

17B MULTI-MEDIA REPORT

By Sophie May



Linear Product

User Requirements

Overview

I have created the following automated presentation, on the topic of conservation in the Amazon Rainforest, for the multi-national charity, “The Rainforest Conservation Association (also known as RCA)”.

The charity has asked me to produce this presentation to explain the importance of indigenous wildlife & environment conservation in the Amazon Rainforest, to students at key stage level 4 (GCSE pupils).

Purpose

The purpose of this linear presentation is to inform and educate GCSE-level students about the work of the RCA, and the importance of wildlife conservation and the protection of the Amazon rainforest. In this presentation, I will introduce the RCA's organisation and explain the issues, causes, and effects with the destruction and loss of the Amazon rainforest. I shall explain to the audience, how they can help the RCA's mission.

Target Audience

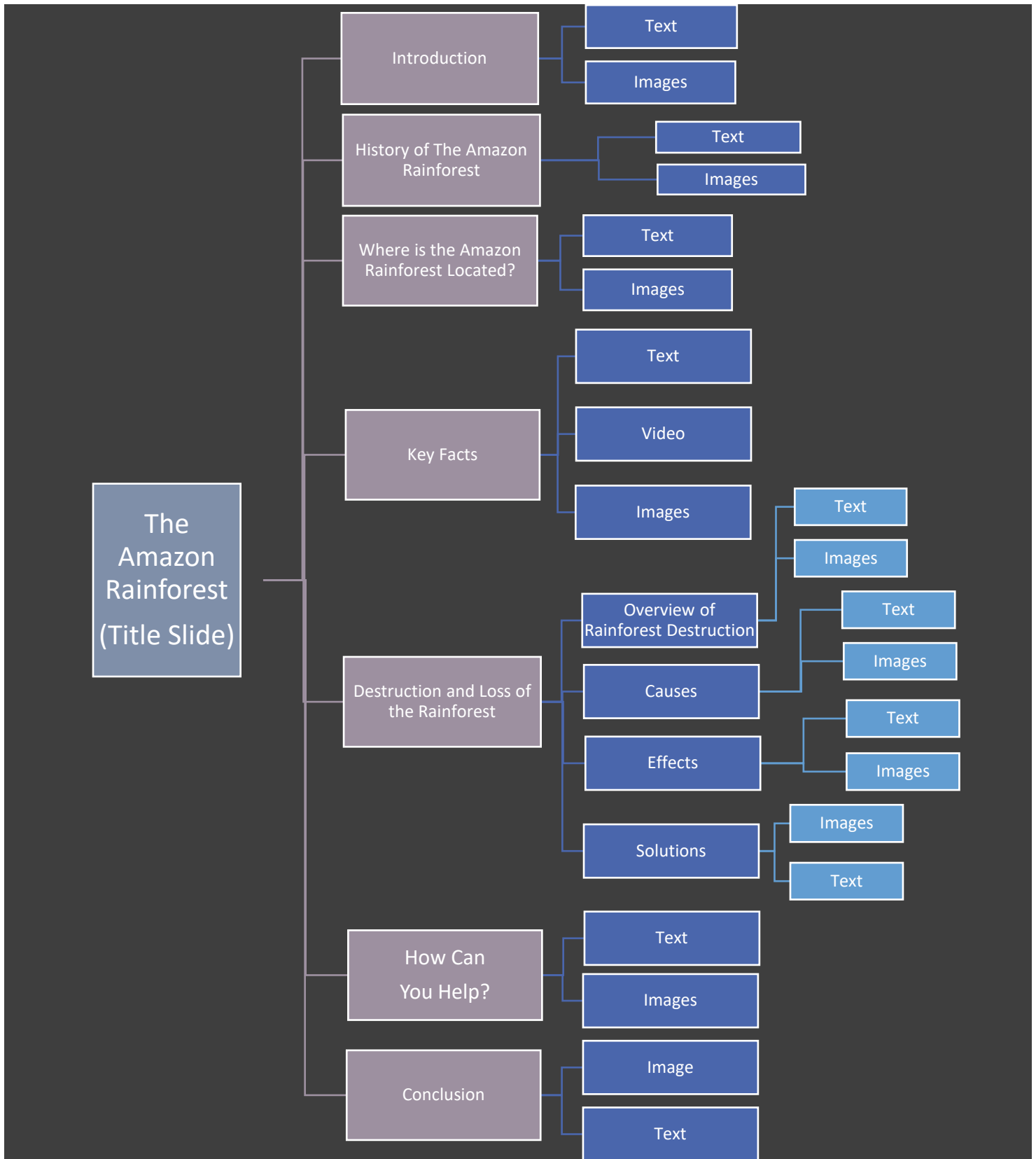
This presentation has been designed for as a learning resource for all GCSE Students, aged 15 and 16. It could also prove useful to young people and teenagers who have an interest in learning more about rainforest wildlife and the local environment, and it may be used as a teaching resource for teachers to present to their pupils.

Tools

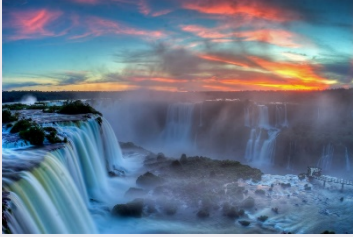


I will design, develop, test and review an automated PowerPoint presentation containing a range of multi-media (including one video, and a variety of images which will be documented in an assets table) on the topic of Amazon Rainforest.




The assets I shall use will be downloaded and referenced. The video I shall write and produce, will be filmed using a smartphone, and it will be edited using the free video editing software – windows movie maker.





Hierarchy Chart of Content – Linear Product





Assets Table – Linear Product

File Name	Asset	Description	Source/Reference
Iguazu falls.jpeg		<p>This is a jpeg image of Iguazu waterfalls located in the Amazon Rainforest, in Brazil.</p> <p>This will feature in my Linear product on the “Introduction” slide.</p>	<p>(Iguazu Falls at sunset by SF BRIT)</p> <p><u>Link:</u> https://www.flickr.com/photos/cnbattson/4333692253/</p>
San Rafael.jpeg		<p>This is a jpeg image of San Rafael waterfall located in the Amazon Rainforest, in Ecuador.</p> <p>This will feature in my Linear product on the “History of the Amazon Rainforest” slide.</p>	<p>(San Rafael Waterfall by Matthew Terry)</p> <p><u>Link:</u> http://saveamericasforrests.org/SanRafaelFalls/</p>
Cute sloth.jpeg		<p>This is a jpeg image of three-toed Sloth, they are found in the Amazon Rainforest.</p> <p>This will feature in my Linear product on the “Destruction and Loss of the Amazon Rainforest” slide on the effects to wildlife.</p>	<p>(Three-toed sloth, image supplied by Shutterstock, found on the website located in the link below).</p> <p><u>Link:</u> https://www.wanderlust.co.uk/content/8-incredible-animals-in-brazils-amazon-rainforest/</p>

<p>Jaguar.JFIF</p>		<p>This is a JFIF image of a Jaguar, they are found in the Amazon Rainforest.</p> <p>This will feature in my Linear product on the “Destruction and Loss of the Amazon Rainforest” slide on the effects to wildlife.</p>	<p>(Jaguar)</p> <p><u>Link:</u> https://ecocolorstours-hz5sku48qafi72x5.netdna-ssl.com/wp-content/uploads/2015/09/jaguar2.jpg</p>
<p>Deforestation.JFIF</p>		<p>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.</p> <p>This will feature in my Linear product on the “Destruction and Loss of the Amazon Rainforest” slide on the causes of deforestation.</p>	<p>(Small scale deforestation in the Colombian Amazon, copyright of Mongabay.com)</p> <p><u>Link:</u> https://rainforests.mongabay.com/amazon/amazon_destruction.html</p>
<p>Deforestation 2.JFIF</p>		<p>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.</p> <p>This will feature in my Linear product on the “Destruction and Loss of the Amazon Rainforest” slide on the effects of deforestation to the environment.</p>	<p><u>Link:</u> http://www.proftec.com/science-environment/amazon-deforestation-brings-loss-of-microbial-communities/</p>

<p>Amazon Rainforest 2.JFIF</p>		<p>This is a JFIF image of the Amazon Rainforest, a beautiful mist is descending across the forest canopy.</p> <p>This will feature in my Linear product on the “Key Facts” slide.</p>	<p><u>Link:</u> http://zdnet3.cbsistatic.com/hub/i/2017/04/11/102c3630-9a5b-49a1-9d84-a434eb5330a0/aa940c271903ef36450945d1eb577bd2/amazon-rainforest-7.jpg</p>
<p>Amazon Rainforest3.JFIF</p>		<p>This is a JFIF image of the Amazon Rainforest, a beautiful waterfall from the Amazon Rainforest.</p> <p>This will feature in my Linear product on the “title page” slide.</p>	<p><u>Link:</u> http://www.lovethepictures.com/2011/10/amazing-amazonia-amazon-rainforest-46-pics/</p>
<p>Amazon River.JFIF</p>		<p>This is a JFIF image of the Amazon Rainforest, a river, flowing through a forest of trees.</p> <p>This will feature in my Linear product on the “Key Facts” slide.</p>	<p><u>Link:</u> https://media-cdn.tripadvisor.com/media/photo-s/02/e6/79/03/amazon-rainforest.jpg</p>
<p>Amazon Rainforest Map1.JFIF</p>		<p>This is a JFIF image map of the Amazon Rainforest and its borders.</p> <p>This will feature in my Linear product on the “Where is the Amazon Rainforest Located?” slide.</p>	<p><u>Link:</u> https://www.peruexplorer.com/amazon_rainforest_map.htm</p>

<p>Volunteer Charity.JPG</p>		<p>This is a JPG image of a volunteer marketing picture.</p> <p>This will feature in my Linear product on the “How Can You Help?” slide.</p>	<p>http://www.jamesaskell.com/media/wysiwyg/JHHF_Charity_1280x600_1</p>
<p>Tamarins.JPG</p>		<p>This is a JPG image of a mother Tamarin monkey with her baby.</p> <p>This will feature on my conclusion slide, to pull at the heart strings of the audience.</p>	<p>http://www.worldatlas.com/r/w728-h425-c728x425/upload/d9/43/07/thinkstockphotos-153692733.jpg</p>

Storyboard Design – Linear Product

Slide 1: Title Slide



Notes for Slide 1:

Slide No.	Slide Title	Colour Scheme	Description	Font Style	Font Size	Font Colours	Timings
1	Title Slide	Grey, white and green	Informs the audience, as to what the presentation is called, and it gives the audience a basic idea of what the presentation is about.	Helvetica	Title "The Amazon Rainforest" = size 54 Subtitle: "Name of Author" = size 18 in bold	Green for titles and headings. White or green for content.	6 Secs

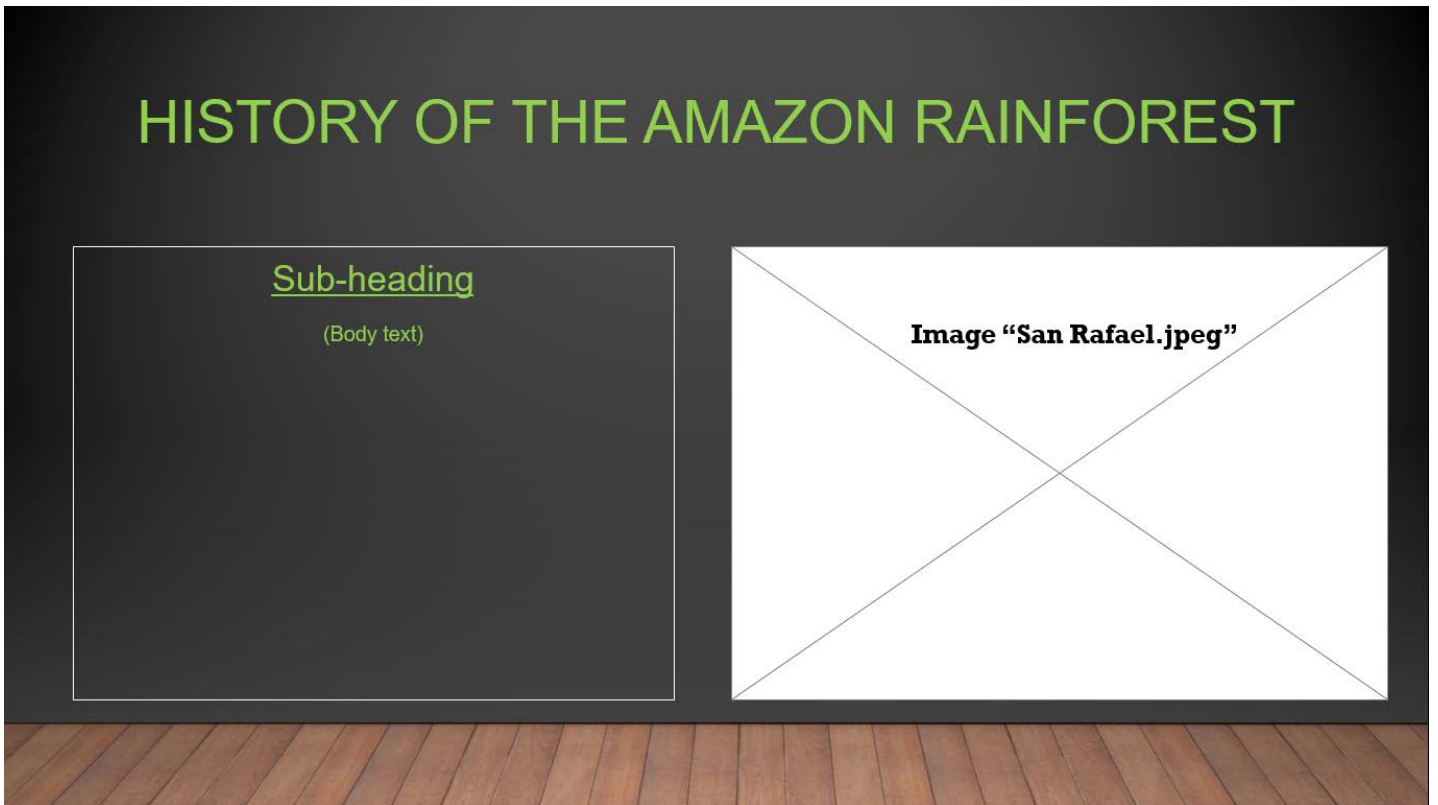
Slide 2: Introduction



Notes for Slide 2:

Slide No.	Slide Title	Colour Scheme	Description	Font Style	Font Size	Font Colours	Timings
2	Introduction Slide	Grey, white and green	Gives a brief introduction as to the subject matter of this presentation, the Amazon Rainforest and the "RCA" organisation's work.	Helvetica	Heading: "Introduction": size 40 Sub-headings: size 24 and underlined Content/body text: size 14	Green for titles and headings. White or green for content.	15 secs

Slide 3: History of The Amazon Rainforest



Notes for Slide 3:

Slide No.	Slide Title	Colour Scheme	Description	Font Style	Font Size	Font Colours	Timings
3	History of The Amazon Rainforest	Grey, white and green	Gives a brief history of the subject matter of this presentation, the Amazon Rainforest. Includes summary of the issues affecting it today with comparison.	Helvetica	Heading "Introduction": size 40 Sub-headings: size 24 and underlined, Content/body text: size 14	Green for titles and headings. White or green for content.	15 sec

Slide 4: Where Is the Amazon Rainforest Located?

WHERE IS THE AMAZON RAINFOREST LOCATED?



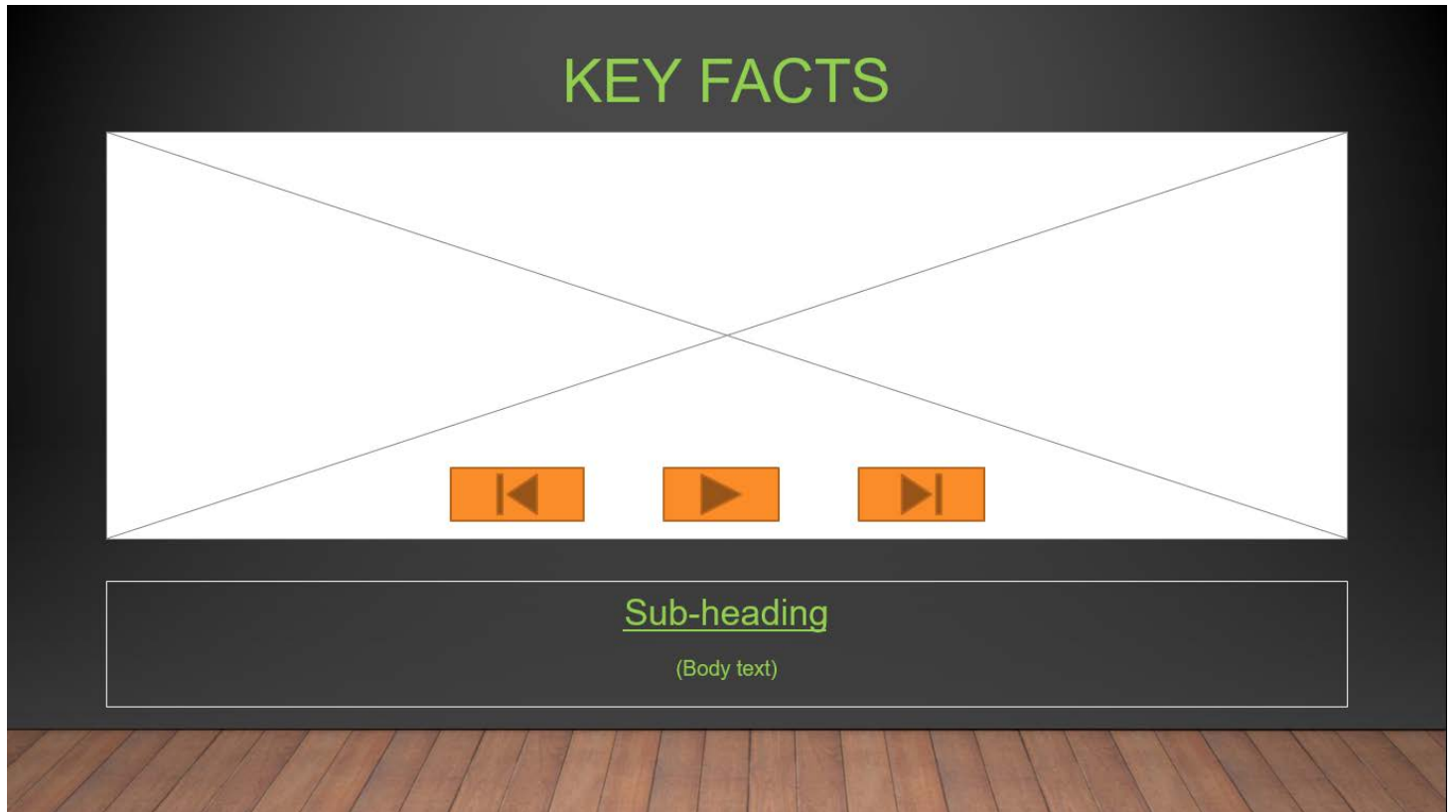
Sub-heading

(Body text)

Notes for Slide 4:

Slide No.	Slide Title	Colour Scheme	Description	Font Style	Font Size	Font Colours	Timings
4	Where Is the Amazon Rainforest Located?	Grey, white and green	Gives an explanation as to the location of the Amazon Rainforest.	Helvetica	Heading: "Where Is the Amazon Rainforest Located?" = size 40 Sub-headings = size 24 and underlined Content/body text =size 14	Green for titles and headings. White or green for content.	15 sec

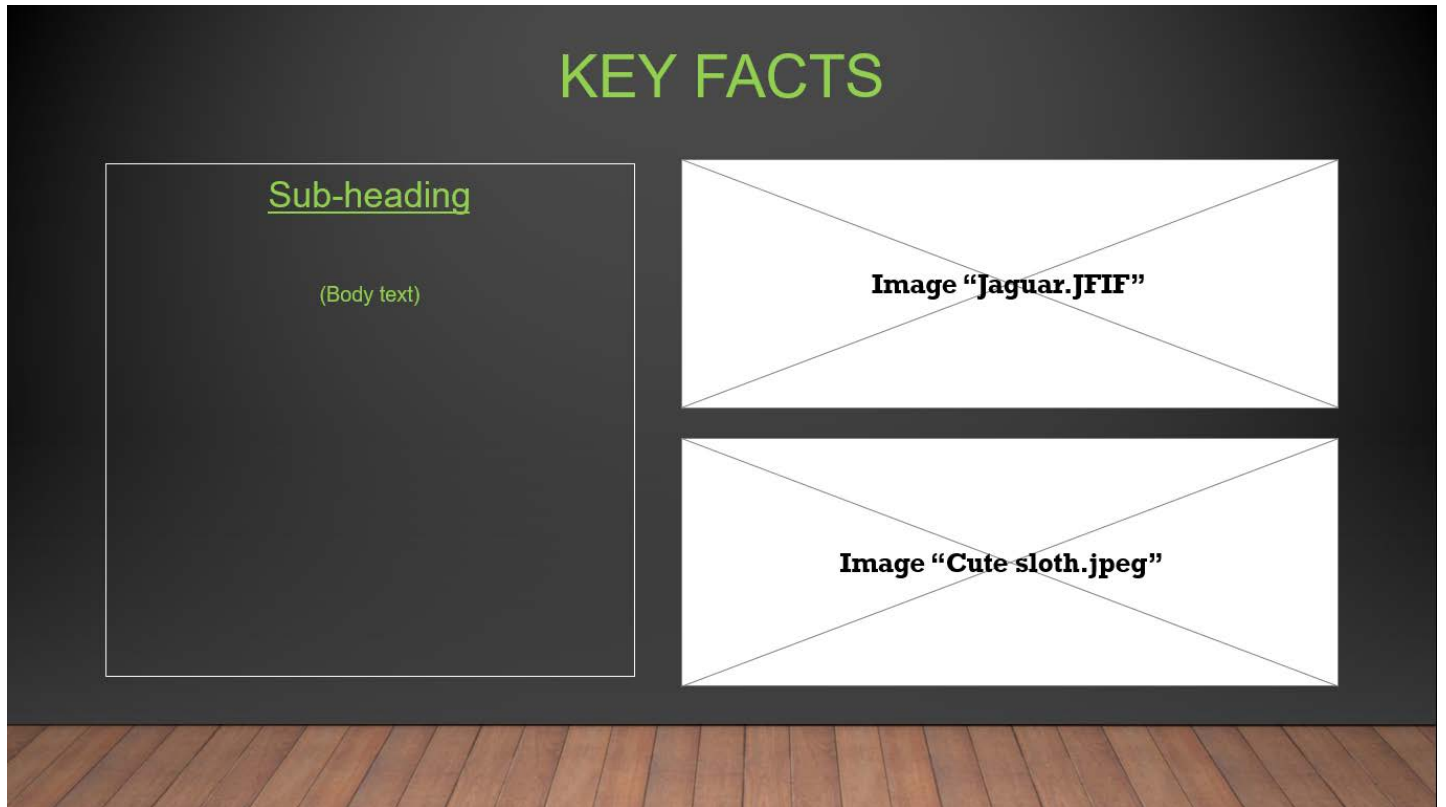
Slide 5: Key Facts 1 (Video)



Notes for Slide 5:

Slide No.	Slide Title	Colour Scheme	Description	Font Style	Font Size	Font Colours	Timings
5	Key Facts	Grey, white and green	Gives the key facts pertaining to the Amazon Rainforest and its inhabitants, using a video.	Helvetica	Heading: "Key Facts" = size 40 Sub-headings = size 24 and underlined Content/body text = size 14	Green for titles and headings. White or green for content.	2 minutes 30 secs

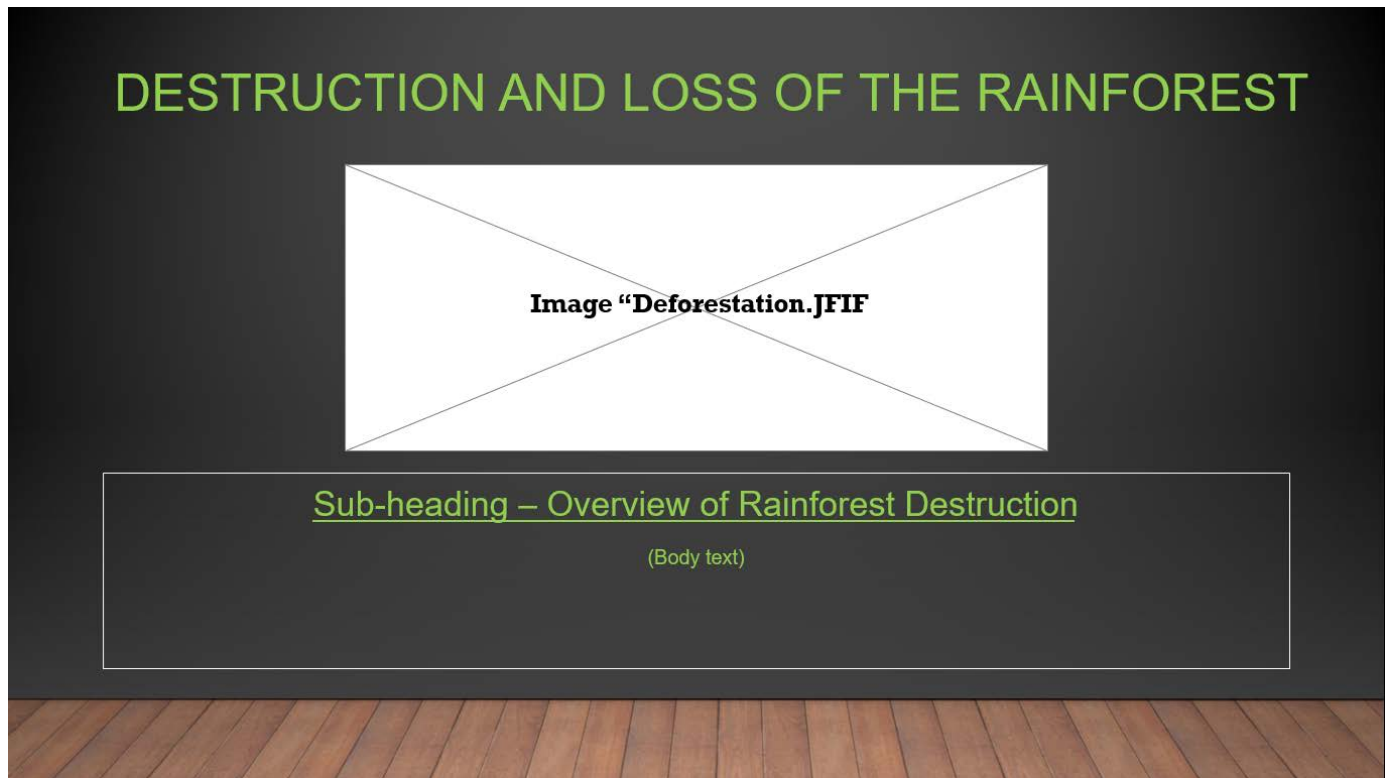
Slide 6: Key Facts 2



Notes for Slide 6:

Slide No.	Slide Title	Colour Scheme	Description	Font Style	Font Size	Font Colours	Timings
6	Key Facts	Grey, white and green	Gives the key facts pertaining to the Amazon Rainforest and its inhabitants, using text and images.	Helvetica	Heading: "Key Facts" = size 40 Sub-headings = size 24 and underlined Content/body text = size 14	Green for titles and headings. White or green for content.	15 sec

Slide 7: Destruction and Loss of The Amazon Rainforest – Overview



Notes for Slide 7:

Slide No.	Slide Title	Colour Scheme	Description	Font Style	Font Size	Font Colours	Timings
7	Destruction and Loss of The Rainforest	Grey, white and green	Contains an information introduction to the deforestation and loss of the Amazon Rainforest.	Helvetica	<p>Heading: “Destruction and Loss of The Rainforest” = size 40</p> <p>Sub-heading: Overview of Rainforest Destruction = size 24 and underlined</p> <p>Content/body text = size 14</p>	<p>Green for titles and headings.</p> <p>White or green for content.</p>	15 sec

Slide 8: Destruction and Loss of The Amazon Rainforest – Causes and Effects

DESTRUCTION AND LOSS OF THE RAINFOREST

Image “Deforestation 2.JFIF”

Sub-heading - Causes
(Body text)

Sub-heading - Effects
(Body text)

Notes for Slide 8:

Slide No.	Slide Title	Colour Scheme	Description	Font Style	Font Size	Font Colours	Timings
8	Destruction and Loss of The Rainforest	Grey, white and green	Contains information about the causes and effects of deforestation and loss of the Amazon Rainforest.	Helvetica	Heading: “Destruction and Loss of The Rainforest” = size 40 Sub-heading: “Causes”, “Effects” = size 24 and underlined Content/body text = size 14	Green for titles and headings. White or green for content.	15 sec

Slide 9: Destruction and Loss of The Amazon Rainforest – Solutions

DESTRUCTION AND LOSS OF THE RAINFOREST

Image "Amazon Rainforest 2.JFIF"

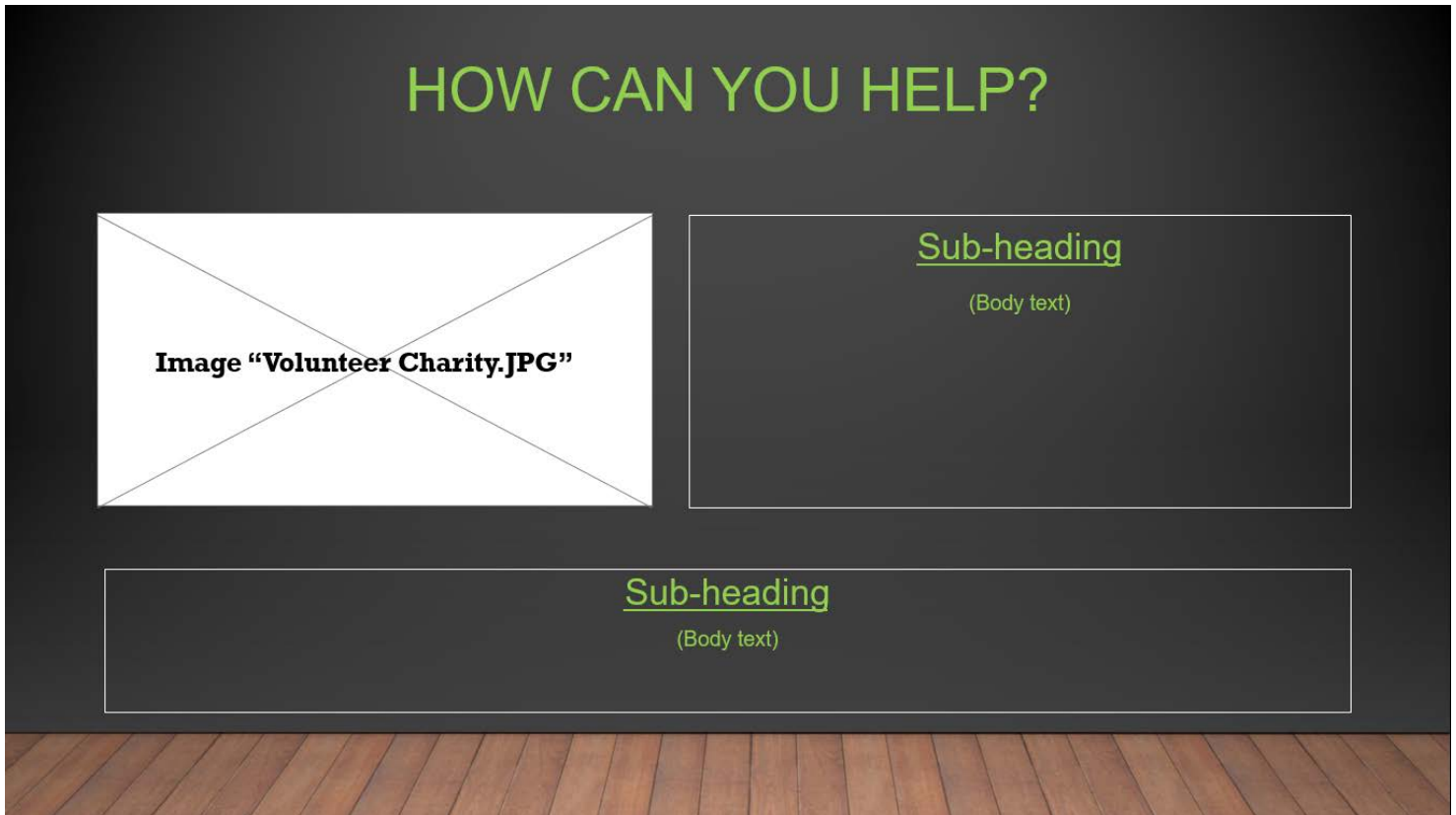
Sub-heading - Solutions

(Body text)

Notes for Slide 9:

Slide No.	Slide Title	Colour Scheme	Description	Font Style	Font Size	Font Colours	Timings
9	Destruction and Loss of The Rainforest	Grey, white and green	Contains information about the causes and effects of deforestation and loss of the Amazon Rainforest.	Helvetica	Heading: "Destruction and Loss of The Rainforest" = size 40 Sub-heading: "Solution" = size 24 and underlined Content/body text = size 14	Green for titles and headings. White or green for content.	15 sec

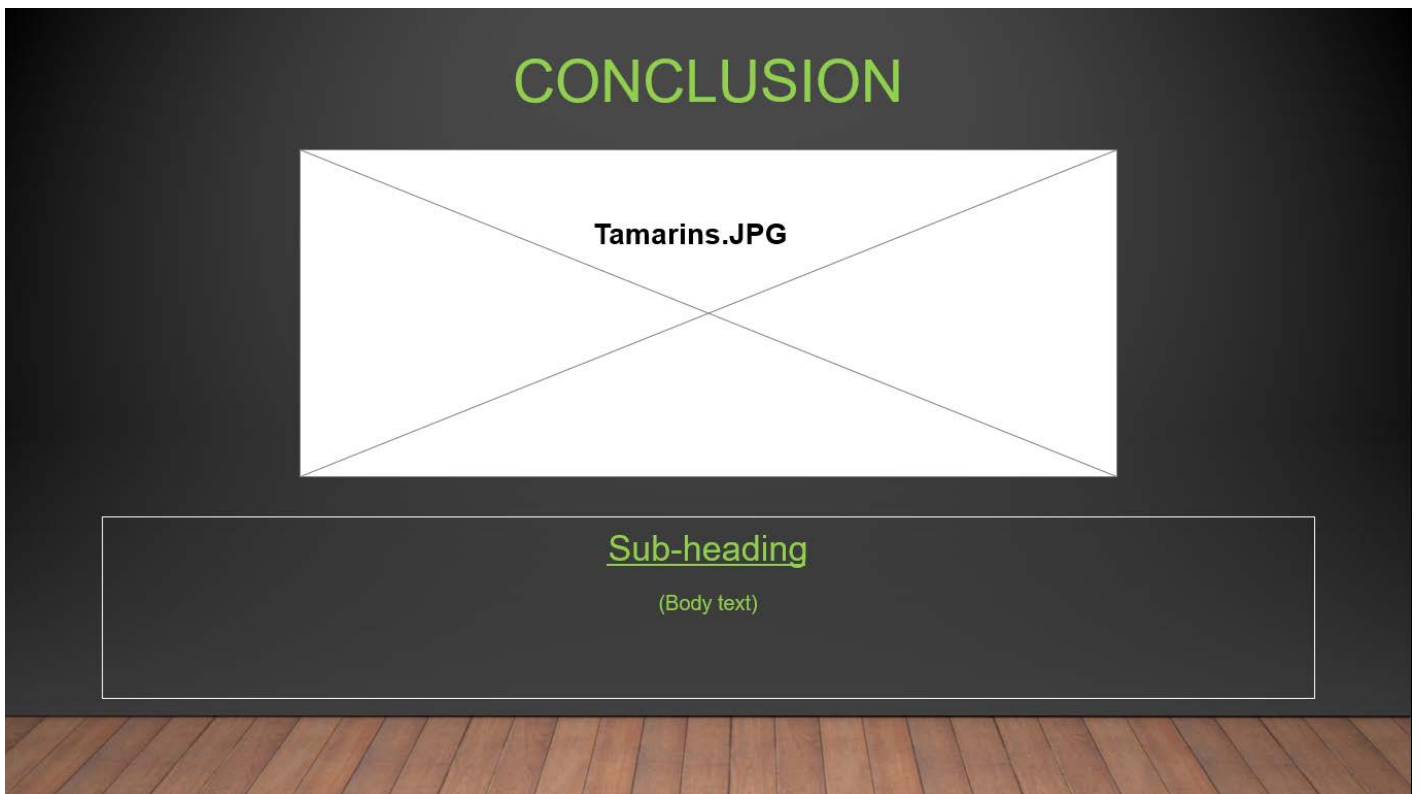
Slide 10: How Can You Help?



Notes for Slide 10:

Slide No.	Slide Title	Colour Scheme	Description	Font Style	Font Size	Font Colours	Timings
10	How can you help?	Grey, white and green	Contains information about the Charity and it's work with volunteers and how to join etc.	Helvetica	Heading: "How Can You Help?" = size 40 Sub-heading = size 24 and underlined Content/body text = size 14	Green for titles and headings. White or green for content.	15 sec

Slide 11: Conclusion



Notes for Slide 11:

Slide No.	Slide Title	Colour Scheme	Description	Font Style	Font Size	Font Colours	Timings
11	Conclusion	Grey, white and green	Contains closing content for this presentation.	Helvetica	Heading: "Conclusion" = size 40 Sub-heading: = size 24 and underlined Content/body text = size 14	Green for titles and headings. White or green for content.	15 sec

Alternative Design – Linear Product

Slide 1: Title Slide

Slide No: 1
Slide Name: Title Slide
Colour Scheme: Grey/white

Description: Informs the audience, as to what the presentation is called, and it gives the audience a basic idea of what the presentation is about.

Font Size: Title "The Amazon Rainforest": 54
Subtitle: "Name Of Author" : 18 in bold
Font Style: Helvetica
Font Colour: White

The Amazon Rainforest



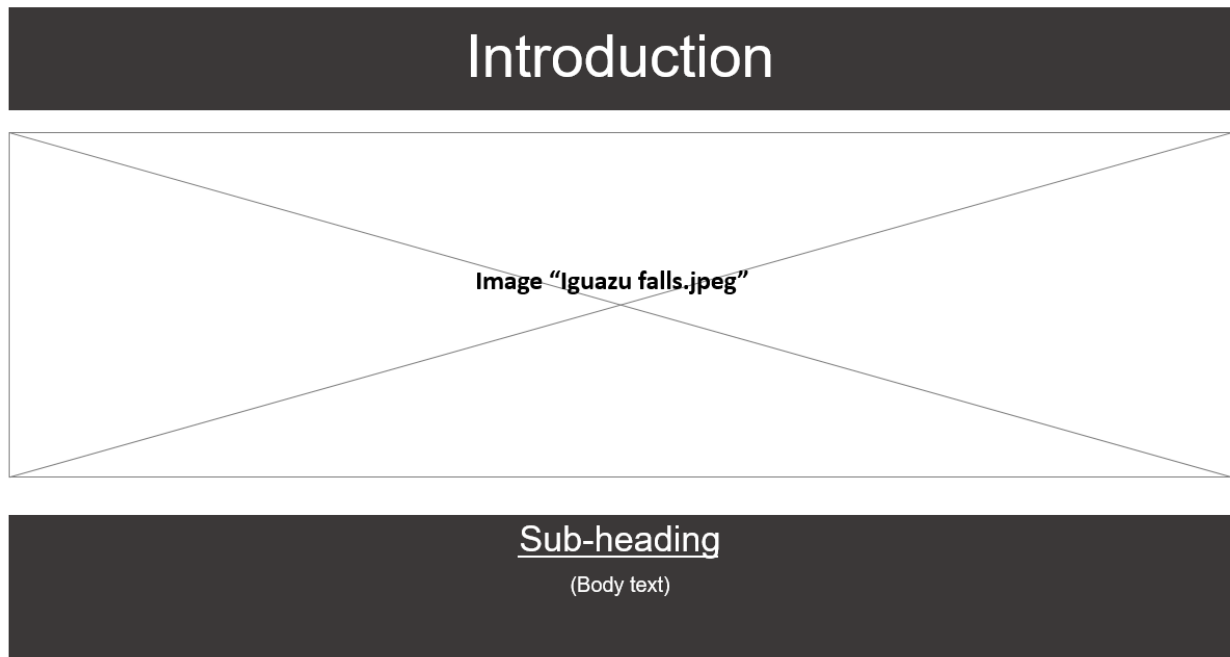
Image of Rainforest - Amazon Rainforest3.JFIF

(Name of Author)

Notes for Slide 1:

Slide No.	Slide Title	Colour Scheme	Description	Font Style	Font Size	Font Colours
1	Title Slide	Grey and white	Informs the audience, as to what the presentation is called, and it gives the audience a basic idea of what the presentation is about.	Helvetica	Title "The Amazon Rainforest" = size 54 Subtitle: "Name of Author" = size 18 in bold	White for titles and headings. White for content.

Slide 2: Introduction



The slide layout consists of three main sections. At the top is a dark grey header bar with the word "Introduction" in white, bold, sans-serif font. Below this is a large white rectangular area with a thin black border, crossed by two diagonal lines forming an 'X'. In the center of this area, the text "Image 'Iguazu falls.jpeg'" is written in a small, black, sans-serif font. At the bottom is another dark grey footer bar containing the text "Sub-heading" in white, bold, sans-serif font, with "(Body text)" in a smaller, white, sans-serif font directly below it.

Notes for Slide 2:

Slide No.	Slide Title	Colour Scheme	Description	Font Style	Font Size	Font Colours
2	Introduction Slide	Grey and white	Gives a brief introduction as to the subject matter of this presentation, the Amazon Rainforest and the "RCA" organisation's work.	Helvetica	Heading: "Introduction": size 40 Sub-headings: size 24 and underlined Content/body text: size 14	White for titles and headings. White for content.

Slide 3: History of the Amazon Rainforest

History Of The Amazon Rainforest

Sub-heading

(Body text)

Image "San Rafael.jpeg"

Notes for Slide 3:

Slide No.	Slide Title	Colour Scheme	Description	Font Style	Font Size	Font Colours
3	History of The Amazon Rainforest	Grey and white	Gives a brief history of the subject matter of this presentation, the Amazon Rainforest. Includes brief summary of the issues affecting it today with comparison.	Helvetica	Heading "Introduction": size 40 Sub-headings: size 24 and underlined, Content/body text: size 14	White for titles and headings. White or content.

Slide 4: Where Is the Amazon Rainforest Located?

Where Is The Amazon Rainforest Located?



Sub-heading

(Body text)

Notes for Slide 4:

Slide No.	Slide Title	Colour Scheme	Description	Font Style	Font Size	Font Colours
4	Where Is the Amazon Rainforest Located?	Grey and white	Gives an explanation as to the location of the Amazon Rainforest.	Helvetica	Heading "Where Is the Amazon Rainforest Located?": size 40 Sub-headings: size 24 and underlined, Content/body text: size 14	White for titles and headings. White for content.

Slide 5: Key Facts 1 (Video)

The slide layout consists of three main sections. At the top is a dark grey header bar with the text "Key Facts" in white. Below this is a large white rectangular area containing a video player. The video player has a thin black border and is divided into four quadrants by a black 'X'. In the center of the 'X' is the text "Video 'Key Facts'". At the bottom of the video player are three blue control buttons: a left arrow, a right arrow, and a right arrow with a vertical bar. Below the video player is a dark grey footer bar containing the text "Sub-heading" in white, with "(Body text)" centered below it.

Notes for Slide 5:

Slide No.	Slide Title	Colour Scheme	Description	Font Style	Font Size	Font Colours
5	Key Facts	Grey and white	Gives the key facts pertaining to the Amazon Rainforest and its inhabitants, using a video.	Helvetica	Heading: "Key Facts" = size 40 Sub-headings = size 24 and underlined Content/body text = size 14	White for titles and headings. White for content.

Slide 6: Key Facts 2

Key Facts

Sub-heading

(Body text)

Image "Jaguar.JFIF"

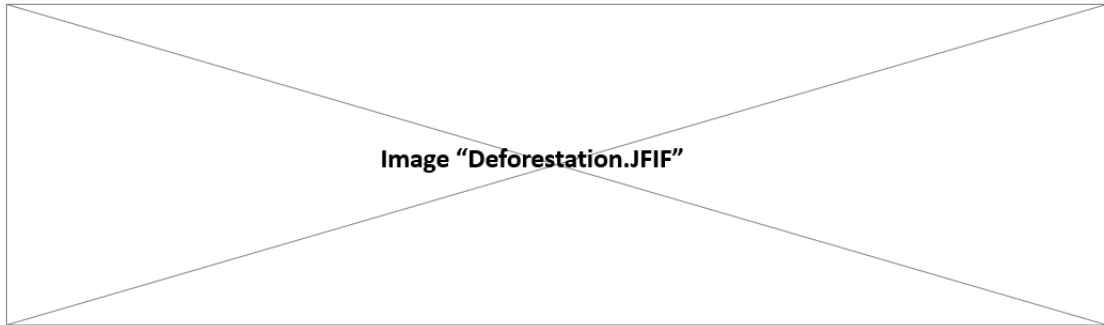
Image "Cute sloth.jpeg"

Notes for Slide 6:

Slide No.	Slide Title	Colour Scheme	Description	Font Style	Font Size	Font Colours
6	Key Facts	Grey and white	Gives the key facts pertaining to the Amazon Rainforest and its inhabitants, using text and images.	Helvetica	Heading: "Key Facts" = size 40 Sub-headings = size 24 and underlined Content/body text = size 14	White for titles and headings. White for content.

Slide 7: Destruction and Loss of the Amazon Rainforest – Overview

Destruction And Loss Of The Rainforest



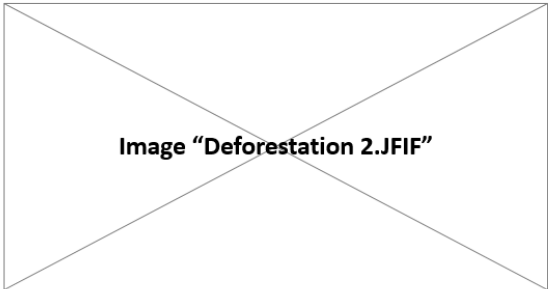
Sub-heading – Overview of Rainforest Destruction (Body text)

Notes for Slide 7:

Slide No.	Slide Title	Colour Scheme	Description	Font Style	Font Size	Font Colours
7	Destruction and Loss of The Rainforest	Grey and white	Contains an information introduction to the deforestation and loss of the Amazon Rainforest.	Helvetica	Heading: "Destruction and Loss of The Rainforest" = size 40 Sub-heading: Overview of Rainforest Destruction = size 24 and underlined Content/body text = size 14	White for titles and headings. White for content.

Slide 8: Destruction and Loss of the Amazon Rainforest – Causes and Effects

Destruction And Loss Of The Rainforest



Sub-heading - Causes
(Body text)

Sub-heading - Effects
(Body text)

Notes for Slide 8:

Slide No.	Slide Title	Colour Scheme	Description	Font Style	Font Size	Font Colours
8	Destruction and Loss of The Rainforest	Grey and white	Contains information about the causes and effects of deforestation and loss of the Amazon Rainforest.	Helvetica	Heading: "Destruction and Loss of The Rainforest" = size 40 Sub-heading: "Causes", "Effects" = size 24 and underlined Content/body text = size 14	White for titles and headings. White for content.

Slide 9: Destruction and Loss of the Amazon Rainforest – Solutions

Destruction And Loss Of The Rainforest

Image "Amazon Rainforest 2.JFIF"

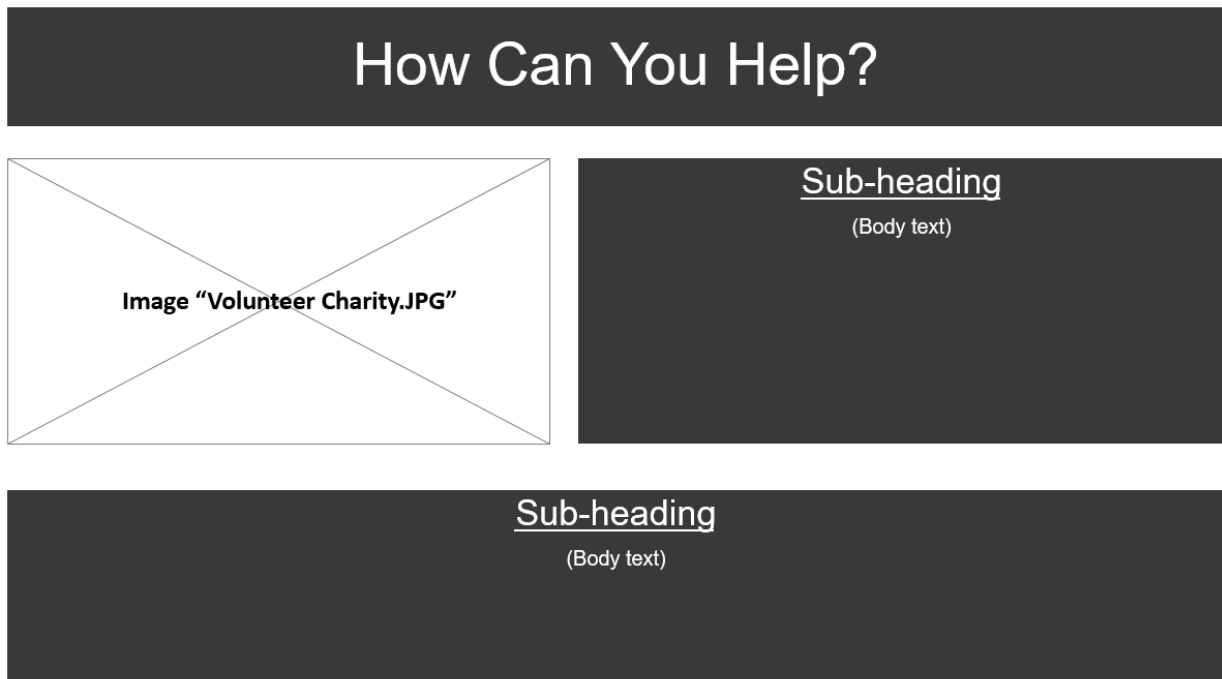
Sub-heading - Solutions

(Body text)

Notes for Slide 9:

Slide No.	Slide Title	Colour Scheme	Description	Font Style	Font Size	Font Colours
9	Destruction and Loss of The Rainforest	Grey and white	Contains information about the causes and effects of deforestation and loss of the Amazon Rainforest.	Helvetica	Heading: "Destruction and Loss of The Rainforest" = size 40 Sub-heading: "Solution" = size 24 and underlined Content/body text = size 14	White for titles and headings. White for content.

Slide 10: How Can You Help?

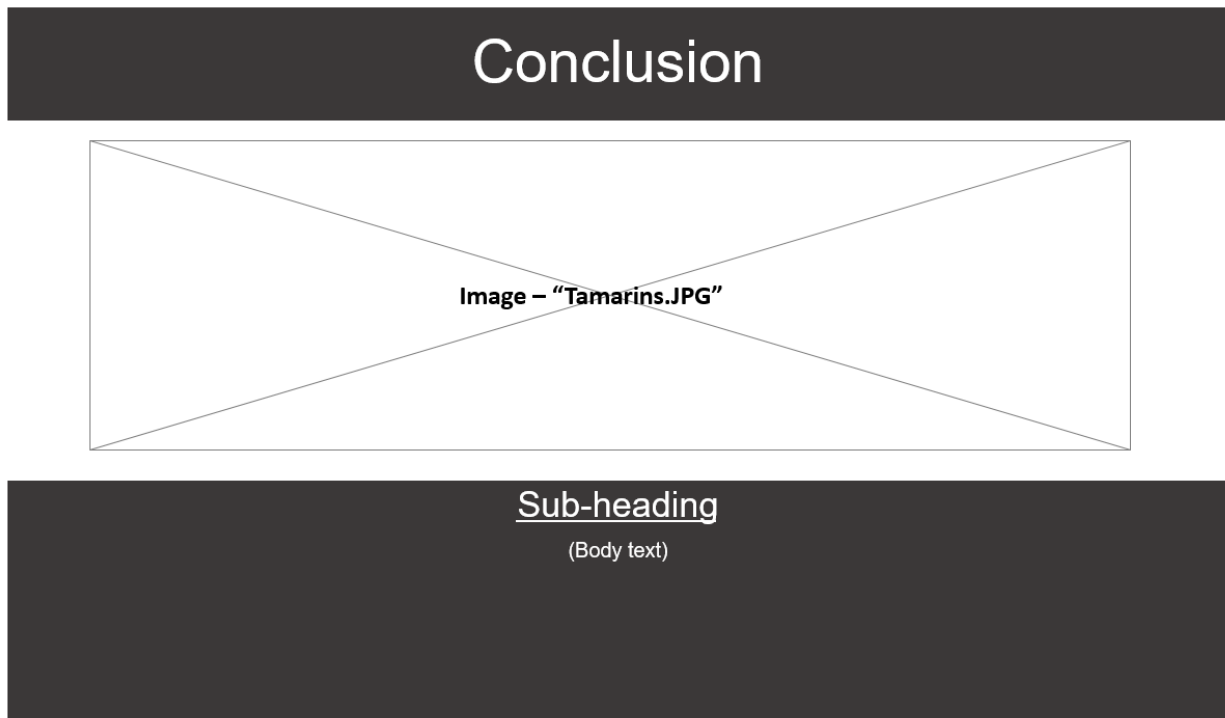


The slide layout consists of a dark grey header bar with the title "How Can You Help?". Below the header, there is a white rectangular area on the left containing a placeholder for an image labeled "Image 'Volunteer Charity.JPG'". To the right of this image is a dark grey rectangular area containing a sub-heading "Sub-heading" (underlined) and body text "(Body text)". Below these elements is a wide dark grey footer bar containing another sub-heading "Sub-heading" (underlined) and body text "(Body text)".

Notes for Slide 10:

Slide No.	Slide Title	Colour Scheme	Description	Font Style	Font Size	Font Colours
10	How can you help?	Grey and white	Contains information about the Charity and it's work with volunteers and how to join etc.	Helvetica	Heading: "How Can You Help?" = size 40 Sub-heading: = size 24 and underlined Content/body text = size 14	White for titles and headings. White for content.

Slide 11: Conclusion



Notes for Slide 11:

Slide No.	Slide Title	Colour Scheme	Description	Font Style	Font Size	Font Colours
11	Conclusion	Grey and white	Contains closing content for this presentation.	Helvetica	Heading: "Conclusion" = size 40 Sub-heading: = size 24 and underlined Content/body text = size 14	White for titles and headings. White for content.

Test Plan – Linear Product

Test No.	Description	Action	Expected Result
1	Test the automatic running of the presentation works.	Press “play presentation”.	The presentation shall run 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.
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.
4	Quality of Video	Press “play” and watch the video.	The video 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.
5	Quality of Audio – Presentation background music	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.
6	Quality of Audio – Video narration/dialogue/music/sound effects	Press “play” and listen.	The audio contained within this video shall run smoothly and play without interruption. The audio will be clear and audible for the audience to hear and shall run smoothly in transition with the video.
7	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.

Design Constraints - Linear Product

The only constraint I had was time, I only had a few days to create these designs and due to this I didn't have the time to be more creative.

If I had been given more time to develop the designs for this project, the result would've looked much more professional.

Justifications – Linear Product

Out of my two designs, I have chosen to use the grey, white and green design because I feel it is the more visually attractive option.

The idea behind this design was not to scream "rainforest" at the audience, but to rely on the images of the rainforest I plan to include, to give it a striking look. I find the grey background softens the tone which will draw the viewer to the image first, then the text – which should have the desired effect of quietly engaging the audience with little effort.

The purpose is to introduce the work of a rainforest conservation charity to GCSE students and to inform them of the causes and effects of the deforestation issue. For this purpose, I decided to keep the presentation easy to read and brief so that the students aren't overwhelmed with unimportant information.

The concept was to keep the product simple and concise. I decided to use key points and small paragraphs mixed with big, attractive images to keep the presentation straight-forward and factual.

The green titles are rather bright and "pop" out against the bright background, it's almost a "hulk" shade of green. However, the reason for this seemingly odd choice is to again give the audience the key information without them needing to search for the title, you can instantly spot it and it's easy to read.

Young people are notoriously impatient, and most GCSE students don't want a plain white background with boring black text, like every other boring text book, that's why I chose the bold shade of green.

The reason my designs look rather simple, is because of the target audience in mind. GCSE grade students would find a forest themed presentation too childish, most young people like bold or striking minimalistic styles. I decided to let the images I have chosen, and the text content be the focus – so I chose a dark “blackboard” style background, which will allow the images to really stand out.

Overall, I believe my chosen design fulfils the requirements, the stated purpose and target audience.

Interactive Product

User Requirements

Overview

I have created the following interactive product, a single-player maze game, for key stage 2 children. It has been created to entertain and maintain the interest of primary school children. This game has been designed to run on standard laptops and computers.

The aim of the game is to help Bumble solve the maze by collecting the nectar and golden flowers on each level – this will unlock the door to the next level.

Purpose

The purpose of this product has been created for the sole purpose of entertaining primary school children. The game will include easy-to-read instructions, a scoreboard to record the top scores and levels of increasing difficulty to maintain the players interest.

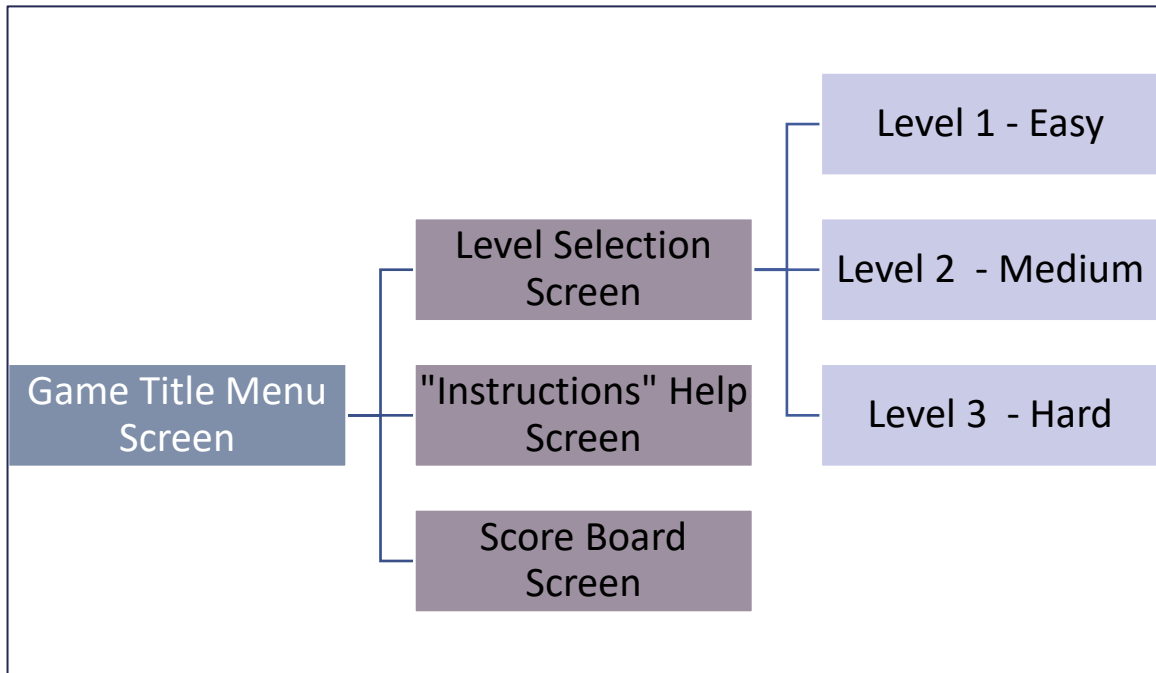
Target Audience

This game has been made for key stage 2 (primary school) children. It has been created for their entertainment only.


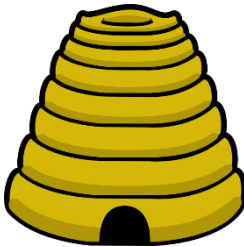

Tools




I will design, develop, test and review an interactive maze game, which will contain a range of multi-media (including a variety of images, graphics and sound effects which will be documented in an assets table). The assets I shall use, will either be created by me or downloaded and referenced. I will create the game using G Develop software. The graphics and storyboards I create shall be made using PowerPoint.





Hierarchy Chart of Content




Assets Table

File Name	Asset	Description	Source
CartoonBee.PNG		This is a cartoon image of a bumble bee. This the sprite for my game. I plan to use this image in every screen.	https://pixabay.com/en/bee-bi-cartoon-honey-insect-1296273/
Beehive.PNG		This is a cartoon image of a beehive.	https://www.clker.com/clipart-11547.html
Goldenflower.PNG		This is a graphical representation image of a "golden flower" I	I created this using PowerPoint.

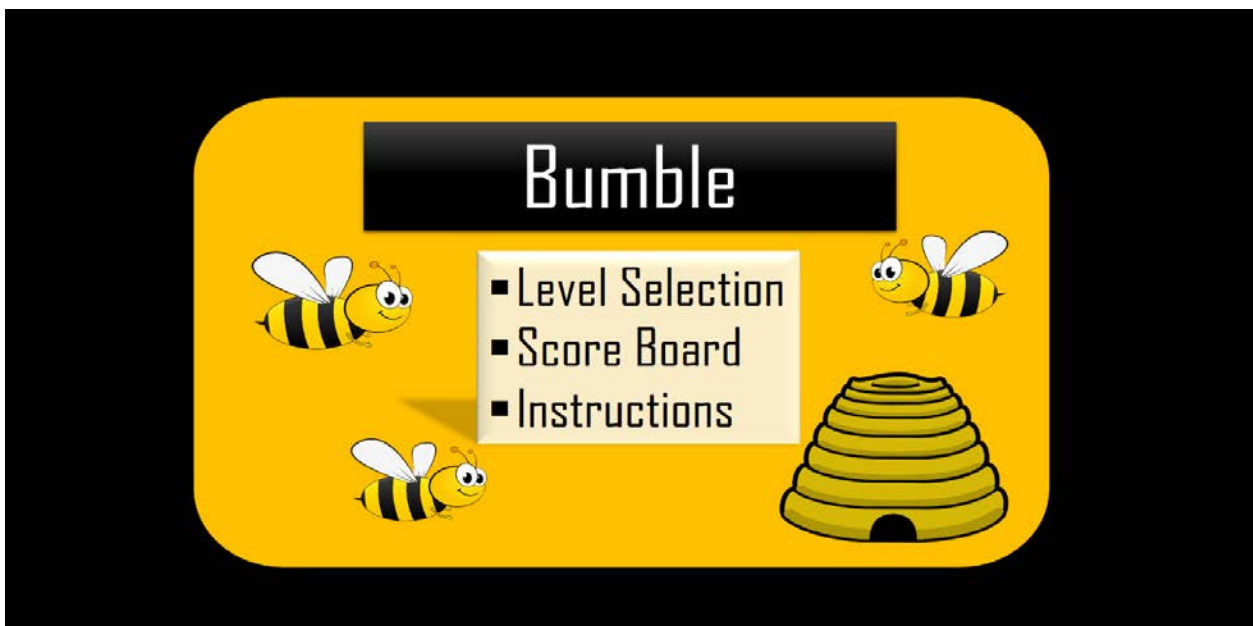
		<p>have created for this game. I will use it on all three levels of the game and it will feature in the instructions screen.</p>	
Nectar.PNG		<p>This is a graphical representation image of "nectar" that I created for this game. I will use it in all three levels and it will feature in the instructions screen.</p>	<p>I created this using PowerPoint.</p>
Door.PNG		<p>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.</p> <p>I will use it in all three levels and it will feature in the instructions screen.</p>	<p>I created this using PowerPoint.</p>
Breakable wall.PNG		<p>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.</p> <p>I will use it in all three levels and it will feature in the</p>	<p>I created this using PowerPoint.</p>

		instructions screen.	
CornerWall1		<p>This is a graphical representation image of a corner wall that I created for this game.</p> <p>This marks the corner walls for my maze</p> <p>I will use it in all three levels and it will feature in the instructions screen.</p>	I created this using PowerPoint.
StraightWall1		<p>This is a graphical representation image of a straight-line wall that I created for this game.</p> <p>This marks the straight-line walls for my maze</p> <p>I will use it in all three levels and it will feature in the instructions screen.</p>	I created this using PowerPoint.
Bluehexagon.PNG		<p>This is a blue hexagon graphic that I plan to use as 2 buttons on the "level select" screen. It will be used for the "main menu" button, and the "instructions" button.</p>	I created this using PowerPoint
Blackhexagon.PNG		<p>This is a black hexagon graphic that I plan to use as a button on the "level select" screen. It will be used for the "Play" button to</p>	I created this using PowerPoint.

		begin the maze game.	
Yellowhexagon.PNG		This is a yellow hexagon graphic that I plan to use as 3 buttons on the "level select" screen. It will be used as a button for all three levels.	I created this using PowerPoint.

Storyboard Design

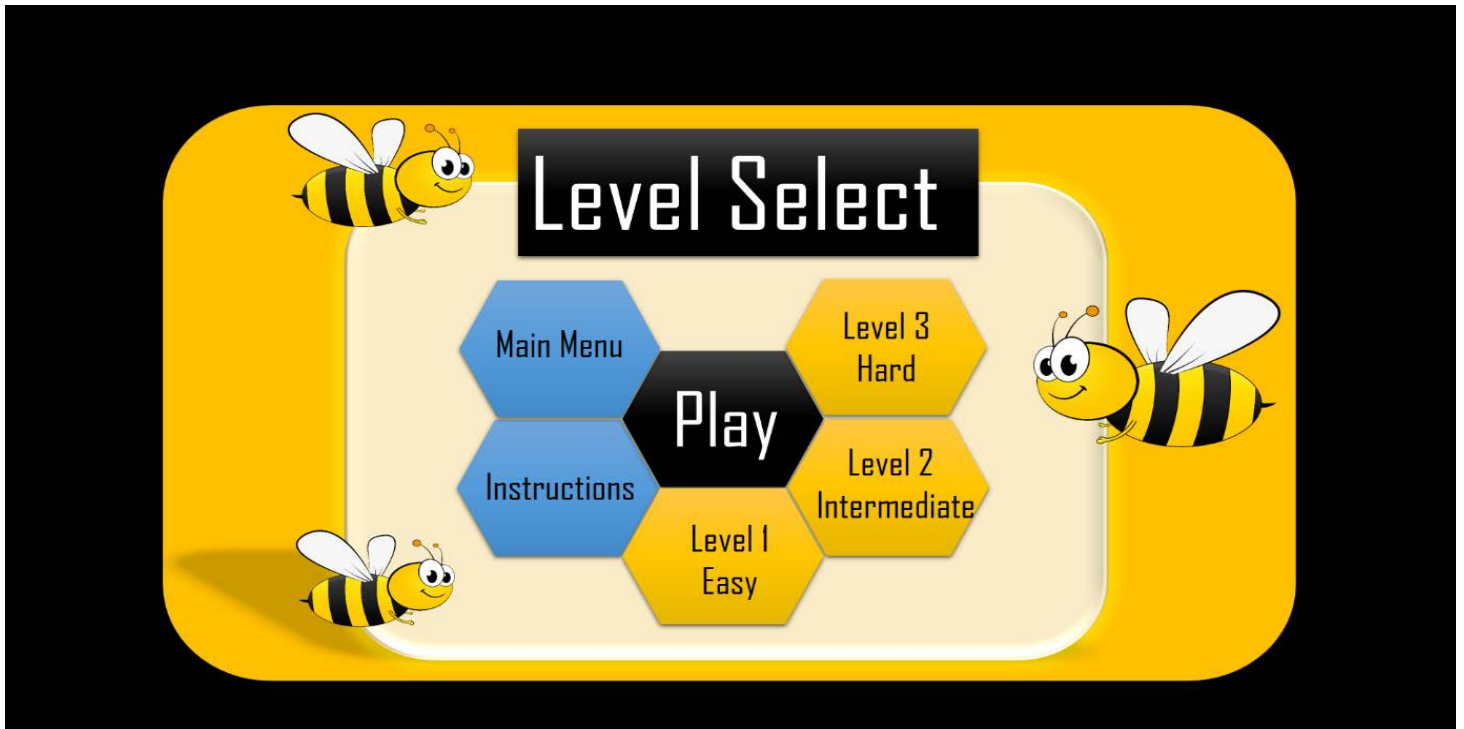
Screen 1 – Game Title Screen “Main Menu”



Notes for screen 1:

Screen No.	Screen Title	Colour Scheme	Description	Font Style	Font Size	Font Colours
1	"Bumble" Main Menu, Game Title screen.	Yellow and black with blue accents.	This screen is designed to display the main navigation screen options.	Agency FB	"Bumble" = 72 size. "Level Selection", "Scoreboard", "Instructions" = 44 size.	"Bumble" = White. "Level Selection", "Scoreboard", "Instructions" = Black.

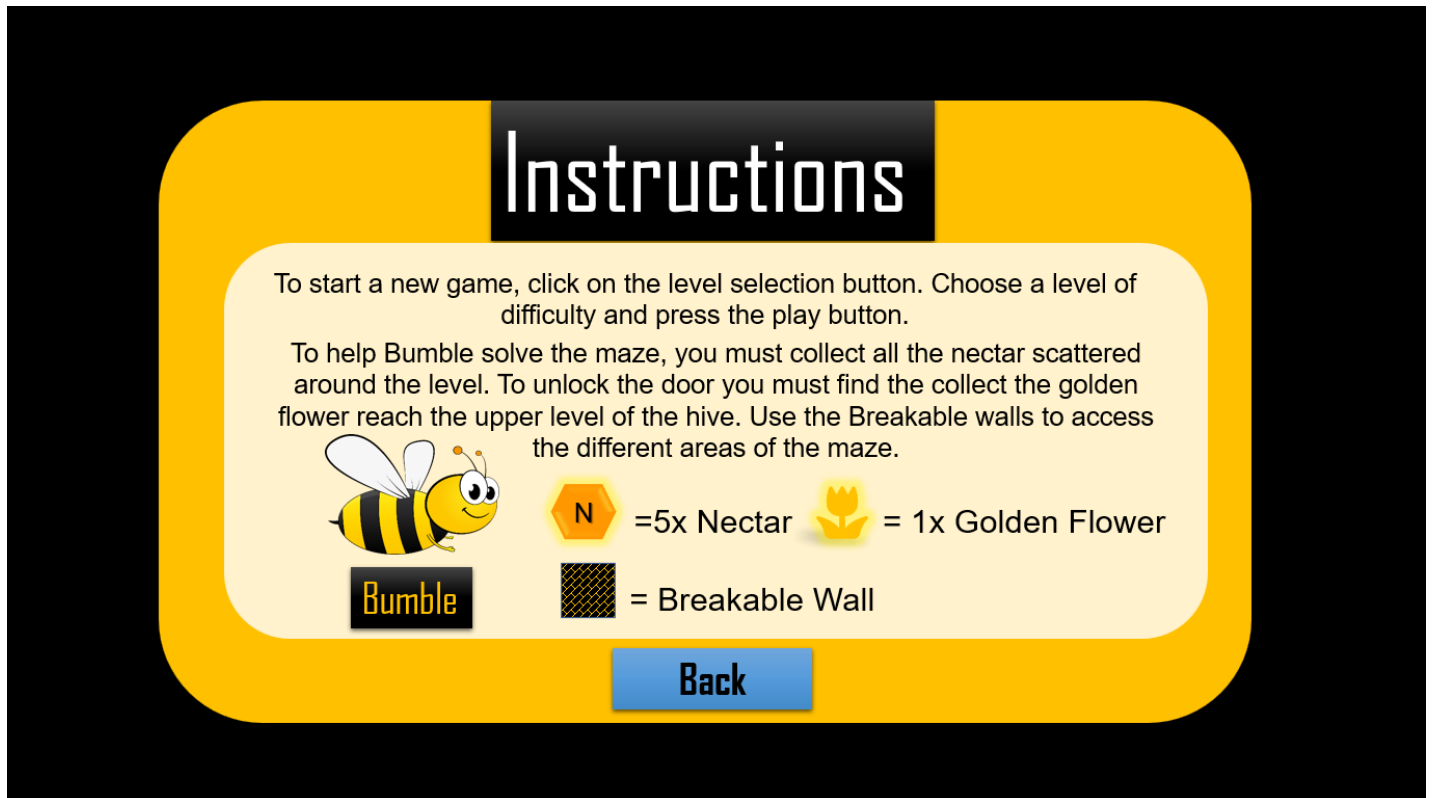
Screen 2 – “Level Selection” Screen



Notes for screen 2:

Screen No.	Screen Title	Colour Scheme	Description	Font Style	Font Size	Font Colours
2	“Level Select” screen.	Yellow and black with blue accents.	This screen is designed to display the difficulty level options, as well as the main menu return button, the instructions button and begin the game.	Agency FB.	“Main Menu”, “Instructions”, “Level 1 Easy”, “Level 2 Intermediate”, “Level 3 Hard” = 26 size. “Play” = 54 size. “Level Select” = 72 size.	“Level Select”, “Play” = White. “Main Menu”, “Instructions”, “Level 1 Easy”, “Level 2 Intermediate”, “Level 3 Hard” = Black.

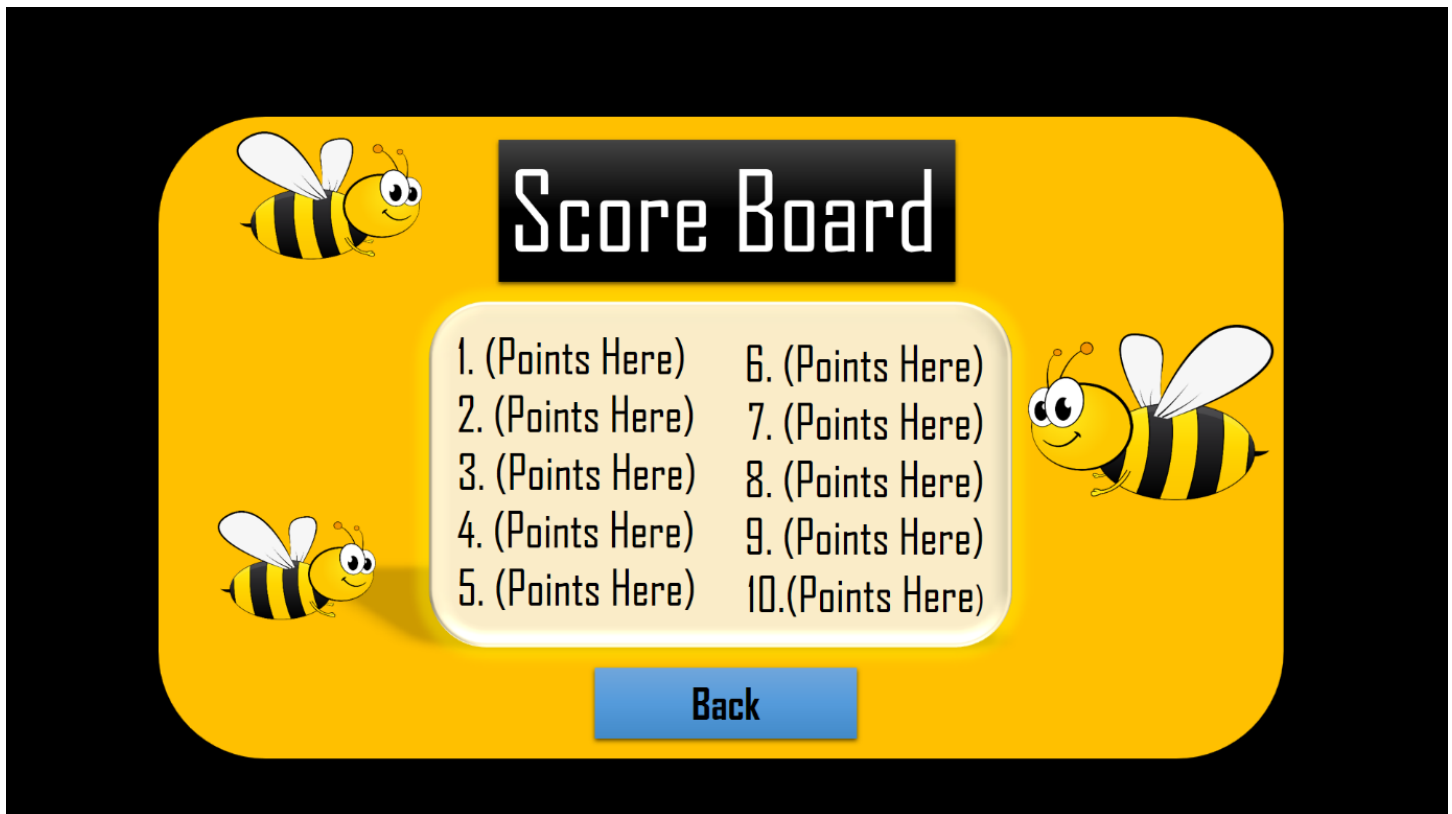
Screen 3 – “Instructions” Help Screen



Notes for screen 3:

Screen No.	Screen Title	Colour Scheme	Description	Font Style	Font Size	Font Colours
3	“Instructions” screen.	Yellow and black with blue accents.	This screen is designed to display the instructions for playing the game.	“Instructions”, “Back”, “Bumble” = Agency FB. Instructions Content = Helvetica.	Instructions content = 18 size. “Nectar” “Golden Flower”, “Breakable Wall” = 22 size. “Bumble” = 28 size. “Instructions” = 72 size. “Back” = 28 size.	Instructions content = Black. “Nectar” “Golden Flower”, “Breakable Wall” = Black. “Bumble” = Golden Yellow. “Instructions” = White. “Back” = Black.

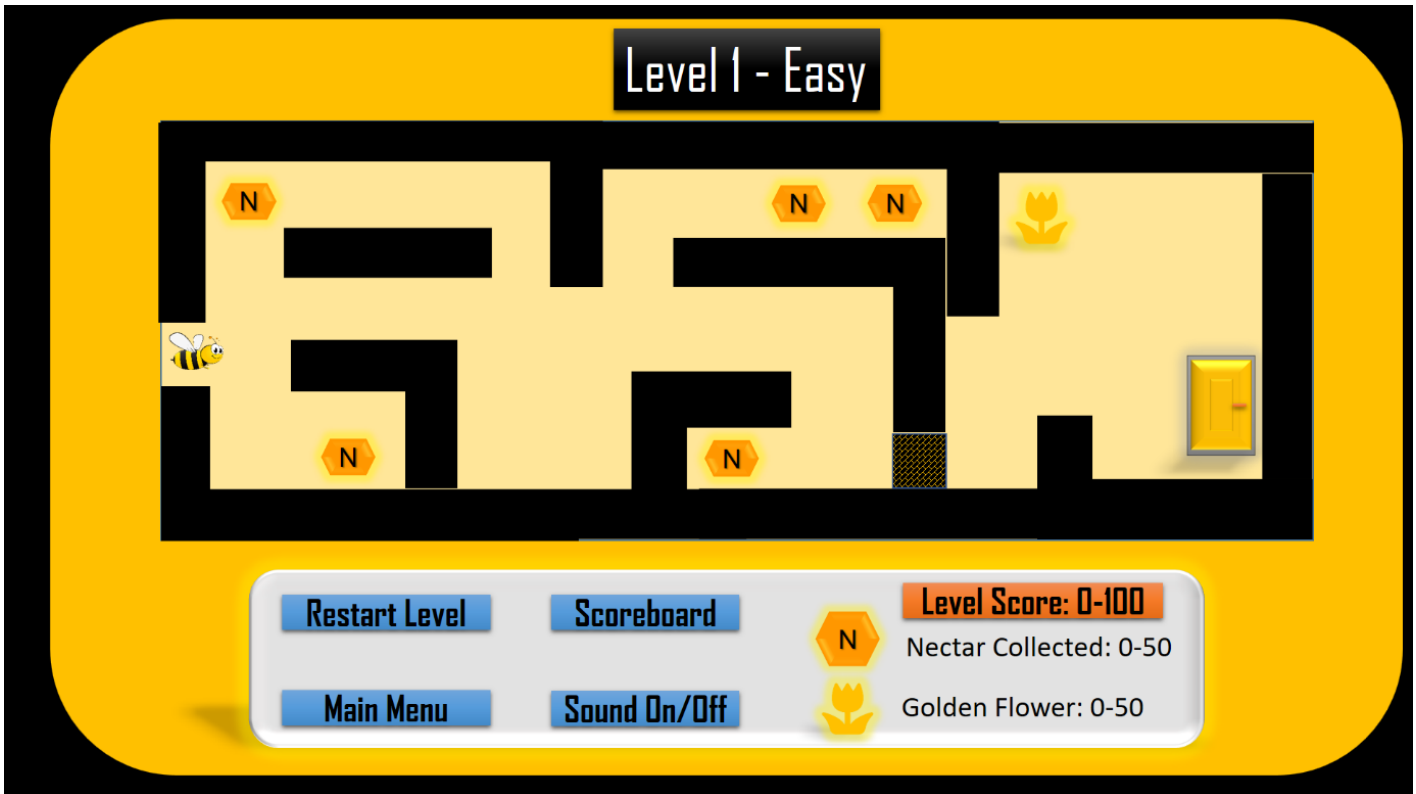
Screen 4 – “Scoreboard” Screen



Notes for screen 4:

Screen No.	Screen Title	Colour Scheme	Description	Font Style	Font Size	Font Colours
4	“Scoreboard” screen.	Yellow and black with blue accents.	This screen is designed to display the scoreboard for players score results.	“Scoreboard”, “Back” = Agency FB. Scoreboard Content = Agency FB.	“Scoreboard” = 72 size. “Back” = 28 Size. Scoreboard Content = 32 Size.	“Scoreboard” = White. “Back” = Black. Scoreboard Content = Black.

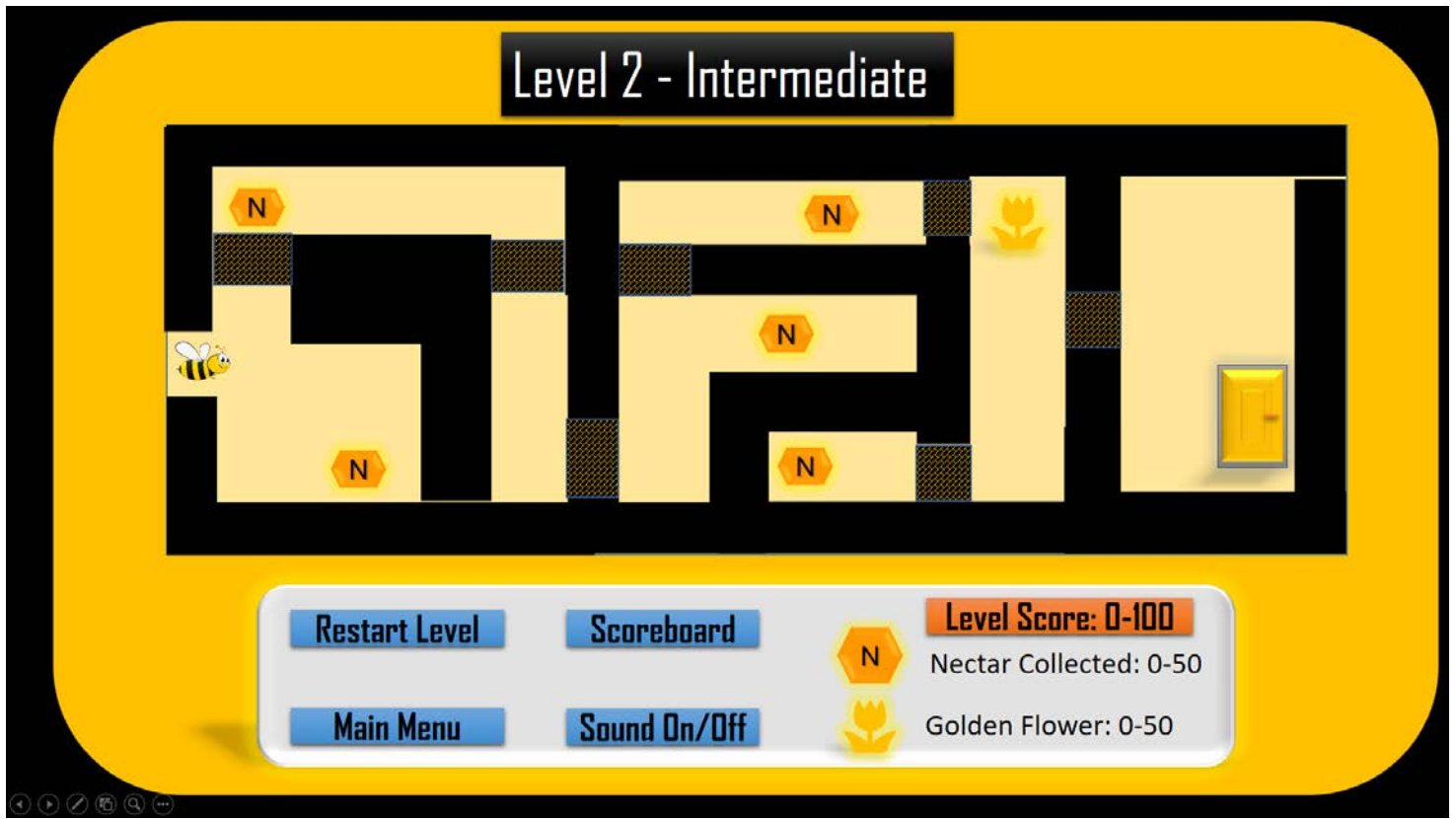
Screen 5 – “Level 1 Easy” Screen



Notes for screen 5:

Screen No.	Screen Title	Colour Scheme	Description	Font Style	Font Size	Font Colours
5	“Level 1 Easy” screen.	Yellow and black with blue and Orange accents.	This screen is designed to display the first level of the game.	“Level 1 Easy”, “Restart Level”, “Scoreboard”, “Main Menu”, “Sound On/Off”, “Level Score: 0-100” = Agency FB. “Nectar Collected:0-50”, “Golden Flower:0-50” = Calibri (body).	“Level 1 Easy” = 72 size. “Restart Level”, “Scoreboard”, “Level Score:0-100”, “Sound On/Off”, “Main Menu” = 24 Size. “Nectar Collected:0-50”, “Golden Flower:0-50” = 20 Size.	“Level 1 - Easy” = White. “Restart Level”, “Scoreboard”, “Level Score:0-100”, “Sound On/Off”, “Main Menu”, “Nectar Collected:0-50”, “Golden Flower:0-50” = Black.

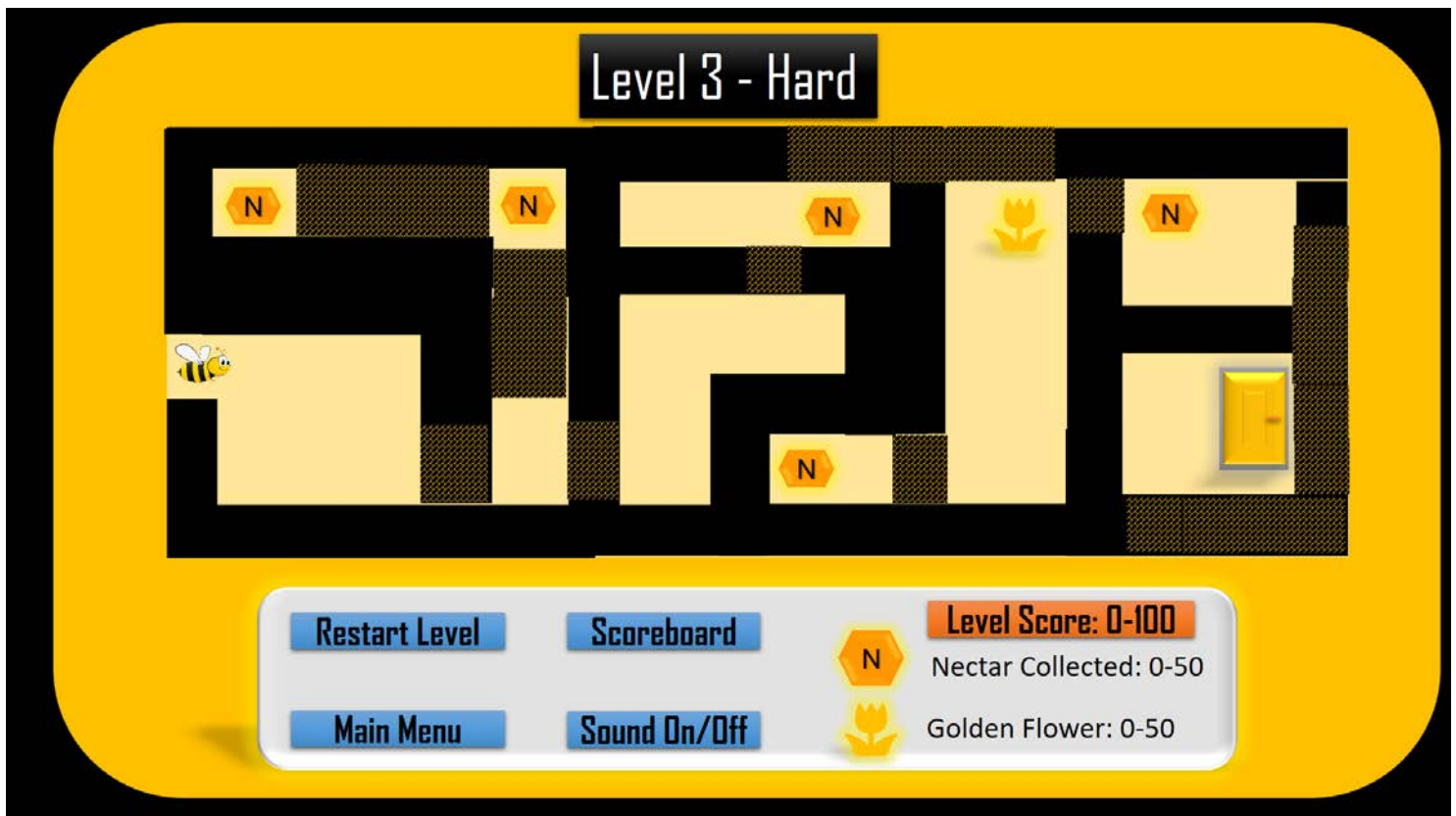
Screen 6 – “Level 2 Intermediate” Screen



Notes for screen 6:

Screen No.	Screen Title	Colour Scheme	Description	Font Style	Font Size	Font Colours
6	“Level 2 Intermediate” screen.	Yellow and black with blue and Orange accents.	This screen is designed to display the second level of the game.	“Level 2 Intermediate”, “Restart Level”, “Scoreboard”, “Main Menu”, “Sound On/Off”, “Level Score: 0-100” = Agency FB. “Nectar Collected:0-50”, “Golden Flower:0-50” = Calibri (body).	“Level 2 Intermediate” = 72 size. “Restart Level”, “Scoreboard”, “Level Score:0-100”, “Sound On/Off”, “Main Menu” = 24 Size. “Nectar Collected:0-50”, “Golden Flower:0-50” = 20 Size.	“Level 2 Intermediate” = White. “Restart Level”, “Scoreboard”, “Level Score:0-100”, “Sound On/Off”, “Main Menu”, “Nectar Collected:0-50”, “Golden Flower:0-50” = Black.

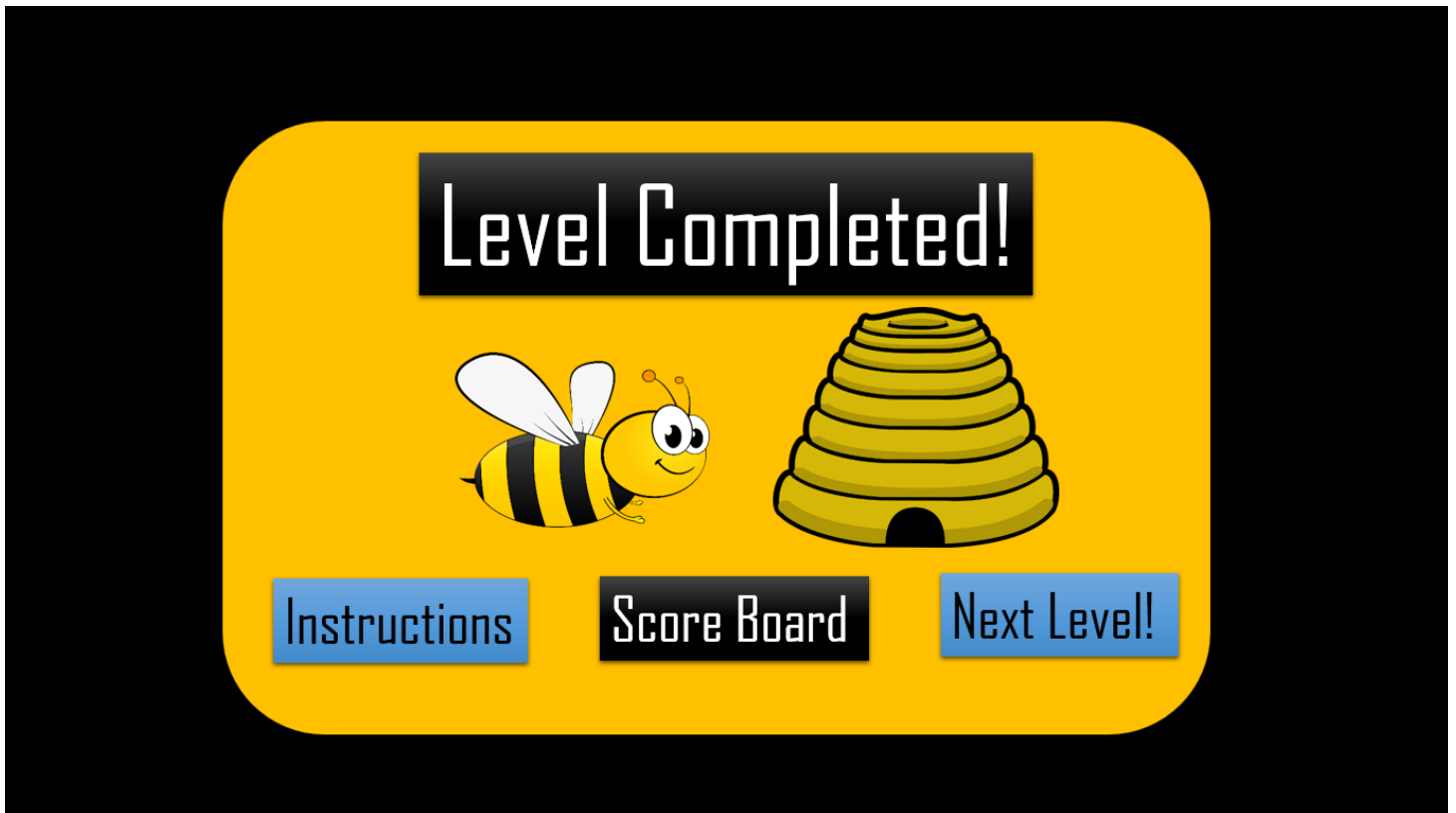
Screen 7 – “Level 3 Hard” Screen



Notes for screen 7:

Screen No.	Screen Title	Colour Scheme	Description	Font Style	Font Size	Font Colours
7	“Level 3 Hard” screen.	Yellow and black with blue and Orange accents.	This screen is designed to display the third level of the game.	<p>“Level 3 - Hard” = Agency FB</p> <p>“Restart Level”, “Scoreboard”, “Main Menu”, “Sound On/Off”, “Level Score: 0-100” = Agency FB</p> <p>“Nectar Collected: 0-50”, “Golden Flower: 0-50” = Calibri (body)</p>	<p>“Level 3 - Hard” = 40 size</p> <p>“Restart Level”, “Scoreboard”, “Main Menu”, “Sound On/Off”, “Level Score: 0-100” = 24 Size</p> <p>“Nectar Collected: 0-50”, “Golden Flower: 0-50” = 20 Size</p>	<p>“Level 3 - Hard” = White</p> <p>“Restart Level”, “Scoreboard”, “Main Menu”, “Sound On/Off”, “Level Score: 0-100”, “Nectar Collected: 0-50”, “Golden Flower: 0-50” = Black</p>

Screen 8 – Feedback Screen

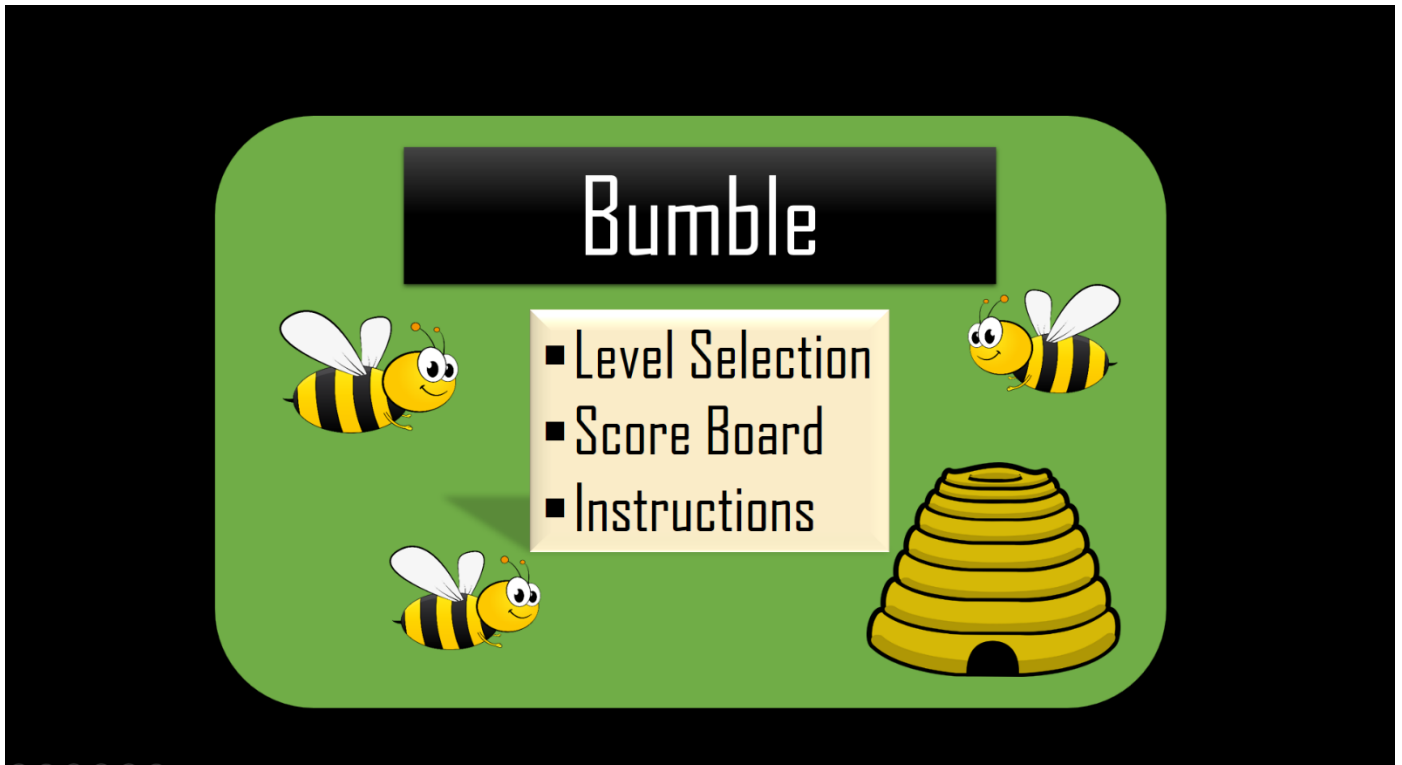


Notes for screen 8:

Screen No.	Screen Title	Colour Scheme	Description	Font Style	Font Size	Font Colours
8	Player's Feedback screen.	Yellow and black with blue accents.	This screen is designed to display upon completion of each level of the game.	"Level Completed!", "Next Level", "Instructions", "Scoreboard" = Agency FB.	"Level Completed" = 72 size "Next Level", "Instructions", "Scoreboard" = 40 Size	"Level Completed", "Scoreboard" = White "Next Level", "Scoreboard", "Instructions" = Black

Alternative Design – Interactive Product

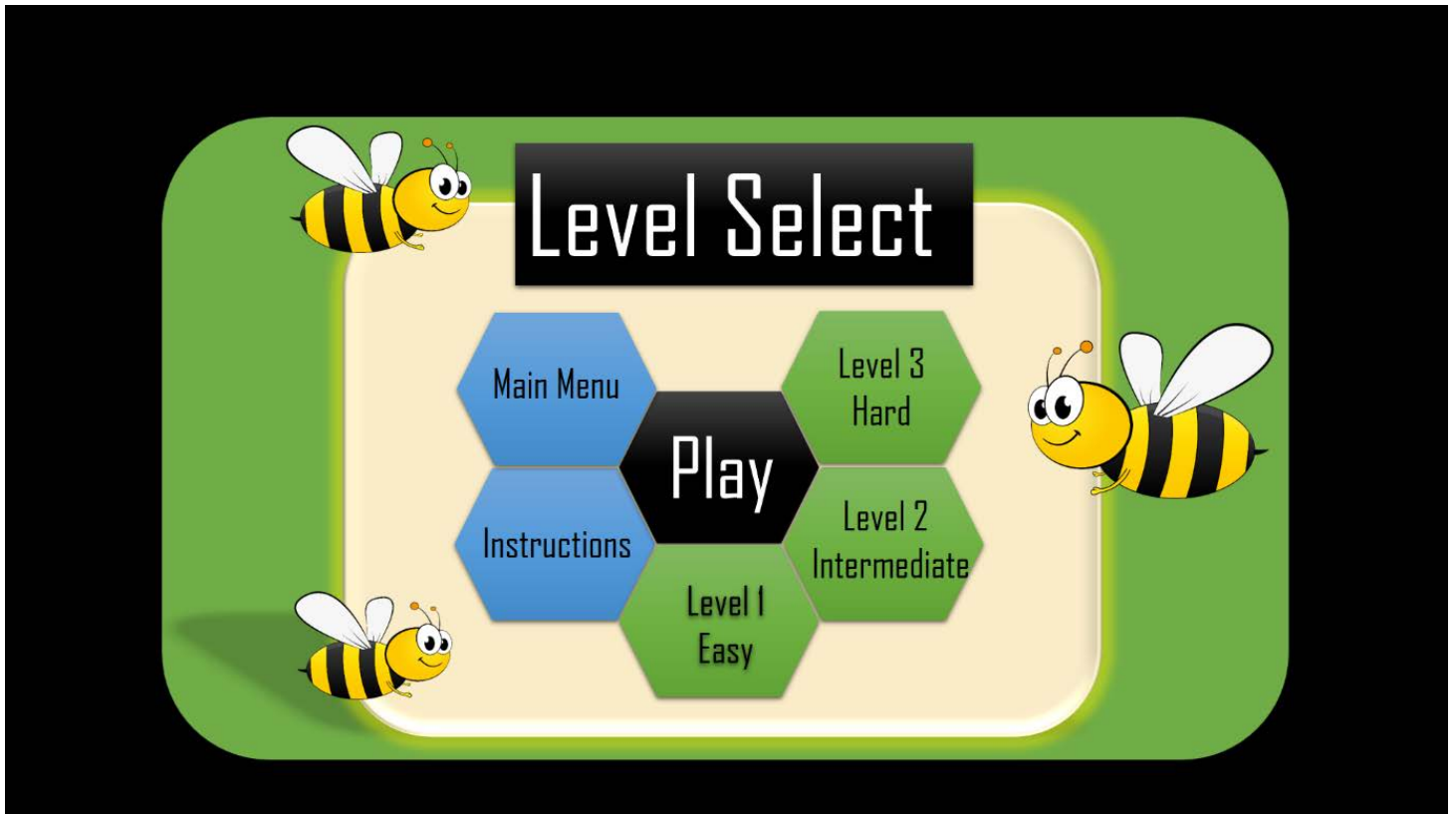
Screen 1 – Game Title Screen “Main Menu”



Notes for screen 1:

Screen No.	Screen Title	Colour Scheme	Description	Font Style	Font Size	Font Colours
1	“Bumble” Main Menu, Game Title screen.	Green and black with blue accents.	This screen is designed to display the main navigation screen options.	Agency FB	“Bumble” = 72 size. “Level Selection”, “Scoreboard”, “Instructions” = 44 size.	“Bumble” = White. “Level Selection”, “Scoreboard”, “Instructions”= Black.

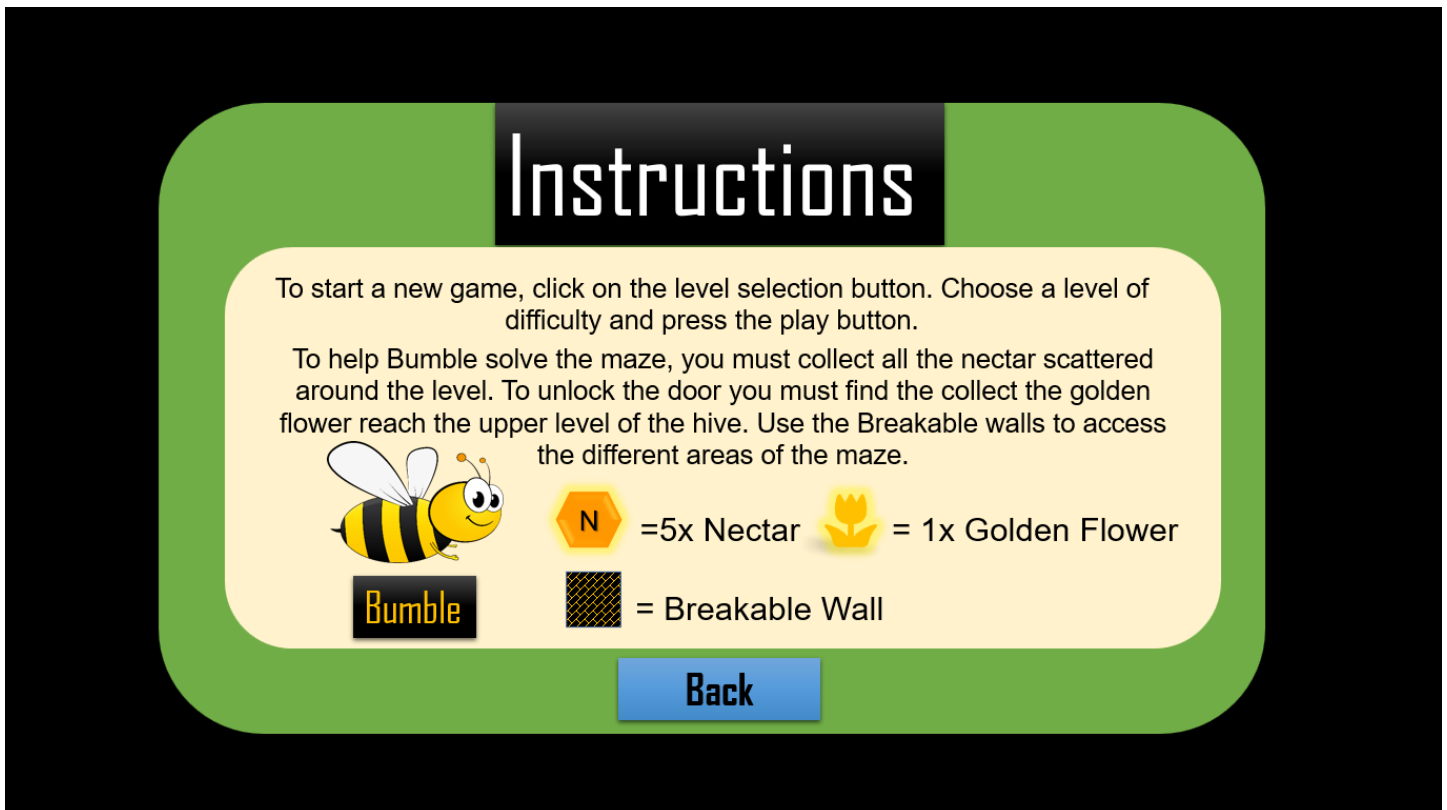
Screen 2 – “Level Selection” Screen



Notes for screen 2:

Screen No.	Screen Title	Colour Scheme	Description	Font Style	Font Size	Font Colours
2	“Level Select” screen.	Green and black with blue accents.	This screen is designed to display the difficulty level options, as well as the main menu return button, the instructions button and to begin the game.	Agency FB	<p>“Main Menu”, “Instructions”, “Level 1 Easy”, “Level 2 Intermediate”, “Level 3 Hard” = 26 size.</p> <p>“Play” = 54 size.</p> <p>“Level Select” = 72 size.</p>	<p>“Level Select”, “Play” = White.</p> <p>“Main Menu”, “Instructions”, “Level 1 Easy”, “Level 2 Intermediate”, “Level 3 Hard” = Black</p>

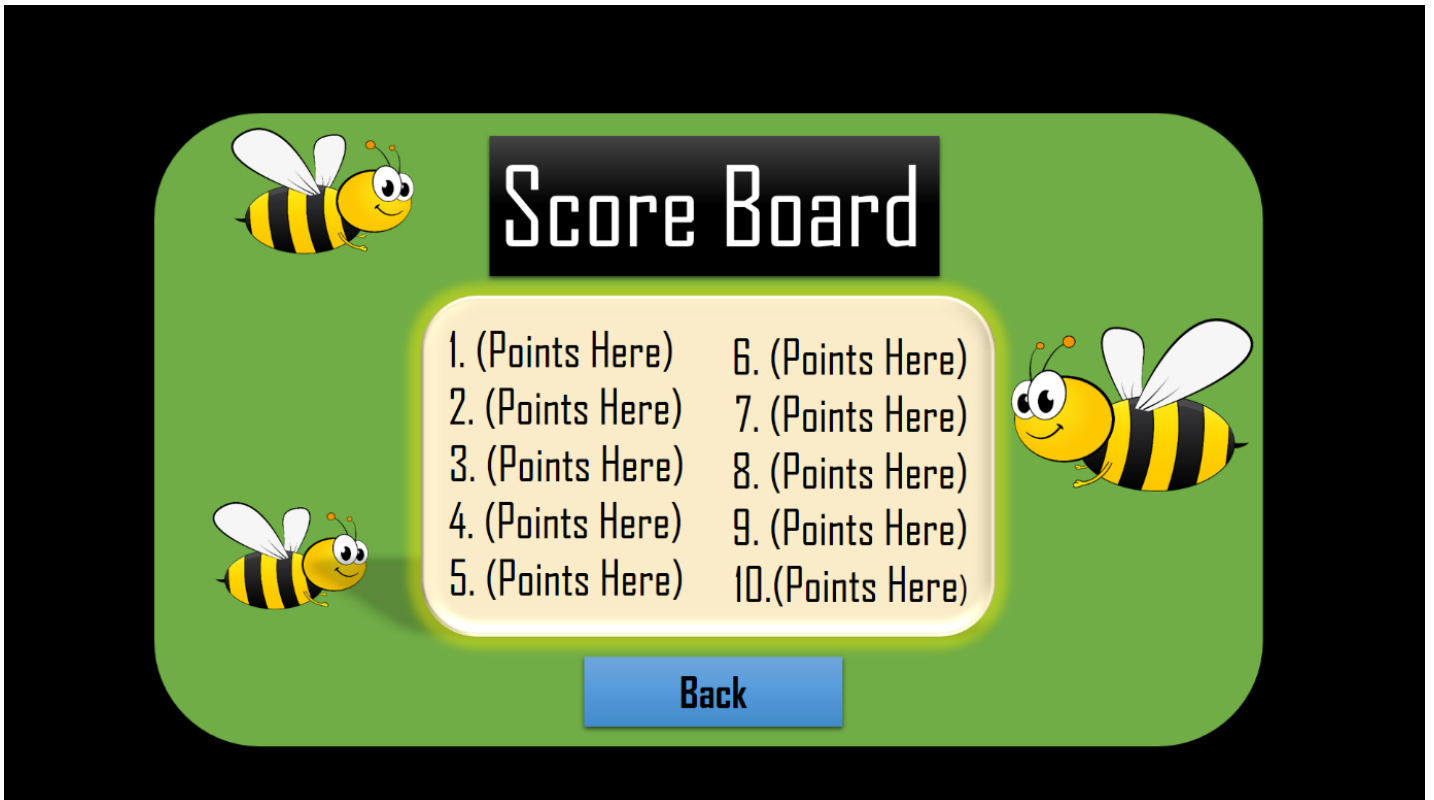
Screen 3 – “Instructions” Help Screen



Notes for screen 3:

Screen No.	Screen Title	Colour Scheme	Description	Font Style	Font Size	Font Colours
3	“Instructions” screen.	Green and black with blue accents.	This screen is designed to display the instructions for playing the game.	“Instructions”, “Back”, “Bumble” = Agency FB. Instructions Content = Helvetica.	Instructions content = 18 size. “Nectar” “Golden Flower”, “Breakable Wall” = 22 size. “Bumble” = 28 size. “Instructions” = 72 size. “Back” = 28 size.	Instructions content = Black “Nectar” “Golden Flower”, “Breakable Wall” = Black “Bumble” = Golden Yellow “Instructions” = White “Back” = Black

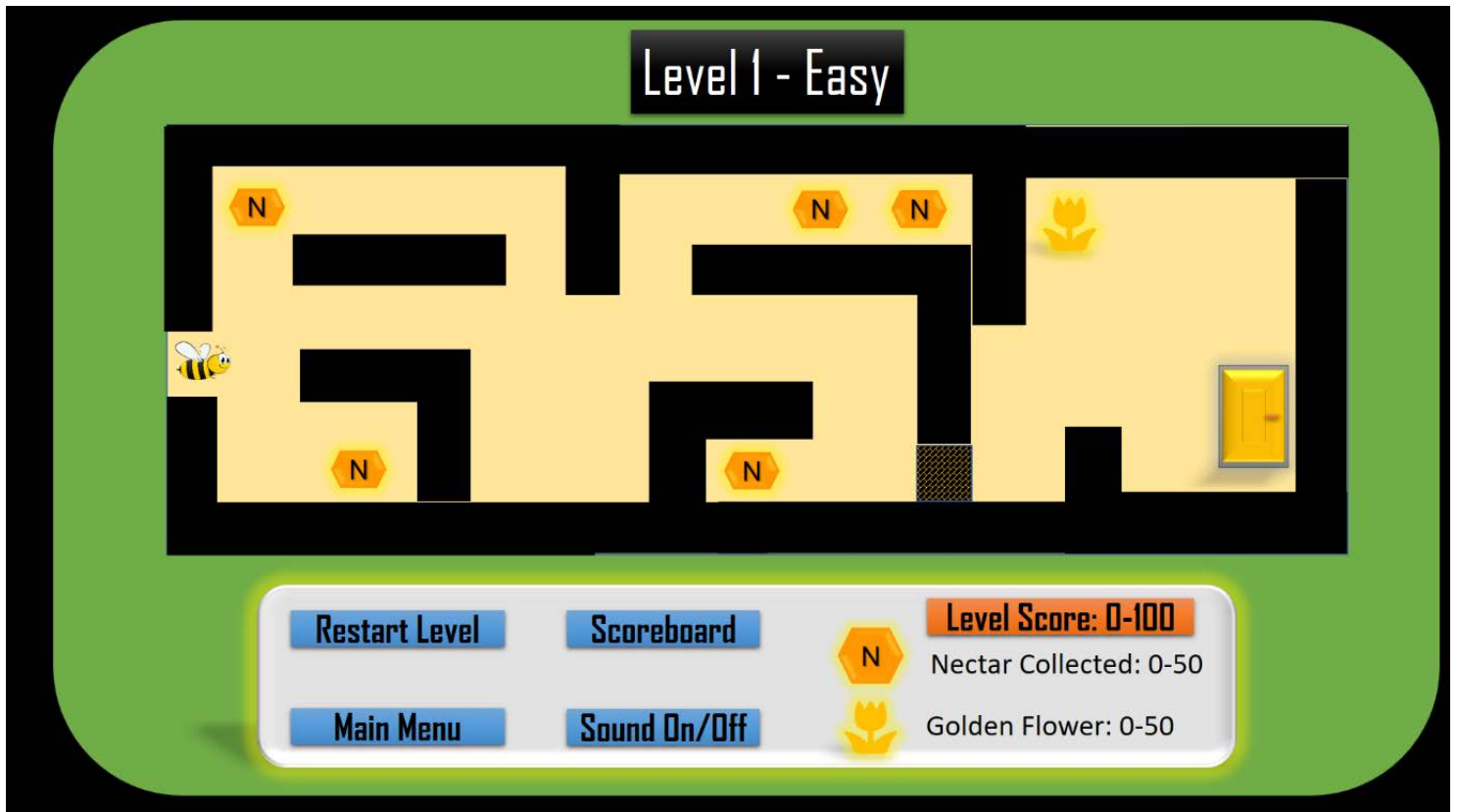
Screen 4 – “Scoreboard” Screen



Notes for screen 4:

Screen No.	Screen Title	Colour Scheme	Description	Font Style	Font Size	Font Colours
4	“Scoreboard” screen.	Green and black with blue accents.	This screen is designed to display the scoreboard for players score results.	“Scoreboard”, “Back” = Agency FB. Scoreboard Content = Agency FB.	“Scoreboard” = 72 size “Back” = 28 Size Scoreboard Content = 32 Size	“Scoreboard” = White “Back” = Black Scoreboard Content = Black

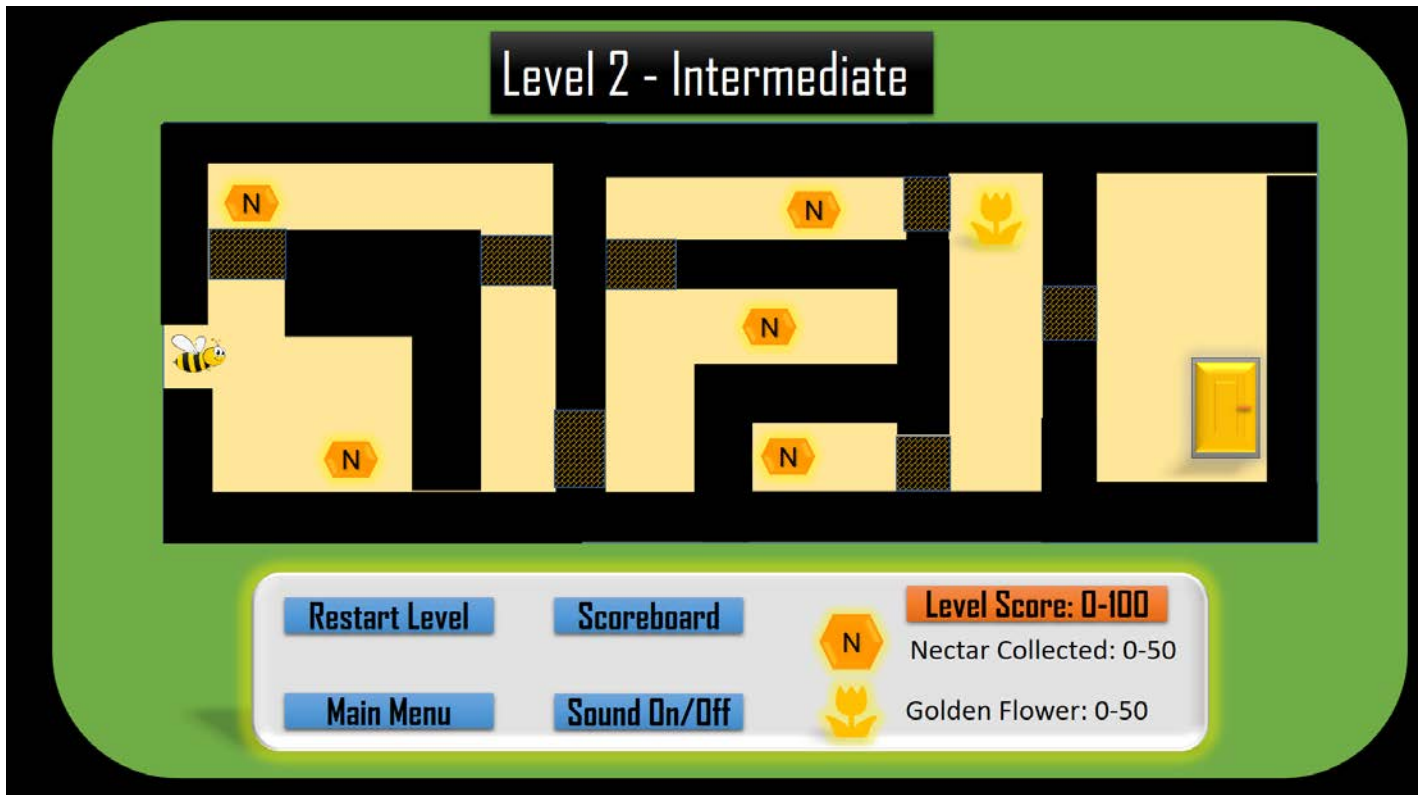
Screen 5 – “Level 1 Easy” Screen



Notes for screen 5:

Screen No.	Screen Title	Colour Scheme	Description	Font Style	Font Size	Font Colours
5	“Level 1 Easy” screen.	Green and black with blue and Orange accents.	This screen is designed to display the first level of the game.	“Level 1 Easy”, “Restart Level”, “Scoreboard”, “Main Menu”, “Sound On/Off”, “Level Score: 0-100” = Agency FB. “Nectar Collected:0-50”, “Golden Flower:0-50” = Calibri (body).	“Level 1 Easy” = 72 size. “Restart Level”, “Scoreboard”, “Level Score:0-100”, “Sound On/Off”, “Main Menu” = 24 Size. “Nectar Collected:0-50”, “Golden Flower:0-50” = 20 Size.	“Level 1 - Easy” = White. “Restart Level”, “Scoreboard”, “Level Score:0-100”, “Sound On/Off”, “Main Menu”, “Nectar Collected:0-50”, “Golden Flower:0-50” = Black.

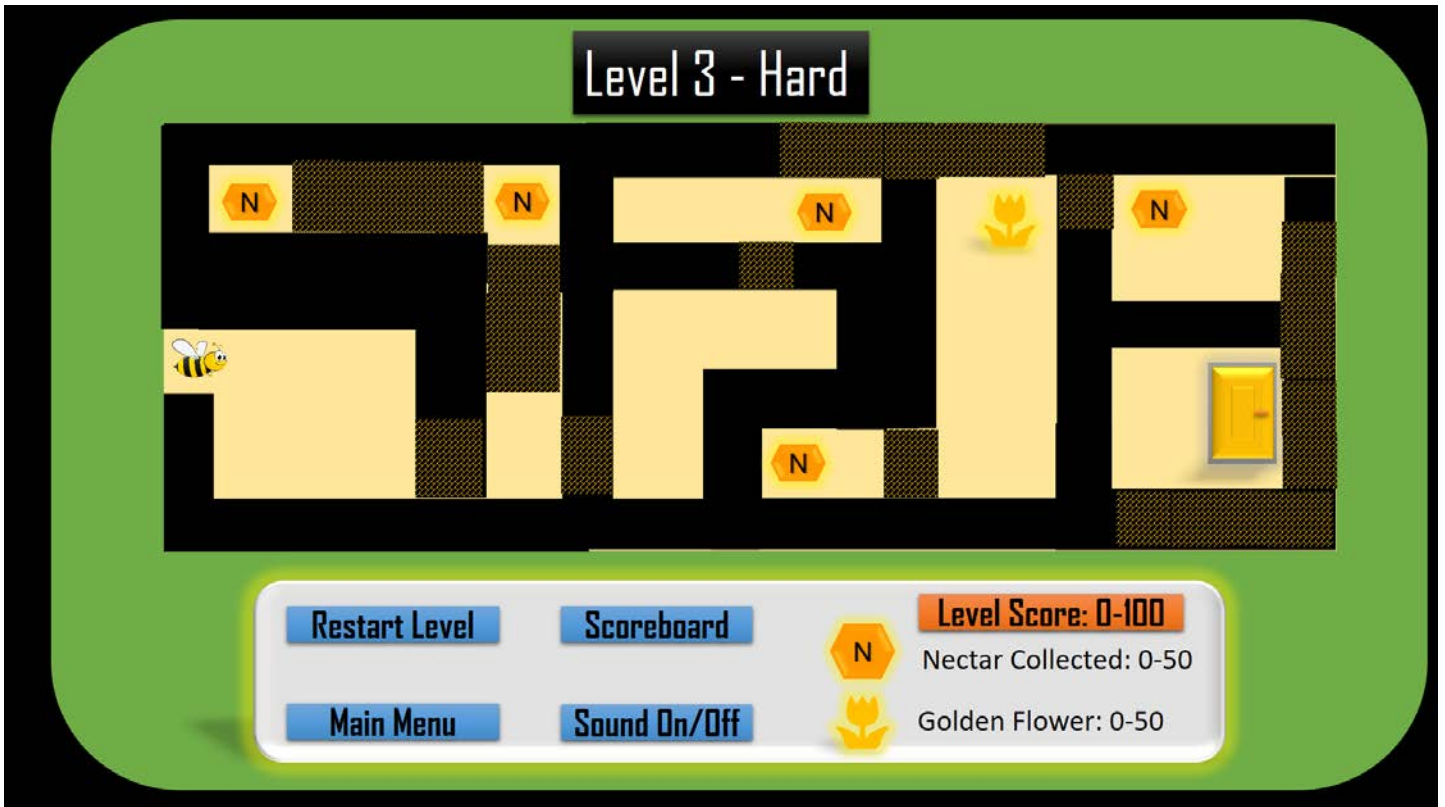
Screen 6 – “Level 2 Intermediate” Screen



Notes for screen 6:

Screen No.	Screen Title	Colour Scheme	Description	Font Style	Font Size	Font Colours
6	“Level 2 Intermediate” screen.	Green and black with blue and Orange accents.	This screen is designed to display the second level of the game.	“Level 2 Intermediate”, “Restart Level”, “Scoreboard”, “Main Menu”, “Sound On/Off”, “Level Score: 0-100” = Agency FB. “Nectar Collected:0-50”, “Golden Flower:0-50” = Calibri (body).	“Level 2 Intermediate” = 72 size. “Restart Level”, “Scoreboard”, “Level Score:0-100”, “Sound On/Off”, “Main Menu” = 24 Size. “Nectar Collected:0-50”, “Golden Flower:0-50” = 20 Size.	“Level 2 Intermediate” = White. “Restart Level”, “Scoreboard”, “Level Score:0-100”, “Sound On/Off”, “Main Menu”, “Nectar Collected:0-50”, “Golden Flower:0-50” = Black.

Screen 7 – “Level 3 Hard” Screen



Notes for screen 7:

Screen No.	Screen Title	Colour Scheme	Description	Font Style	Font Size	Font Colours
7	“Level 3 Hard” screen.	Green and black with blue and Orange accents.	This screen is designed to display the third level of the game.	“Level 3 - Hard”, “Restart Level”, “Scoreboard”, “Main Menu”, “Sound On/Off”, “Level Score: 0-100” = Agency FB “Nectar Collected: 0-50”, “Golden Flower: 0-50” = Calibri (body)	“Level 3 - Hard” = 40 size “Restart Level”, “Scoreboard”, “Main Menu”, “Sound On/Off”, “Level Score: 0-100” = 24 Size “Nectar Collected: 0-50”, “Golden Flower: 0-50” = 20 Size	“Level 3 - Hard” = White “Restart Level”, “Scoreboard”, “Main Menu”, “Sound On/Off”, “Level Score: 0-100”, “Nectar Collected: 0-50”, “Golden Flower: 0-50” = Black

Test Plan

Test Plan – Linear Product

Test No.	Description	Action	Expected Result
1	Check the breakable walls actually “break” or demolish when the sprite (Bumble), walks into 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 allows the character to move through to the next section in the maze.
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.
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.
4	Quality of Audio Effects/Sounds	Press the navigation buttons to move through each screen of the game and listen to the sounds as you play each level of the game.	The audio contained within this interactive game shall play upon completion of certain activities (collecting nectar or golden flowers, or levelling up). The audio shall activate without error or issue. The sound will be audible and clear for the audience to hear.
5	Check the feedback screen works.	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 (end point), the feedback “Level Completed!” page shall appear without interruption.

6	Check each level works and is completable.	Complete a level of the game by collecting every object (nectar, 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 door (once the golden flower is collected), this action will activate the feedback screen "Level Completed!". I expect each level to work as described.
7	Check that all buttons and selection options work and direct the player to the correct locations.	Press the navigation buttons to move through each screen of the game and press/select each button contained on each screen.	I expect that all buttons will be fully operational and direct the player to the location assigned to each button.
8	Check that the scores are counted and totalled correctly and that they appear of the scoreboard after the game has been completed.	Complete each level of the game.	I expect that during each level the "level score" shall be correctly counted automatically as the player moves through levels and be totalled correctly upon completion and recorded on the scoreboard.
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 (Bumble).	I expect the sprite to move when the up, down, left, right keys are pressed and move in the correct directions assigned to each of those keys.
10	When sprite impacts the boundary walls of each level.	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.

Design Constraints

The main constraint I have is the level of skills required for this task. I have never created a game before, and I had not been told what software was going to be used to create the design until two days ago.

The software I am expected to use (G Develop) is totally new to me, I am a complete beginner when it comes to designing games. Due to this constraint and the limited resources I had on hand to research and plan the game – it will be very basic.

The other main issue I had with this task was time, I only had a few days to create these designs, and due to this I didn't have the time to be more creative. The deadline I am working to for this product is January and as I have never used the G Develop software before, most of the time will most likely be spent getting used to this software and manipulating it to construct my game.

If I had been given more time to develop the designs for this project, been allowed to research and practice using the software that will be used to develop the game, or even had more experience with games design - the result would've looked much more professional.

Justifications

I have chosen the yellow and black design, it is my opinion that it is more in-keeping with the "Bee Hive" theme than the green design is.

The idea behind this design was engage young kids in a cute character which will persuade them to try the game, and so the cute character "Bumble" was born. I decided to brainstorm a few ideas on paper to play around with, one of them being a maze game designed around a bee

hive. Everyone loves to see a happy, fat little bumble bee buzzing around the garden, so I thought “why not set the maze in a hive?”.

The purpose of this task was to design an entertaining game for key stage 2 children to play. I decided that most hit games and movies for kids, are usually based around a central character (Pac-man, Batman, Sonic the Hedgehog, Mario, Donkey Kong, Crash from Crash Bandicoot), they’re all iconic, and I decided that was the best way to engage a young audience – give them a character first.

The language used in the game “Instructions” screen is written to a key stage 2 level to specifically target that age bracket and allow them to read the game’s instructions with ease.

The concept was to keep the product simple and concise, I’ve never created a game before and I had never used the software that I was to create the game with. I decided to keep the design as basic yet visually attractive as I could, without creating a design that would be impossible to construct due to my skill level.

Kids are attracted to bright, animated games with big text, fun colours and relatable “cute” characters. So, I decided it would be the best way to attract them to the game by making the design as “loud” and bold as possible. I combined a theme (beehive) with a bold colour scheme (yellow and black like the bees themselves) to make it more appealing to a young audience. This is the main reason why I chose the graphics and colour schemes – which is to serve this purpose.

In my design I have not included any magnification of text or voice recognition compatibility, this is due to the lack of skills and time that I currently possess, and as such cannot include them in either the prototype design nor in the final product. The subtitles aren’t required due to the absence of any dialogue, so I have not included them.

There are several reasons why I have discarded my second (green) design. The main reason is that the colour scheme just doesn’t fit with the bee theme as well as the yellow and black design does. The instant you see the yellow against the black background – you know what the game’s theme is. However, another reason is my second design does not contain a feedback screen, which means that the player will be

unable to progress any further than the level they are on - obviously not a good idea!

And finally, to put it bluntly – I hate the green, it's a bizarre pea-tone green and completely ignores the theme of the entire game. It's boring, unappealing and in my opinion easy to overlook in the myriad of exciting colourful games children can access today. It would just blend into the background too easily and it wouldn't fit it's intended purpose – which is to interest the target audience, kids.

I did forget to add the games operation controls into the instructions screen due to an oversight error, but to clarify, in the final construction of the product the game control keys (Up, Down, Left, Right) will be visible in the instructions screen and explained for the players. Also I originally wanted to put in some sound effects but I struggled to find a sound I was happy with, so I plan to remove the “Sound On/Off” buttons from my final design.

If I were to design this product with more/previous experience in games design, I would make a few tweaks to the finished design. Firstly, I would add the controls information into the instructions screen. Secondly, I would make the game slightly harder with the addition of an onscreen timer. Thirdly, I would add penalties to the players score (such as subtract points), on the final level, for every boundary wall touched by the sprite.

Overall, I believe my final design fits the required purpose and target audience perfectly. It's engaging and colourful yet simple enough for key stage 2 kids to play. I believe it is the best option of the two designs and will fulfil the purpose of this task.