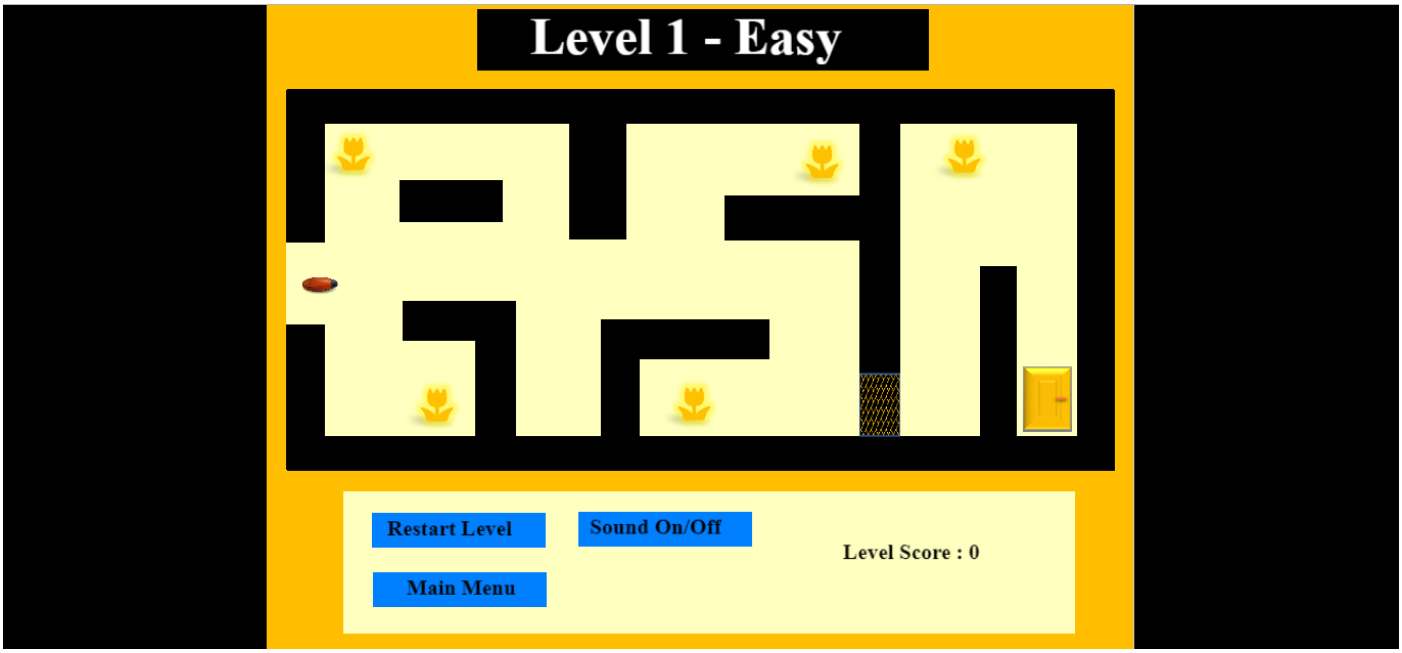
I replaced the collectable nectar by adding a total of 5 collectable “Goldenflowers” for the player to collect. I was forced to do this due to alterations made to my design.

Change 5: Removed Scoreboard buttons– Altered Design

Original planned design with scoreboard button (shown below)



Amended Design without scoreboard button (shown below)

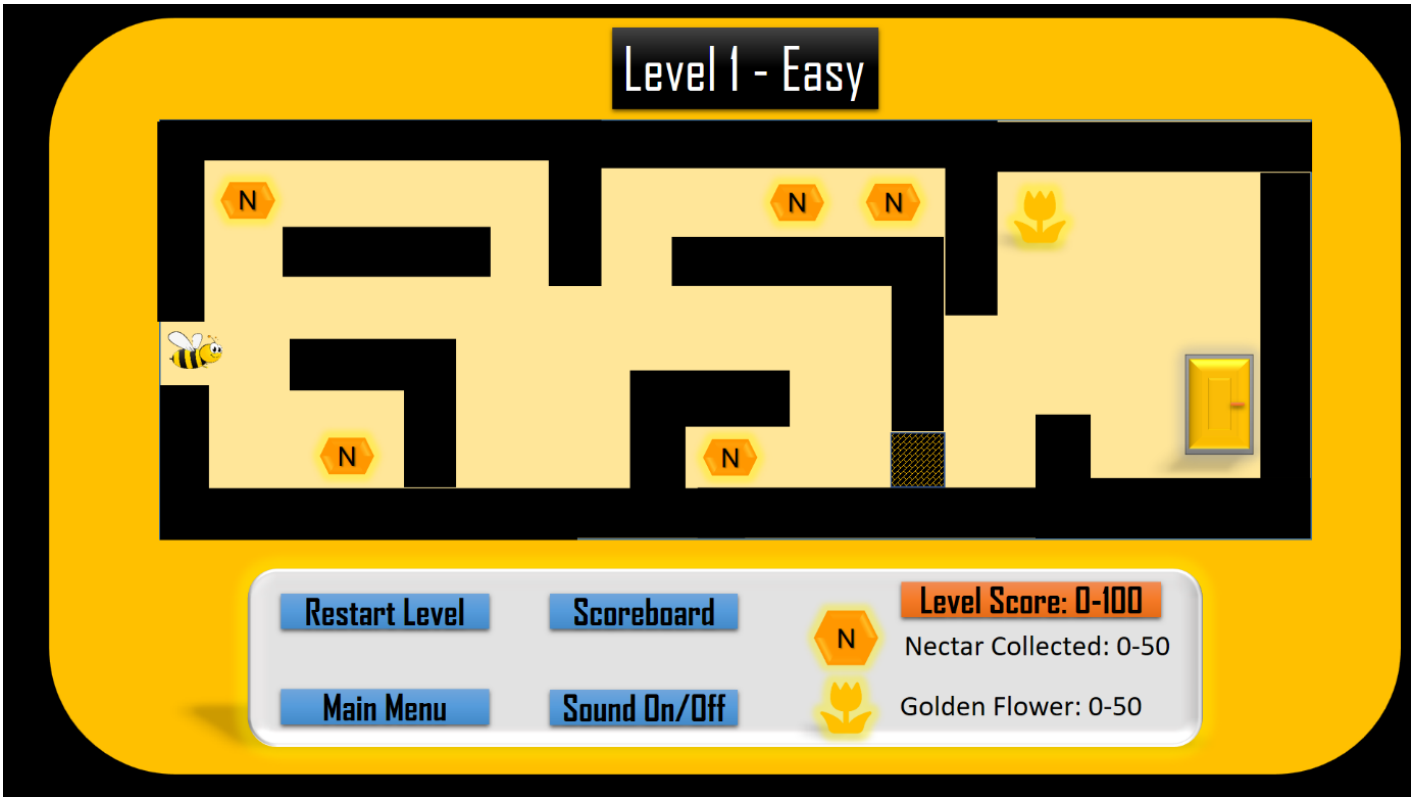


Change notes:

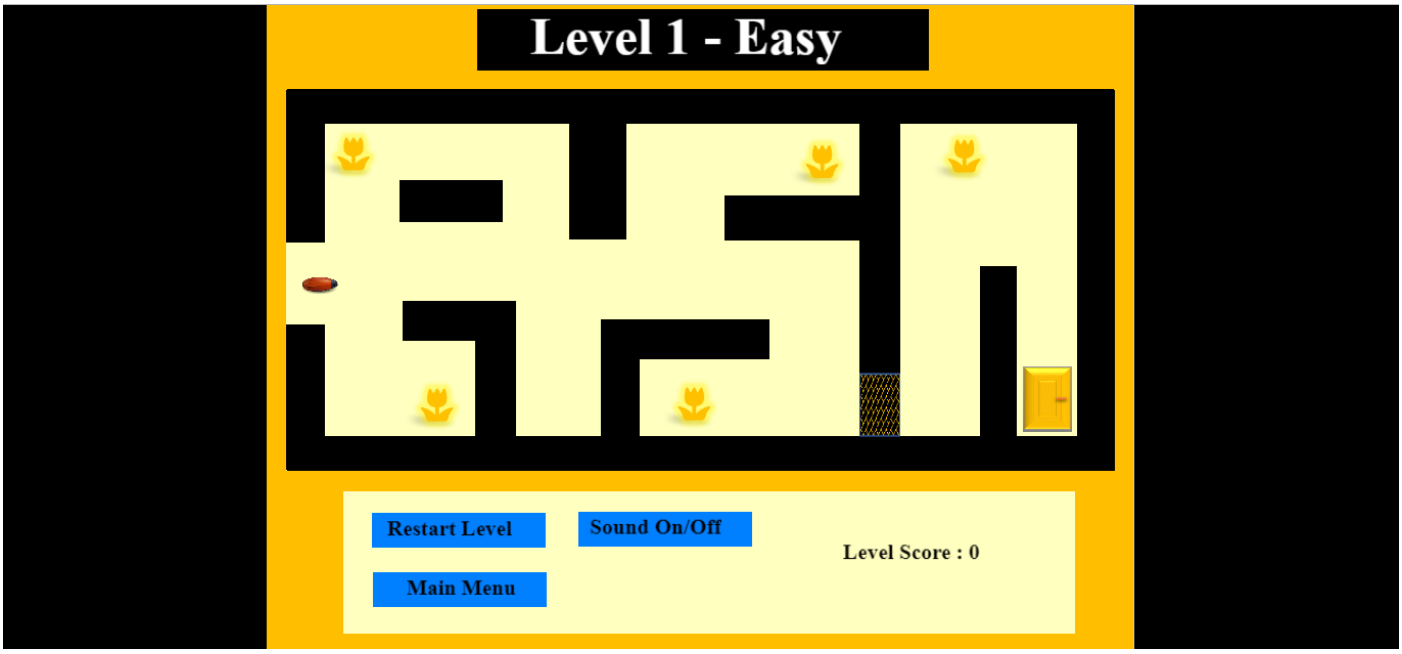
I was also forced to remove the scoreboard buttons from all screens because, I had to remove the scoreboard screen from my design. This was due to the fact I was unable to correctly program the scoreboard screen as per my design plan.

Change 6: Removed score text and object images– Altered Design

Original planned design with nectar score text, goldenflower score text, goldenflower image, nectar image from control panel. (shown below)



Amended Design without nectar score text, goldenflower score text, goldenflower image, nectar image from control panel. (shown below)

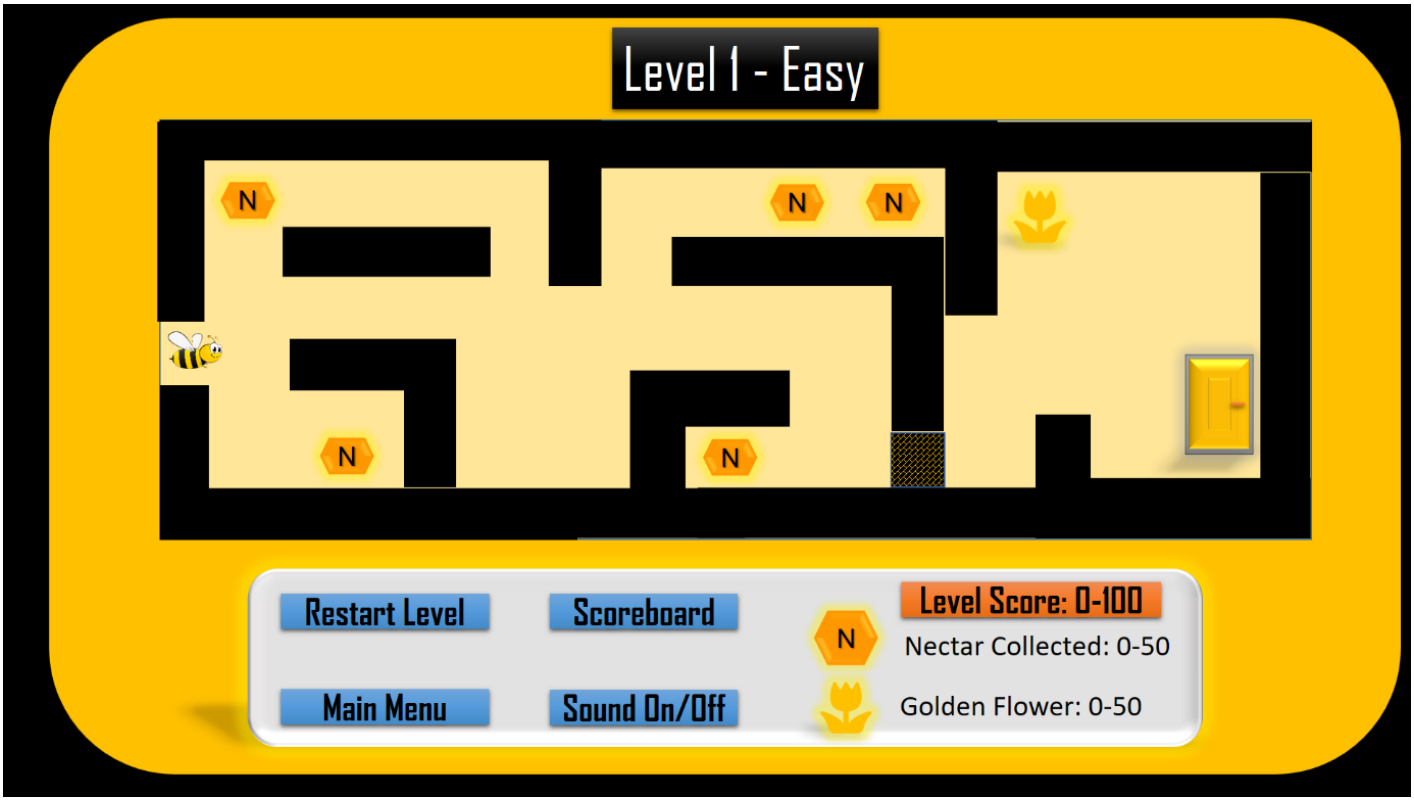


Change notes:

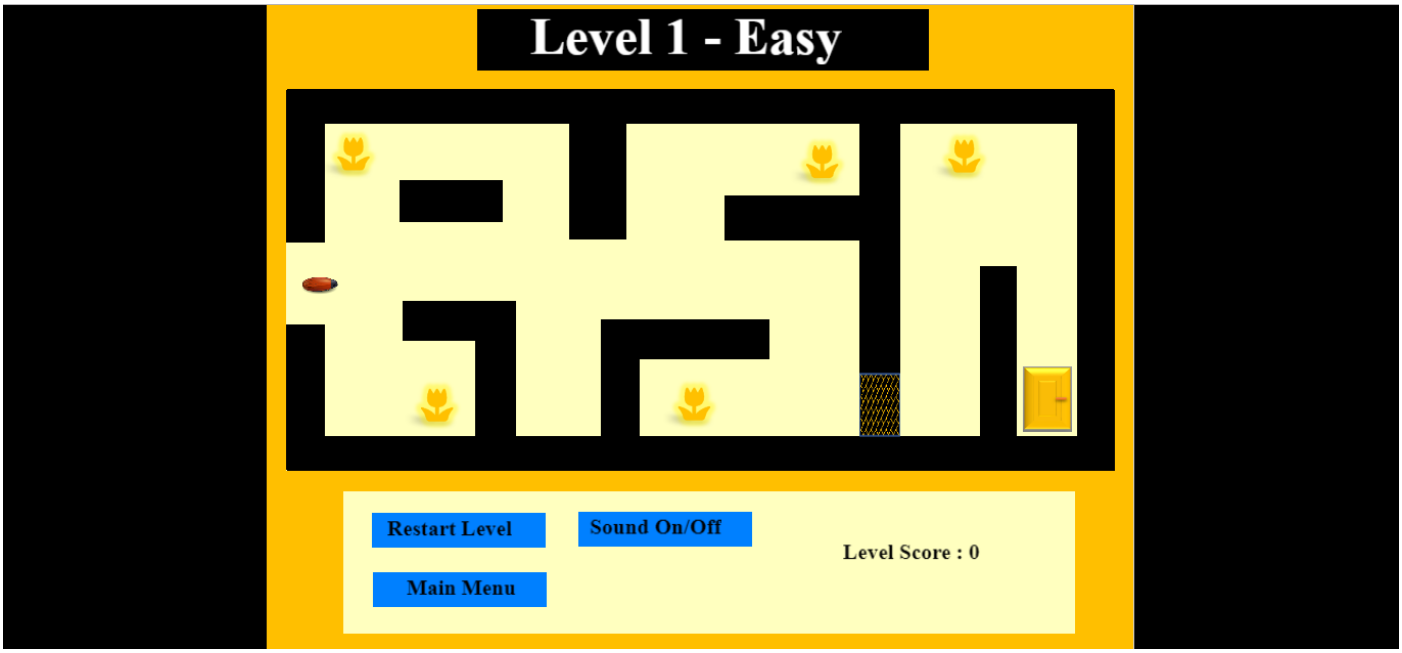
I was also forced to remove the nectar score text, goldenflower score text, goldenflower image, nectar image from control panel of all levels due to the changes I have made to my design as listed in the documented changes. I have removed the nectar, so the score text for that is no longer necessary. I also removed the goldenflower score text because that is now counted as just the level score. And I removed the images for the same reasons.

Change 7: Orange buttons – Altered Design

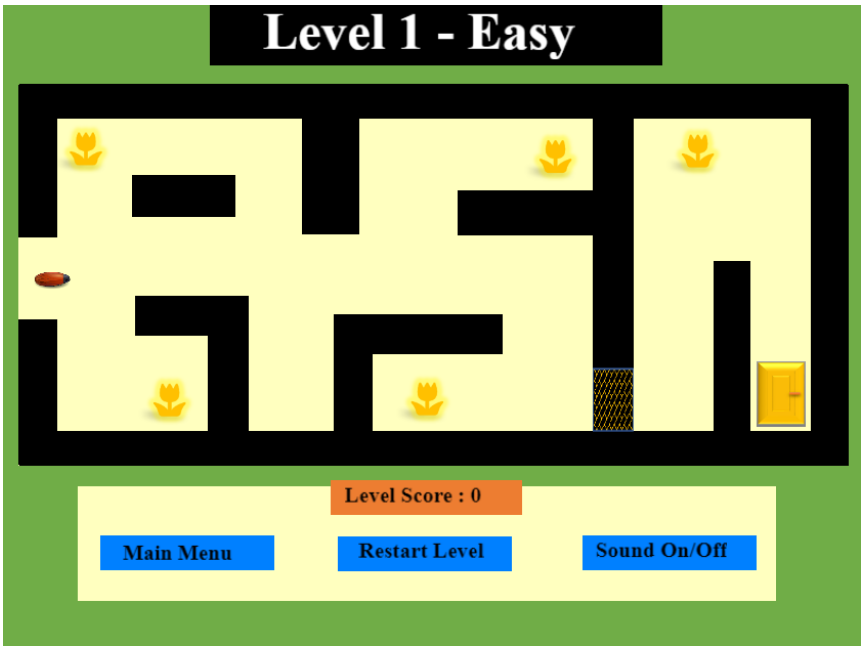
Planned design with orange level score text button on control panel. (shown below)



First Design with orange level score text button on control panel. (shown below)



Refined/Amended Design - with orange level score text button on control panel. (shown below)

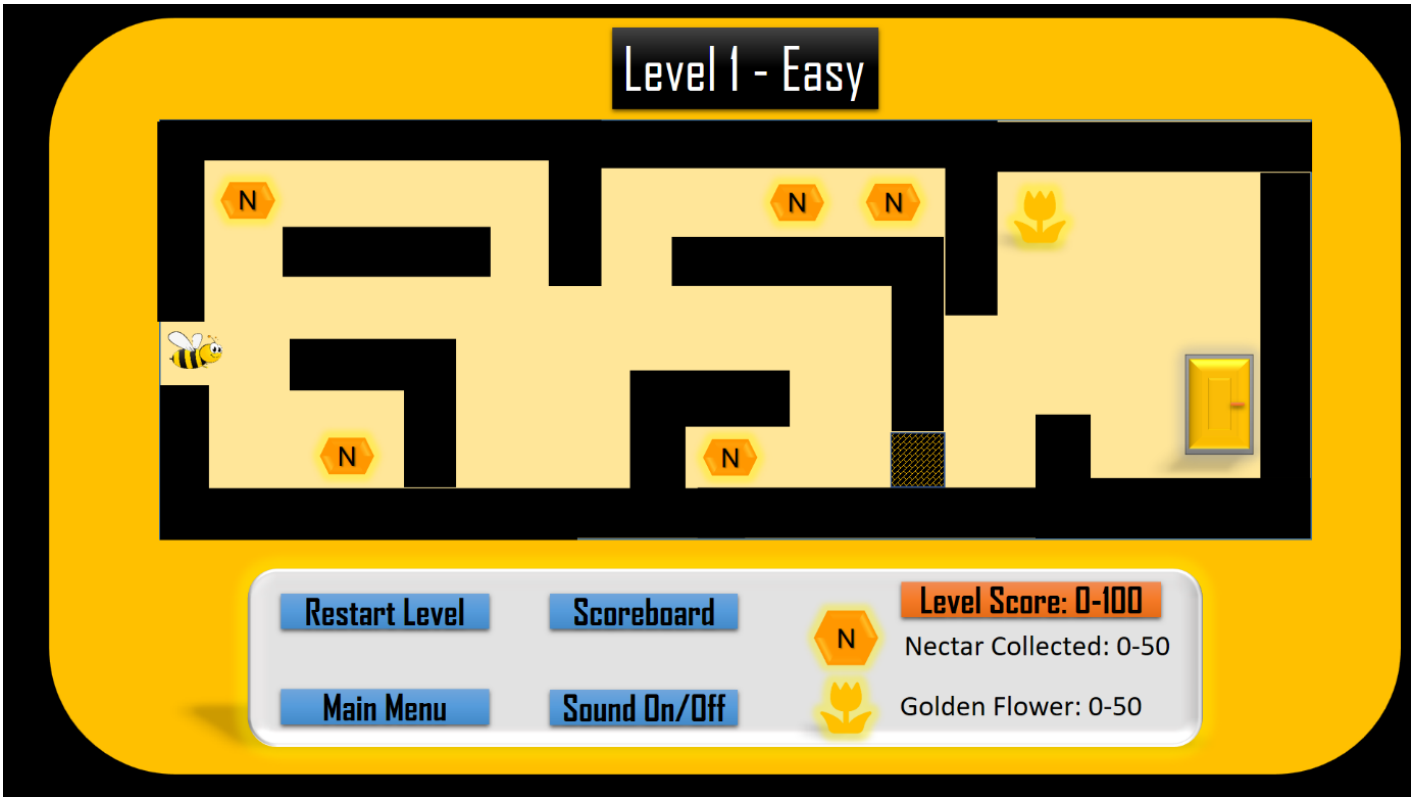


Change notes:

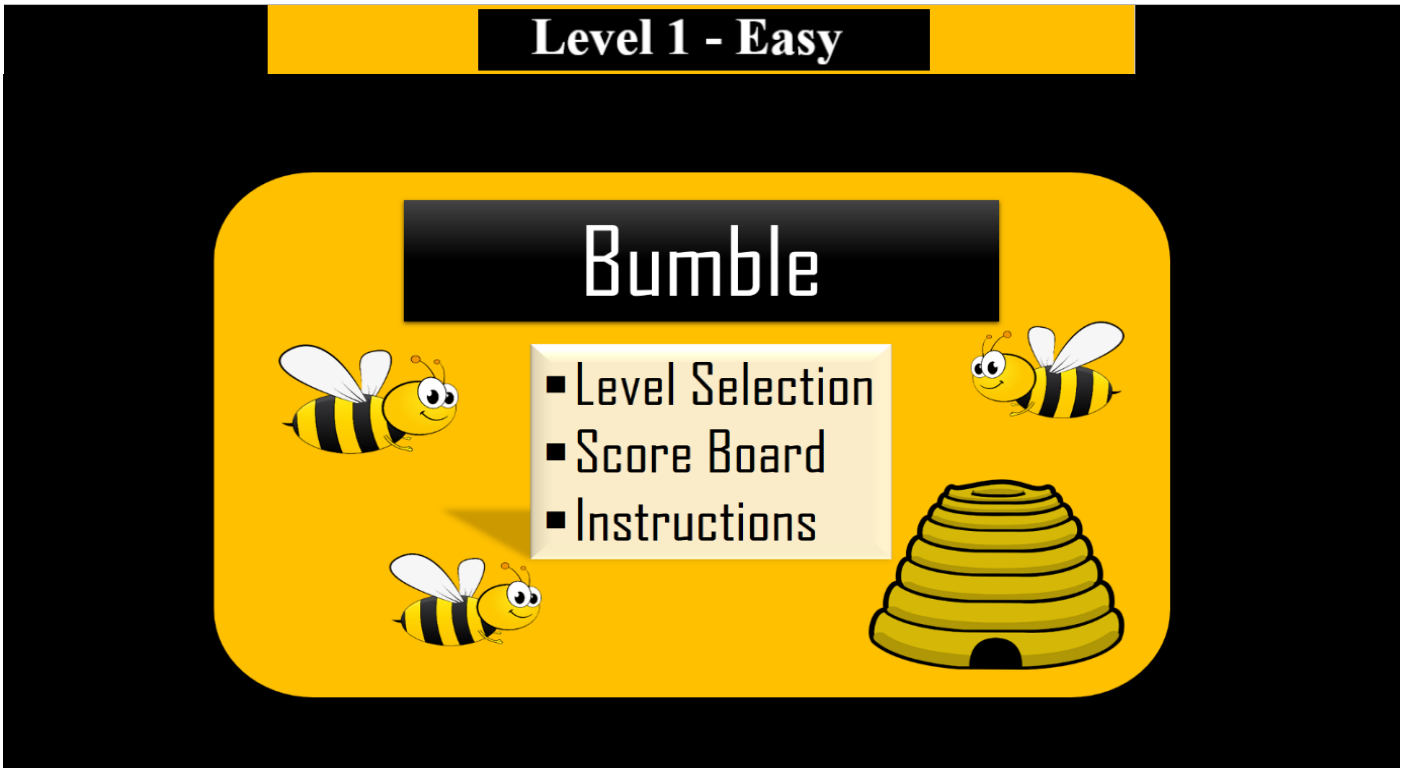
I omitted the orange buttons from my first design because I ran out of time. Consequently, I had to add them into my amended design. I have done so to give the design a fresher look.

Change 8: Level 1 Easy – Altered Design

Original planned design (shown below)



First Design (shown below)



Change notes:

I altered the level 1 Easy design layout (black boundary walls of maze), to make it slightly more difficult for the sprite to navigate the maze. The original design was too plain, and I wanted to make the maze trickier by adding sharper corners for the players to navigate around. Thus, forcing the players to concentrate more on how they use the arrow keys.

Change 9: Title Change – Altered Design

Original planned design – Title “Bumble” (shown below)

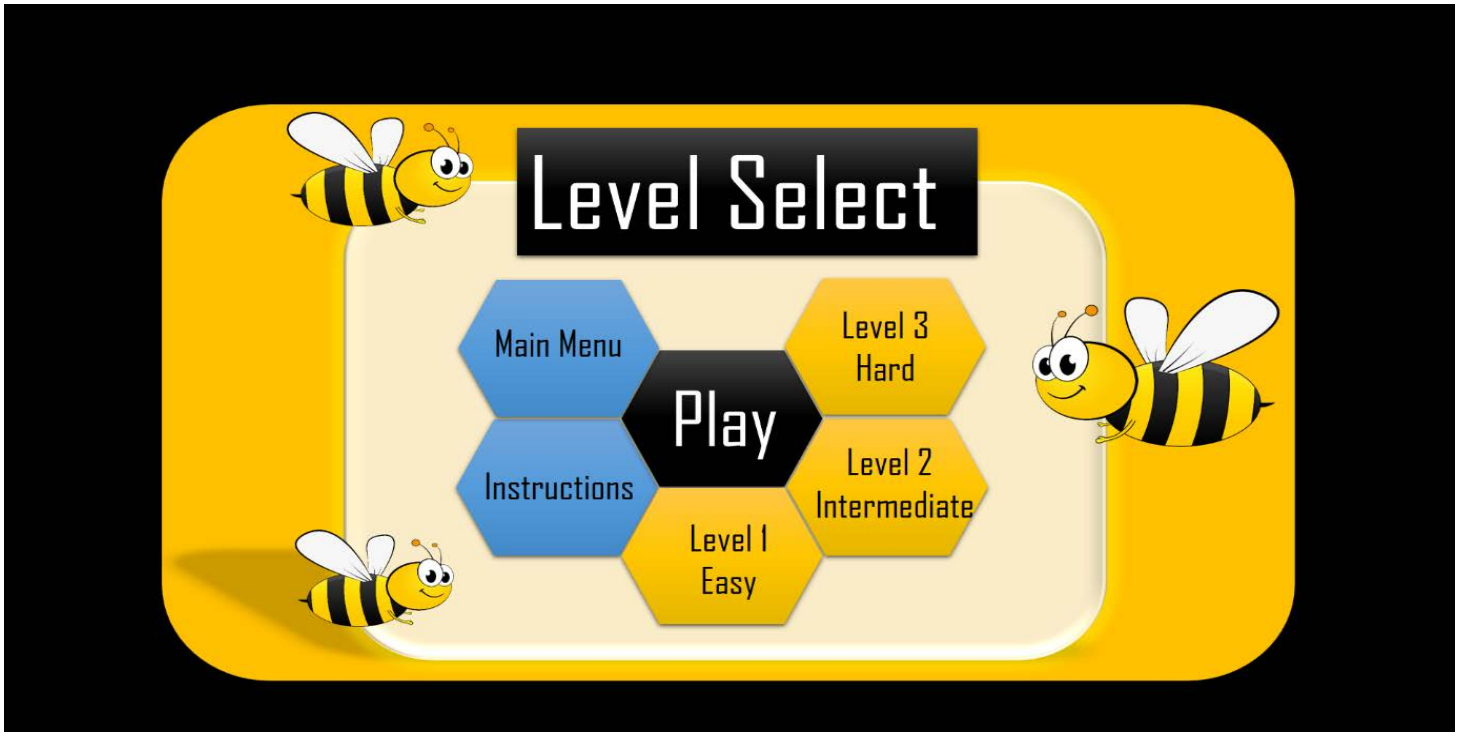
First Design – Title “BugMaze” (shown below)

Change notes:

I had to change the title of the maze game due to the changes I have mentioned above, such as the change of sprite from a bumble bee to a ladybird. For this reason, I also had to change the title of the game because “Bumble” is related to bumble bees and has no connection with ladybirds, so I altered this to simply “BugMaze”.

Change 10: Font styles discarded– Altered Design

Original planned design – Font styles of text (shown below)



First Design – Fonts are set by default (shown below)

Change notes:

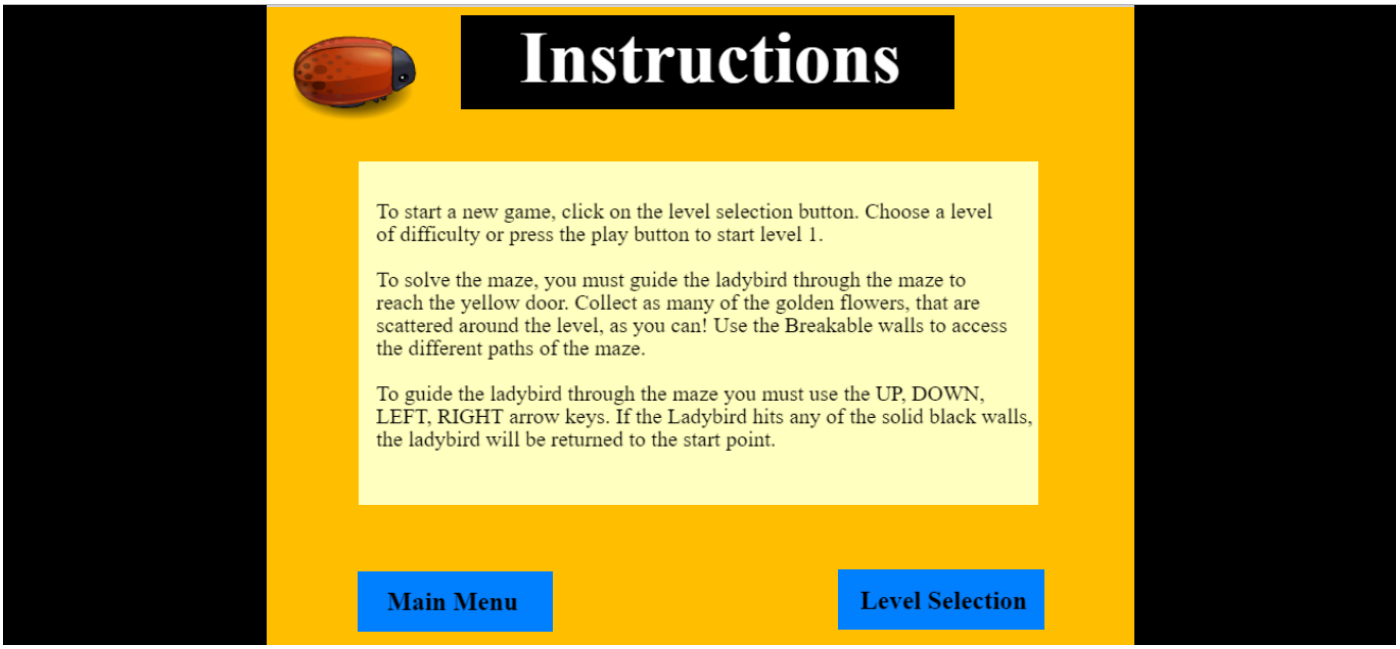
I had to discard the plans I had made for the different font styles for the text on each of the screens as I could not figure out how to change the fonts of the text. I attempted this numerous times but, unfortunately you seem to have to import fonts and I don’t actually have any font files to

import, so I will have to discard all font style ideas and go with the default font style that GDevelop has.

Change 11: Instructions– Altered Design

Original planned design – “Instructions” Screen (shown below)

Amended Design – “Instructions” Screen (shown below)



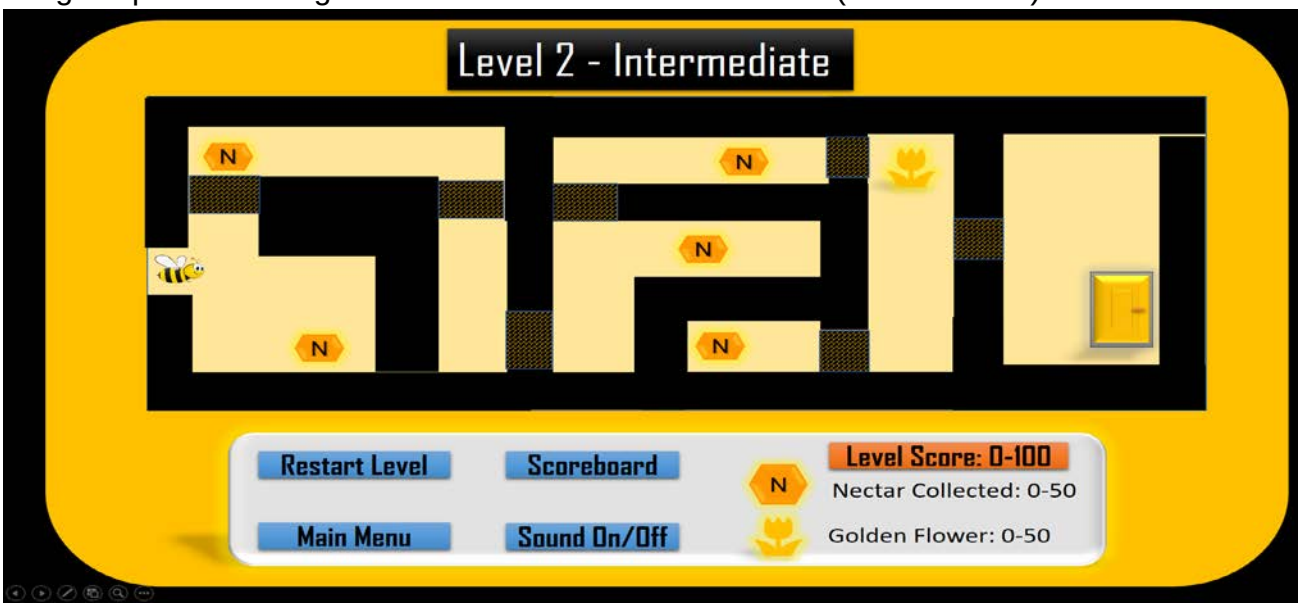
Change notes:

I changed quite a lot on the instructions screen, this was because I was running out of time and I had to amend the design to fit with the changes I had already made at this point (mentioned in the above changes). I removed the images that were in instructions information section of the original design (nectar image, bee images, golden flower images) because they were no longer relevant to the amended design. I also altered the text contained in the instructions as shown in the above screenshots. And finally, I altered the blue “Back” button to two blue buttons titled “Main Menu”

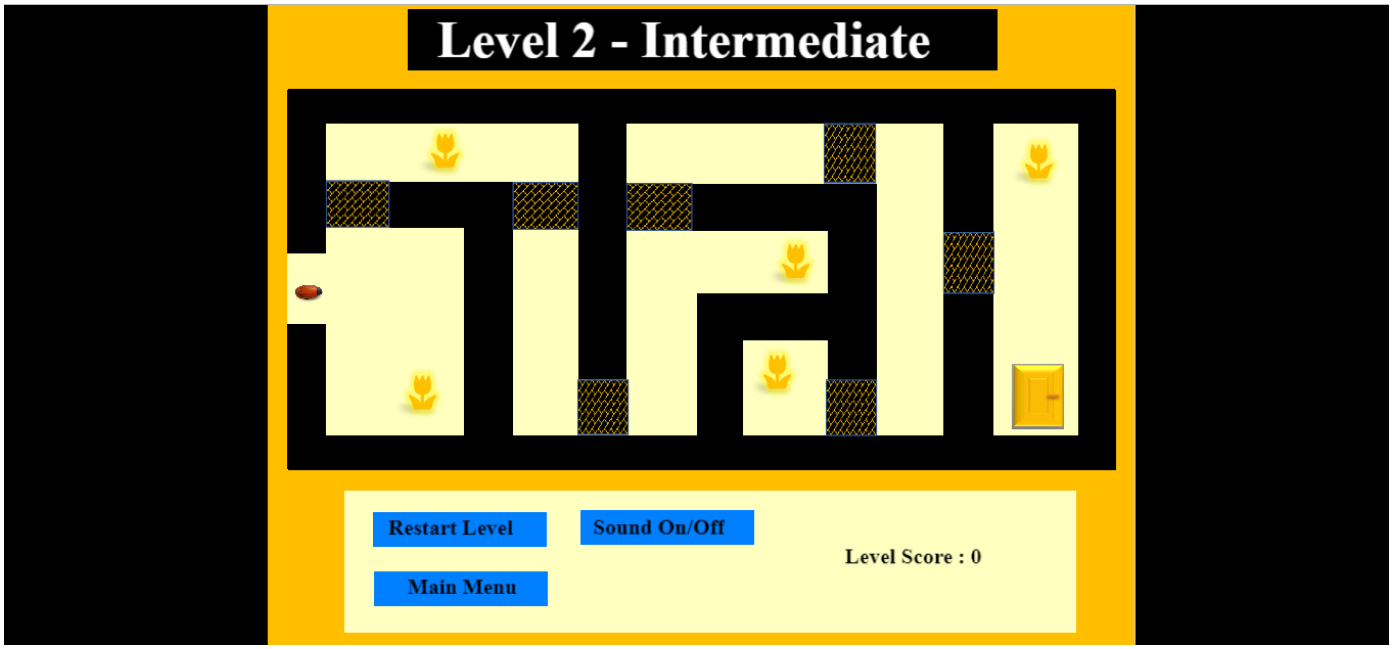
and “Level Selection”, this was due to the fact that I couldn’t program the “Back” button to do what I intended (which was to return the player to the previous screen they visited). So, I decided to simplify it to something that I knew I could program the game to do, hence the two buttons “Main Menu” and “Level Selection”. If I had more time, I might be able to program it differently, but I just didn’t have the time.

Change 12: Level 2– Altered Design

Original planned design – “Level 2 - Intermediate” Screen (shown below)



Amended Design – “Level 2 - Intermediate” Screen (shown below)

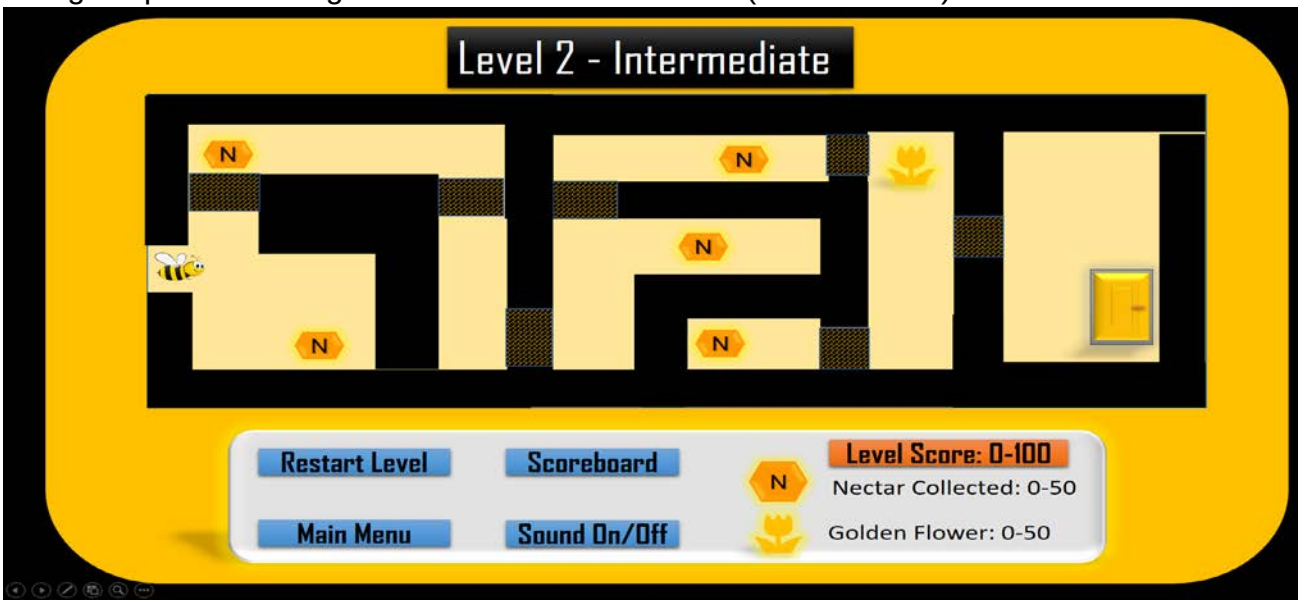


Change notes:

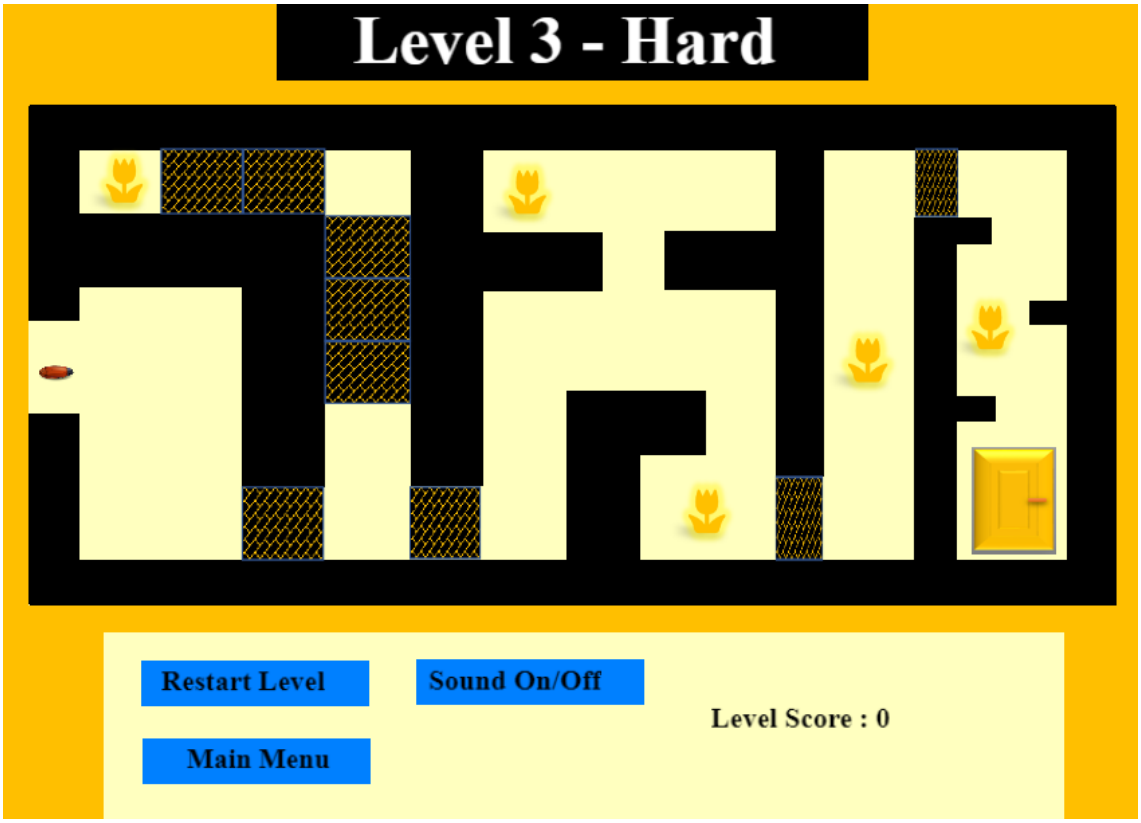
I only altered this level a little bit, as you can see the boundary wall is not as thick in the amended design as it is in the original as shown in the above screenshots that I have highlighted. I changed this just for overall attractiveness, to smoothen the design.

Change 13: Level 3 – Altered Design

Original planned design – “Level 3 – Hard” Screen (shown below)



Amended Design – “Level 3 – Hard” Screen (shown below)



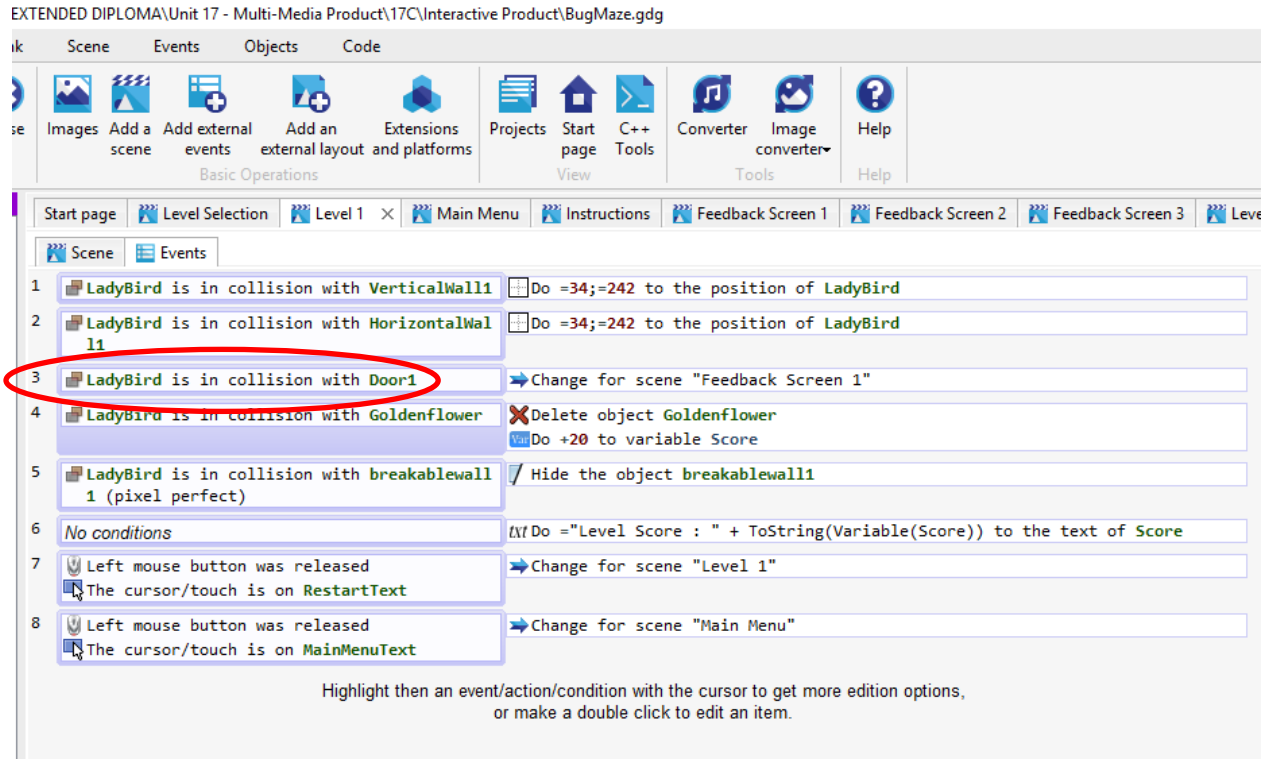
Change notes:

I altered the layout for Level 3 slightly to make it more challenging for the player to complete. It forces the player to zigzag around the boundary walls at the end point of the game, so the player must focus on controlling the sprite with the arrow keys more carefully. I removed some of the

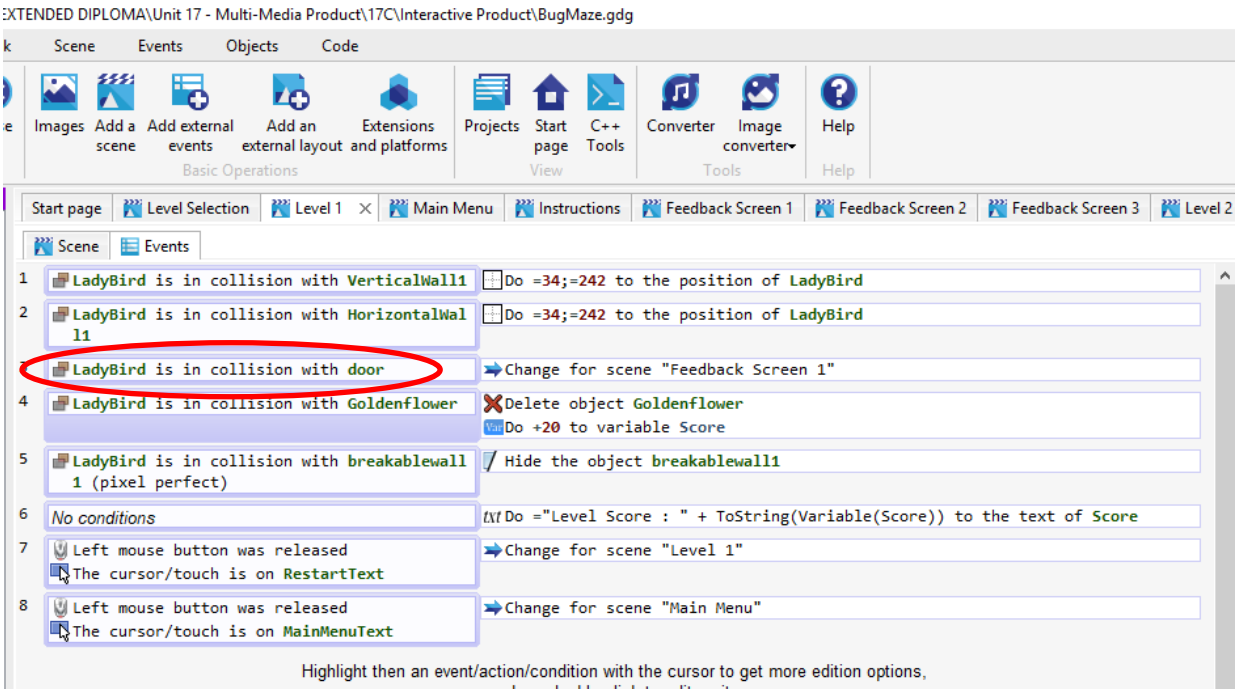
breakable walls as the ladybird sprite could not move through them due to a sizing issue, so I removed them.

Bug fixes

Bug 1: Level 1 Easy – Level up bug trouble



Screenshot of Level 1 events code before fix shown above (shows bug).

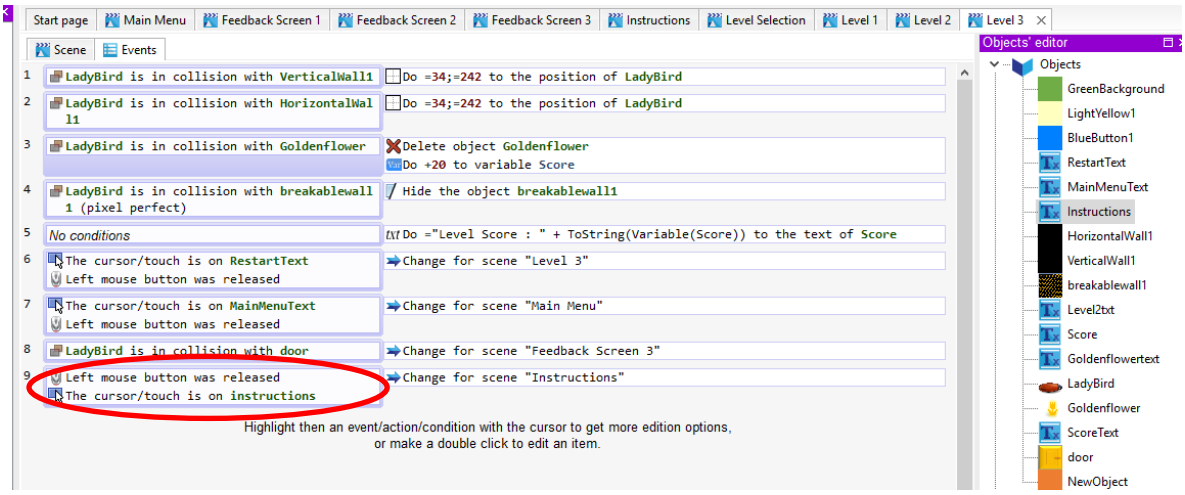


Screenshot of Level 1 events code after fix shown above (shows code fixed).

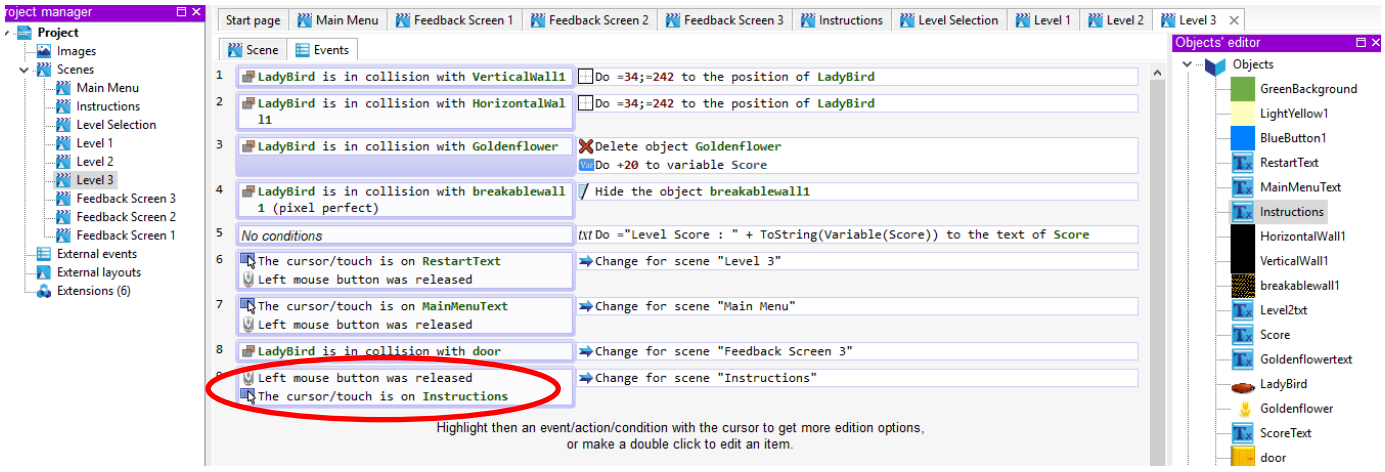
Fix notes:

The above screenshots show a bug I found while testing Level 1 – Easy. When the sprite collided with the door object, it was not changing the screen for the feedback screen 1 as it was supposed to. When I looked at the Code I realised that the object name for the door was incorrectly titled in the image bank. It was listed as “Door 1” in the events code instead of just “door”. Once I fixed this, I replayed the level and the code worked as I expected it to and operated as it should with the feedback screen activating once the sprite reached the door.

Bug 2: Level 3 - Instructions button bug



Screenshot of Level 3 events code before fix shown above (shows bug).



Screenshot of Level 3 events code after fix shown above (shows code fixed).

Fix notes:

The above screenshots show a bug I found while testing Amended Level 3 – Hard. A button on the control panel for the level 3 screen wasn’t directing the user to the Instructions screen as intended. I looked at the events code for level 3 and found that I had incorrectly named the object as “instructions in the conditions column. I changed this to the correct name “Instructions” and the button is now working.

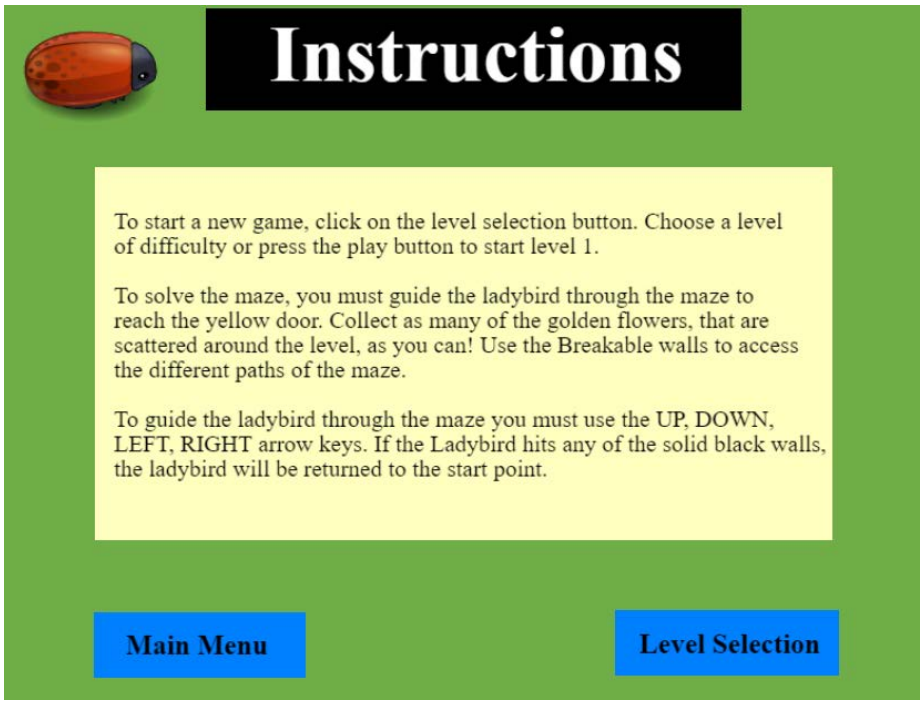
Screenshots of the Amended Interactive Product

Screen 1: Main Menu – BugMaze – Amended Version

ANNOTATIONS

I have changed the background from yellow to green to give a more calming "forest" feel. I have done this as I feel it looks nicer against the red ladybird. In this screen I have removed on of the ladybirds that appears in the first design and I have also changed the "Level Selection" button text to "Start". I believe this sounds simpler for the target audience to understand how to navigate the game.

Screen 2: Instructions – BugMaze – Amended Version



ANNOTATIONS

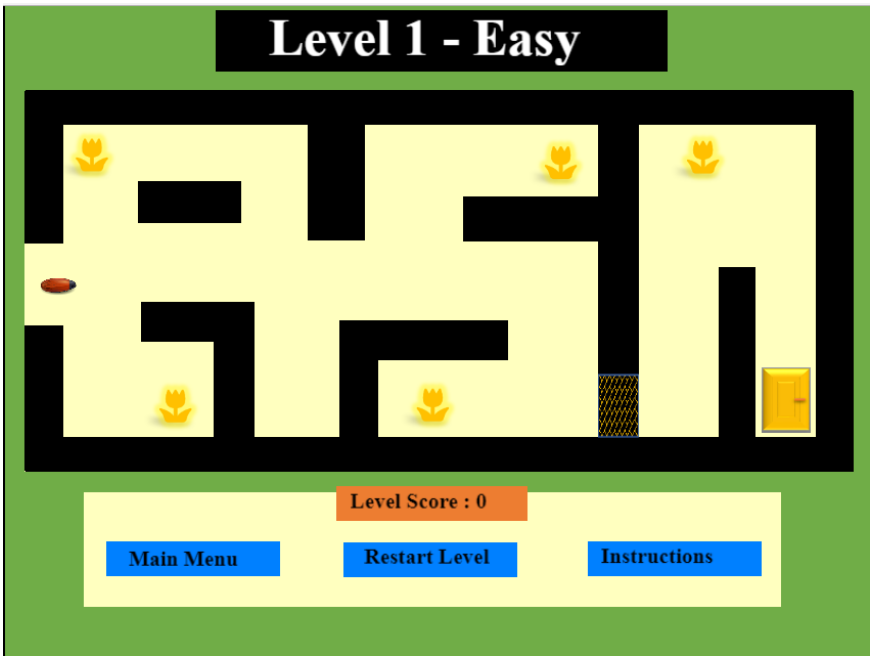
I have changed the background from yellow to green to give a more calming "forest" feel. I have done this as I feel it looks nicer against the red ladybird. I kept this design almost the same as the first design except for changing the background colour.

Screen 3: Level Selection – BugMaze – Amended Version

ANNOTATIONS

I have changed the background from yellow to green to give a more calming "forest" feel. I have done this as I feel it looks nicer against the red ladybird. In this screen I have changed the three "Level" blue hexagons to yellow hexagons as featured in my original planned design and I have also added in the light yellow background that also featured in my original planned design.

Screen 4: Level 1 Easy – BugMaze – Amended Version

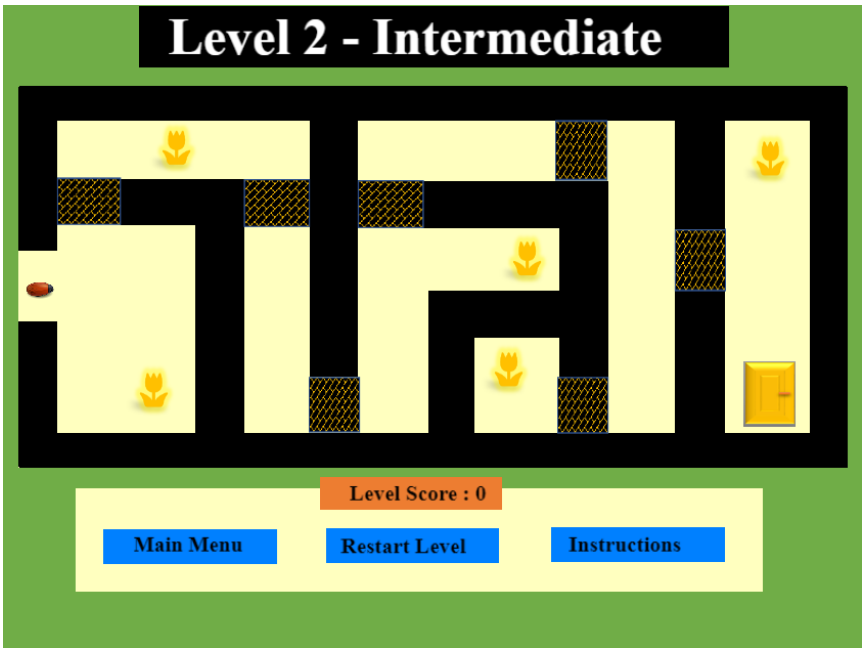


ANNOTATIONS

I have changed the background from yellow to green to give a more calming "forest" feel. I have done this as I feel it looks nicer against the red ladybird. In my refinements of this product I have also added in the orange "Level Score" button that I originally planned to put into my design. I decided to re-design the control panel on the three levels of this game. I resized the light yellow control panel and moved the buttons. I also moved the orange level score button to the top-center of the panel where it is easy for the

player to view. I decided to scrap the idea for adding in sounds due to the fact I have run out of time, so I decided to change the “sound on/off button” into a button called “Instructions” which will direct the player to the instructions screen of the game. I decided this would be a good move since kids are notoriously forgetful and I thought it would help them to play the game.

Screen 5: Level 2 Intermediate – BugMaze – Amended Version



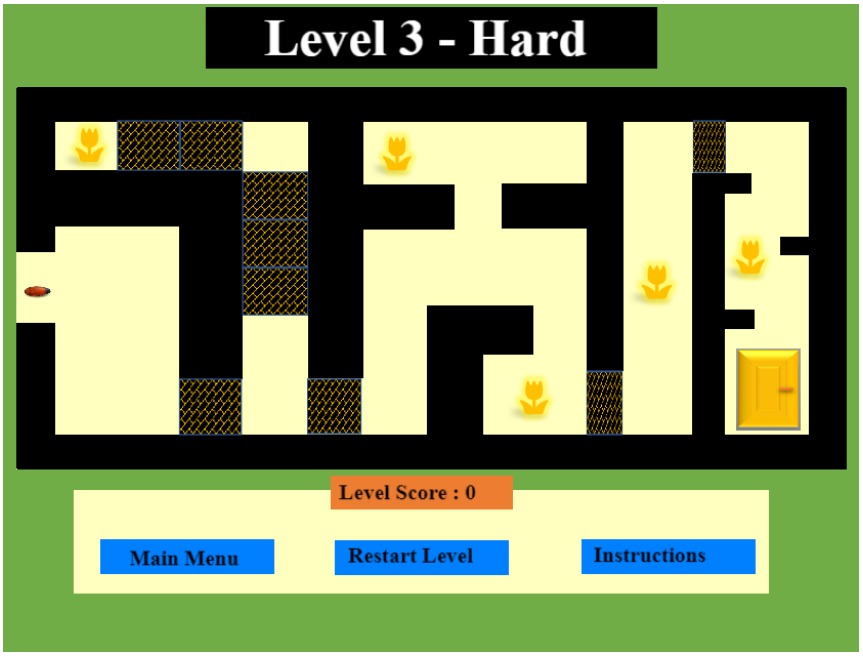
ANNOTATIONS

I have changed the background from yellow to green to give a more calming “forest” feel. I have done this as I feel it looks nicer against the red ladybird. In my refinements of this product I have also added in the orange “Level Score” button that I originally planned to put into my design.

I decided to re-design the control panel on the three levels of this game. I resized the light yellow control panel and moved the buttons. I also moved the orange level score button to the top-center of the panel where it is easy for the player to view.

I decided to scrap the idea for adding in sounds due to the fact I have run out of time, so I decided to change the “sound on/off button” into a button called “Instructions” which will direct the player to the instructions screen of the game. I decided this would be a good move since kids are notoriously forgetful and I thought it would help them to play the game.

Screen 6: Level 3 Hard – BugMaze – Amended Version

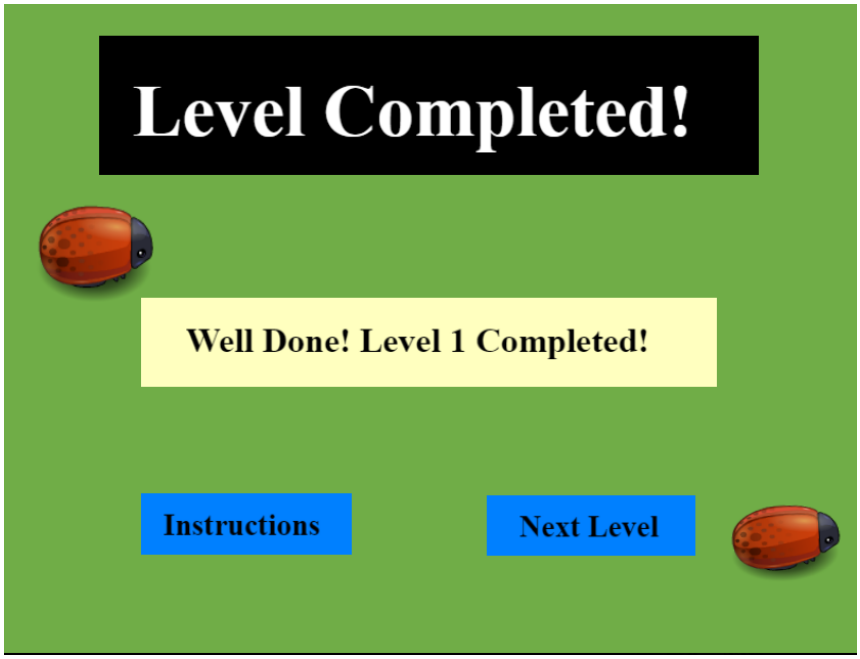


ANNOTATIONS

I have changed the background from yellow to green to give a more calming “forest” feel. I have done this as I feel it looks nicer against the red ladybird. In my refinements of this product I have also added in the orange “Level Score” button that I originally planned to put into my design. I decided to re-design the control panel on the three levels of this game. I resized the light yellow control panel and moved the buttons. I also moved the orange level score button to the top-center of the panel where it is easy for the player to view.

I decided to scrap the idea for adding in sounds due to the fact I have run out of time, so I decided to change the “sound on/off button” into a button called “Instructions” which will direct the player to the instructions screen of the game. I decided this would be a good move since kids are notoriously forgetful and I thought it would help them to play the game.

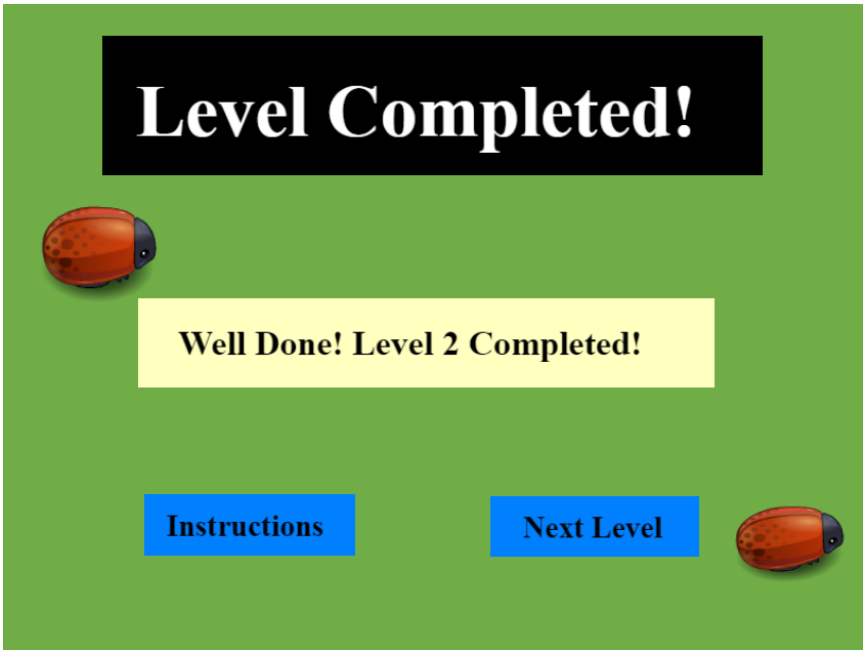
Screen 7: Feedback Screen 1 – BugMaze – Amended Version



ANNOTATIONS

I have changed the background from yellow to green to give a more calming "forest" feel. I have done this as I feel it looks nicer against the red ladybird. In my refinements of this product I have also added in the orange "Level Score" button that I originally planned to put into my design. In this screen I have changed the previous "Level Completed!" text in the center if the screen to "Well Done! Level 1 Completed!" this is to let the player know that they have completed level 1.

Screen 8: Feedback Screen 2 – BugMaze – Amended Version



ANNOTATIONS

I have changed the background from yellow to green to give a more calming "forest" feel. I have done this as I feel it looks nicer against the red ladybird. In my refinements of this product I have also added in the orange "Level Score" button that I originally planned to put into my design. In this screen I have changed

the previous “Level Completed!” text in the center if the screen to “Well Done! Level 2 Completed!” this is to let the player know that they have completed level 2.

Screen 9: Feedback Screen 3 – BugMaze – Amended Version

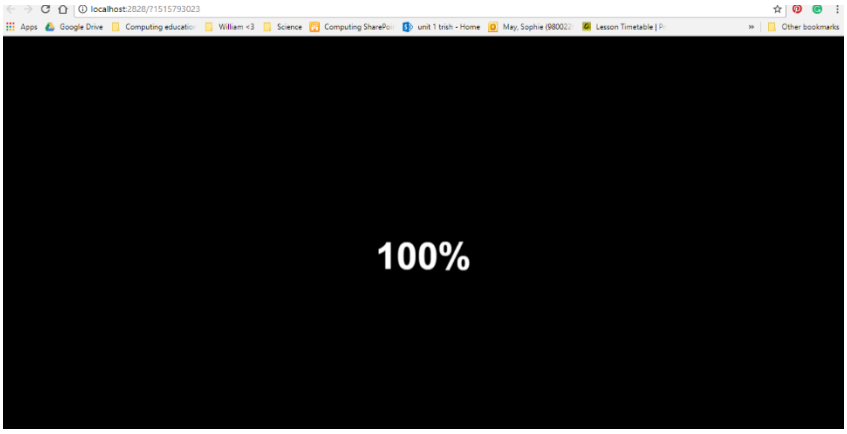
ANNOTATIONS

I have changed the background from yellow to green to give a more calming “forest” feel. I have done this as I feel it looks nicer against the red ladybird. In my refinements of this product I have also added in the orange “Level Score” button that I originally planned to put into my design. In this screen I have changed the previous “Level Completed!” text in the center if the screen to “Game Over” this is to let the player know that they have finished the game.

Evaluation and User Requirements for Interactive Product

I have planned, created, tested and refined an interactive multi-media product called “BugMaze”, which contains a range of multi-media and has been designed to entertain key stage 2 children. All the assets I have used in this product have been fully updated and referenced in my assets table. The task I was given was to create an interactive multi-media maze game to entertain key stage two children – I believe that I have fulfilled this task. I believe the language I have used in the “Instructions” screen is written to a key stage 2 level and will allow the audience to read the game’s instructions with ease.

The first design I created was yellow and black like my original planned design, however, during the development of the product design I was forced to make changes. The first major change was that of the bee sprite. Unfortunately, GDevelop didn’t seem to like my bumble bee sprite and when I placed it in my design and attempted to preview it, the screen wouldn’t load properly as shown in the screenshot below.



The first design I created was yellow and black like my original planned design, however, during the development of the product design I was forced to make changes. The first major change was that of the bee sprite. Unfortunately, GDevelop didn't seem to like my bumble bee sprite and when I placed it in my design and attempted to preview it, the screen wouldn't load properly as shown in the screenshot below.

As you can see, it says 100% loaded, but nothing happens, the entire screen just stays like that. So, this required me to change tactics, I had already spent 3 weeks attempting to solve this problem, I tried many different ways such as changing the software I used to export the sprite, changing the file location of the sprite, drawing the sprite by hand in photoshop – nothing worked. So, I finally gave up on the bee idea, I decided to change the design in order to have the product ready for my deadline date.

So, I changed the bee for a ladybird that I found on GDevelops image bank (known as "EnemyBug.png"), and because of this change I had to remodel the design I had planned to fit the new sprite. I originally wanted a "Bee" theme as it is bright, colourful and engaging for young minds. The idea was that children like bugs, nature, wildlife – I thought a bee theme would not only look vibrant and attractive to young, busy minds but it kind of reminded of CBeebies children's website, which is obviously a highly popular network among young children.

I then had to change the title from the cute title of "Bumble" to something more relevant, the trouble was, I didn't want to call it anything too girly or related to ladybird's as I didn't want to limit my audience to just girls. So, I opted for something simplistic and basic yet gender-neutral, and the end result was "BugMaze". Not the most appealing name and admittedly it would've looked more exciting to the target audience if the font style was more interesting, but, GDevelop has no library of fonts and I don't own a separate font file library to import fonts from. So unfortunately, the title and all the text contained in the game must be a dull, default font that GDevelop uses.

The colour scheme was last minute change during the refinements stage. I had originally decided to keep using the yellow background as stated in the planned design. However, once the first design was complete I disliked it against the red ladybird, something just didn't look right about it, it felt like it didn't match. So, I decided to use colour theory and put two opposite colours together (red and green) to create a vibrant yet attractive colour scheme that would appeal to children. I believe the calming "forest" look that the green background gives against the red ladybird images is the perfect combination of an attractive design that is relevant to the concept. I was very pleased with the refined design and I believe key stage 2 children will like the "forest" look.

I removed the nectar objects from the design, again due to the changes I made to the design concept. Obviously, there's no relevant connection between ladybirds and nectar, honey or hives so I had to remove those objects from the game. I replaced the nectar objects with five "Goldenflowers" which the player can collect as they progress through the levels of the game, each "Goldenflower" is worth 20 points which add up to a total level score of 100 points. I was originally going to make the scores total appear on a score board upon successful completion of all three levels, but I had trouble with the programming and due to the time constraints, I was under, I did not have the time to complete it. So, I had to remove the score board screens and replace them with three simple feedback screens – one for each level.

I altered the third level to make it harder to complete, I made this decision because the specifications of the brief say to create a fun and engaging game for key stage two children with varying levels of difficulty and I felt that my third level

would be too easy. To alter this, I added zigzag boundary walls to the endpoint of the third level of the game and I also resized some of the boundary walls to make the corners sharper and therefore harder to navigate. My reason for doing this was to force the players to concentrate harder on the game, the sharper the corners, the easier it is for the sprite to collide with the boundary walls and this will return the sprite to its original position – so the kids will have to focus more on how they operate the navigation arrow keys.

If I had more time and more experience creating games I would have added sound, a timer and a working score board but due to the fact I have no previous experience building games and I had no time to figure out how to create those features I couldn't include them in my final design. Overall, I believe my refined design fulfils the user requirements and target audience perfectly. The game is fun and colourful, it has three different levels of increasing difficulty and it's a simple, single-player game designed specifically to entertain key stage two children.