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5/6/18

Multimedia I

Caruso

Legend of Grimpledor: The Crystal Shards - Final Project documentation

Summary statement–

The purpose of this project is to demonstrate the potential that Adobe Flash/Animate has in order to deliver both interactive and compelling stories with multiple branching endings. Adobe Flash has practically all of the tools necessary in to build these experiences from the ground up. The ability to easily create looping graphics and apply scripts that accept user input is something that cannot go amiss. There are several intuitive ways to interact with these elements as well, from an easy-to-pickup interface and a customizable workstation as well as support for custom shortcuts. There are also several more interactive features within Adobe Flash/Animate that were not demonstrated in this project, such as adding the ability to control a symbol using keyboard inputs, allowing you to do much more than an interactive point-and-click adventure game.

User Personas–

1. Teenagers who play games-

-An interesting backstory to draw the viewer in

-Multiple endings to promote replayability

2. Kids who play games-

-Bright and colorful characters

-Slapstick Humor

3. People who have played Flash games

-Nostalgic factor from the art style resembling a mid 2000’s Flash Game

-Callback to the Newgrounds era of Flash Content

UI/UX Specifications–

The Bright and colorful characters grab the user’s attention, and the story and interactive factors help maintain that same level of attention and investment.

Typography–

The Impact Font is used in most cases, mostly for its recognizability as well as being easily read among the busy scenery going on around it.

Color schemes–

#CCCCCC

#999EA4

#666666

#FFB599

#665528

#1B4515

#1B3517

#663F27

#662015

Technical deployment document–

This task will be completed using the wide array of built-in features offered within Adobe Animate CC and its support for Symbols and ActionScript 3.0. The way that the media itself will function is that it will play through the animation on the timeline, as interactive buttons pop up throughout its duration, that skip to the frame specified within the Actionscript. The entirety of the animation will be on the timeline, and certain timestamps will be reached upon mouse events.