Mark McLaughlin

4/17/16

Multimedia I

Caruso

The Legend of Grimpledor: The Crystal Shards Documentation:

Target Audience: People who enjoy flash games or visual novels, typically teenagers

Project Medium: Adobe Animate w/ Actionscript 3.0

Fonts Used: Impact + Custom

Background Pattern: Varies

RGB: Various, but final project will include a detailed list of the colors used on the cast of characters.

Story: An off-brand knight goes to slay a dragon simpleasthat. You will be able to choose one of many battle-ready(?) tools(?) to achieve this task, ranging from ‘Expluhsive Bumbs’, ‘Arruhs and Buh’ as well as ‘Trusty Rusty’, your already trademarked ‘Sord **®**’ Slay the dragon and rescue the beloved Princess Pehtch. Maybe you could even find your way into the realm of gods, Asgard, but probably not, Huzzah!

Screen Caps:

Title Screen featuring The Knight- Grimpledor: Conqueror of the Gronk Realm (And his mother’s Deli)



The Dragon…?



OH GOD THERE’S MORE!



STAHP!



GEGRFIEGJSGZOGJSGARHAEGE

