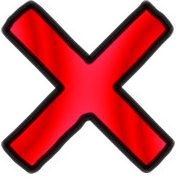# Project Log

Welcome to my Project Log.
My Project Log holds all the additional information regarding this Project. It will account for; How I created and Designed aspects of my Project, How my Project went, What I found difficult, What I found enjoyable and What Positive and Negative things occured.

Written Account

The Written Account of my Project Log looks at the basics of my project progression. It discusses the more Primary things, such as:

- What went well?
- What caused me to be behind on my Project Plan?
- What things caused additional problems?
- What time I spent after School, or at Home?
- Basic Feedback from my Test Buddy and other Test Users.

This part of my Project Log, is tabled to give easy viewing to the basic occurrences and happenings during my project, to show the different aspects to the Project.

Key (Correctly or Not)	
Green Tick	Correctly
Red Cross	Not Correctly

Task Number	Did it Go Correctly or Incorrectly?	What Happened?	The Effect?	Changes to the Project Plan	Contingency Time	Feedback
1 – **Preparation**	✔	I created my Eportfolio, Storybook, Assets and Additional folders in my user space, without any problems.	-	-	-	-
	✔	I chose for my Test Buddy to be James Swift. He was the TestBuddy I had used, from the previous Cida Project. He sits next to me, thus giving us the advantage of being able to discuss, or give feedback, without having to disturb the class.	-	-	-	James said that he would be delighted to be my test buddy and thinks that we would really work well together.

Task Number	Did it Go Correctly or Incorrectly?	What Happened?	The Effect?	Changes to the Project Plan	Contingency Time	Feedback
2 - **Planning**	✔	I created the Project Plan without any problems; it is detailed and includes all the target dates, specified times set for tasks and additional important notes for each section. It includes the main tasks, as well as the subtasks, and has checkpoints when the Project Plan Project Log and assests table needs to be updated.	It gave me positive motivation, to continue my project, with enthusiasm.	-	-	James Swift my Testbuddy, checked my Project Plan and commented on it. He said, "it is very detailed, includes all information, as well as key points and additional information. He stated, "It is a good start to the Project, and includes relevant timing.

	✔	Sir Approved my Project Plan, giving me the ability to move on.	It allowed me to be able to move on and continue the project.	-	-	Sir said, "it is very well laid out and contains everything that is needed."

Task Number	Did it Go Correctly or Incorrectly?	What Happened?	The Effect?	Changes to the Project Plan	Contingency Time	Feedback
3 – **Keeping Track**	✔	I created my Project Log without any problems or issues. I began, by creating a Title or Page Header in Macromedia Fireworks to make the page look more organised and presentable. It also helped to make the different aspects of the project link to each other, making the project look like a whole.	It allowed me to move onto the next part of my project, and motivated me to continue working hard.	-	-	James Swift, my Test Buddy commented on my Project Log, stating, "It had a good layout and format" He also said, "It is an original idea to have two parts to the Project Log"

Task Number	Did it Go Correctly or Incorrectly?	What Happened?	The Effect?	Changes to the Project Plan	Contingency Time	Feedback
4 – **StoryBook Overview**	✔	I went through this task of my project without any problems whatsoever. I brainstormed a number of ideas that I could include inside my story. I thought about all the requirements that I needed to do in the entire project, and looked at what areas would take the longest of time. I brainstormed a number of ideas, to				After reading my finalises moral, James Swift my test buddy said that he thought it was very appropriate and would do a lot of good to the readers, as the target audience was of a young age,

		do with my story theme/plot and moral, and finalised on the one that says, "If you want to make friends be a friend."				meaning that it would have a good effect on them.

Task Number	Did it Go Correctly or Incorrectly?	What Happened?	The Effect?	Changes to the Project Plan	Contingency Time	Feedback
5 – Gathering Assets	✔	I created my Assets table without any problems. I used the preset column headings in my table, and laid the table out in the same way as the example. I added into my Assets table, the first two icons that I have made primarily, these being the ticks and the crosses used on this page.	-	-	-	-
	✔	I created my Assets table heading using Fireworks.	-	-	-	James said that my final Heading was perfect, and filled the requirement really well.

Task Number	Did it Go Correctly or Incorrectly?	What Happened?	The Effect?	Changes to the Project Plan	Contingency Time	Feedback
6 – Proposal	✔	I looked at a number of existing products from the list of websites provided, as well as websites found by myself. This period in my task, gave me a number of ideas, based on those used inside the existing products. It allowed me to see what each different	This helped me in understanding what end target/product I will be aiming to make and gave me a number of effective and useful ideas, to include in my own online interactive	-	-	James my Test Buddy had a look with me, at the websites holding the existing products, and commented saying that the examples were very useful in

		online book had, and why some were more effective than the others.	book.			helping us understand what final product we were working towards, and found useful ideas from the examples.
	✔	I completed my Proposal by filling in the given page. I decided on producing an Online Interactive book using cartoon animals, to help attract the target audience, as many existing books used animals in their stories. I decided on basing my story around a good moral that, "If you want to make friends, be a friend.", this helping to give the audience not only a story for entertainment but also one that benefits them.	It gave me a basic idea to base my story around and gave me the first stage of producing a Story script and storyboard.	-	-	After completing my proposal, I showed it to my ICT teacher, Mr Woods and he approved it. He said it had very good morals, included very good character names to help the audience understand each character, as they used alliteration. He also commented on the animated endings, saying that they give the user good options, one of making a friend, and one of learning something new about friends. Meaning that no one is left in the negative.

Task Number	Did it Go Correctly or Incorrectly?	What Happened?	The Effect?	Changes to the Project Plan	Contingency Time	Feedback
7 – Detailed Design	❌	During the process of writing the Story Script, the first part of the detailed design stage, I took more time than expected, 1 Lesson extra, and thus caused me to be behind on my Project Plan.	I had to take away a lesson from another part of the detailed design stage, in order to make up for the lost lesson.	I had to update my Project Plan and create a new version of it, this time called Project Plan –Second. I took a lesson away from the Storyboard stage of my Detailed design, helping to make up for the lost lesson spent.	-	-
	✔	I managed to create and finish my Storyboard Script.	It gave me the ability to move on, and try to achieve making up the lost lesson, so that my entire project would not be effected.	-	-	After the production of my Storyboard script, I showed the entire script to James Swift my Test Buddy, he read it and thought that it was very good and entertaining. However, he commented on a number of words and sentences that he thought would not be appropriate for the target audience, as they were far too complex and would not be easily understood. With this I made the changes and afterward showed them again to James. He looked it over and

					said that the changes made it a lot more entertaining and effective.
	✔	I managed to split my Storybook script up into different sections of reasonable chunks. I took the Storybook Script and divided it into pages of appropriate size and content. I saved this new Script in my Eportfolio.	It gave me the ability to know exactly what content goes on each page and where pages fit together. Allowing me to move on.	-	-	I asked James Swift to look at my new Storybook script and to tell me whether or not he thought it was appropriate and well divided. He looked at it, and commented on it saying that It looked well divided, and was split up at correct places. He liked the use of including pages that were solely for decision making.
	✔	I produced my flowchart on Microsoft Word without any issues. I produced a diagram that displayed how each page fitted together in the story and showed their relationship with each other.	It helped me to understand my storybook layout without having to be confused about the way that they linked together.	-	-	I showed James Swift my Test buddy, my flow chart. He explained to me that it was a very good asset when producing an interactive storybook, as it would help during the production of my book. He said that it was very well drawn

					and was easy to understand.
	✗	When it came to the production of my Storyboards for the detailed development section of my project, I found that after I had spent all the time allowed for the production of the storyboards, I still had not completed it. The reason for this, was because I had to take away a lesson from the production of my storyboard due to the time problems encountered in the storybook script stage of my project, where as I needed that additional lesson.	I had to decide whether or not to update my Project Plan or spent an extra lesson after school completing it, meaning that I would not have to change my project plan. I decided to spent the time after school completing it, meaning that I would not have to change my project plan and would not be behind schedule.	-	I spent an hour after school on the 4th June. This allowed me to finish off my Storyboards and not have to change my plan.	Besides the delay, I did manage to complete it correctly. I spoke to James Swift and showed him my designs. He said that they were very detailed and explained everything needed. The only thing was that he thought if I added more annotations, it would help to justify my decisions, and thus I added more annotations onto each page, explaining why I made these decisions.
	✓	The last part of this section, was to obtain feedback about the designs and plans that I had made in this section. Obtaining to my, Storyboards, flow chart, Storybook Script and page splitting. I went around to two other test users in my class, and to one test user of the target audience, my cousin Kyle, he is 8 years old.	It helped me to gain opinions and comments, and to use them to improve my design ideas and plans.	-		I made note of all feedback, comments and opinions on the Design and prototyping part of my Project Log.

Task Number	Did it Go Correctly or Incorrectly?	What Happened?	The Effect?	Changes to the Project Plan	Contingency Time	Feedback
8 – **The pages**	✔	I created my Story pages as planned in Macromedia Flash using all the designs, the storyboards and the gathered assets. The final product of these designs was of a good standard and worked very well.	It allowed me to gather Feedback from the Test Users.	-	-	I made note of all feedback, comments and opinions on the Design and prototyping part of my Project Log.
	✔	I created my Contents page as planned in Macromedia Flash using all the designs, the storyboards and the gathered assets. The final product of this design was very good and worked perfectly, fitting purpose.	It allowed me to gather Feedback from the Test Users.	-	-	I made note of all feedback, comments and opinions on the Design and prototyping part of my Project Log.
	✔	I created my cover page as planned in Macromedia Flash using all the designs, the storyboards and the gathered assets. The final product of this design was very eye catching, attractive and fitted the purpose. The completion of the Cover page and the Contents page allowed me to gather further feedback from the audience and allowed me to see what they thought.	It allowed me to gather Feedback from the Test Users.	-	-	I made note of all feedback, comments and opinions on the Design and prototyping part of my Project Log.

Task Number	Did it Go Correctly or Incorrectly?	What Happened?	The Effect?	Changes to the Project Plan	Contingency Time	Feedback
9 – **Animated Finale**	✔	I created my designs for my Animated endings without any problems. I showed them to number of test users, and found that all the feedback was positive. With this I then created/produced the endings and received the needed feedback, the endings were very well liked and proved to be successful.	It allowed me to gather Feedback from the Test Users including that of my cousin Kyle.	-	-	I made note of all feedback, comments and opinions on the Design and prototyping part of my Project Log.

Task Number	Did it Go Correctly or Incorrectly?	What Happened?	The Effect?	Changes to the Project Plan	Contingency Time	Feedback

Task Number	Did it Go Correctly or Incorrectly?	What Happened?	The Effect?	Changes to the Project Plan	Contingency Time	Feedback
10 – **Building It**	✔	I managed to build the entire story book without any problems or hassles. The results were also perfect and no problems or defects could be found.	It allowed me to move onto the testing and feedback stages of my project.	-	-	I made note of all feedback and testing in the Design and prototyping part of my Project Log.

Task Number	Did it Go Correctly or Incorrectly?	What Happened?	The Effect?	Changes to the Project Plan	Contingency Time	Feedback
11 - **Eportfolio**	✔	I created my Eportfolio without any problems or conflicts. My finished designs were approved and liked by the test reviewers and the final product was very good. It included multimedia components that would improve the users experience.	It allowed me to move on.	-	-	-

Task Number	Did it Go Correctly or Incorrectly?	What Happened?	The Effect?	Changes to the Project Plan	Contingency Time	Feedback
12 - **Review**		I did my project review using the feedback gained from test users, my test buddy and my teacher. The review was very successful and after completion I finalised my Eportfolio and uploaded it. The only problem I faced, was that I needed another half an hour to complete it, as it took longer than expected.	I had to stay after school for half an hour, and complete the project review.	-	I had to spend half an hour after school on the 17th July.	-

Product Testing and Development

The Produce Testing and development aspect of my Project Log, discusses the secondary aspects of creating my Project, designing parts of it and how feedback was used. It talks about each section of the project and discusses:

• How I created the part?
• What I used to create the part?
• The feedback I received for each part
• How I used the feedback
• How the part developed.

This part of my Project Log talks about each aspect of the Project, looking at each production singularly.

Detailed Design

Designing my Storyboard Script -
For the production and completion of my Storyboard Script, I began producing it in Microsoft Word. The reason I have chosen to use this program, was because Microsoft Word is a word processing software that gives me the ability to insert text, tables, paragraphs and pictures. This software gives me enough options and tools to write my Storyboard script, to change the font of selected sections, to help highlight them, and to be able to split the script up into different sections, paragraphs and pages. I first began writing my Storyboard script based upon the story proposal that I addresses to my Cida Teacher.
I wrote my first Story Script in the format of having, the speaker/character's name, and then what they would say. I divided each section up by the area that the action/dialogue will be taking place, for example where the characters would be, and also by what options the viewer/target audience will be given. Below is a Print Screen showing the format that I used for producing my Storybook script. This is a traditional Script writing layout, and is useful in making the production of the Script easy, fast and efficient.

Storybook Script

<div align="center">

Narrator :

</div>

Deep in the heart of The Dark wood, lived a Lonely, Sad Snail named Lenny. He lived all by himself in a mushroom house, he had no friends, and no family.

<div align="center">

Narrator :

</div>

One Day Lenny saw his reflection in the mirror, he saw how sad he was and decided to do something about it.

<div align="center">

Narrator :

</div>

So Lenny packed his bags, and set off. He followed the long path out of the wood...

<div align="center">

Narrator :
Eventually Lenny came to a fork in the road.

(A)

</div>

- Some words were miss-spelled.
- Some words were thought to be complex and would not be easily understood by the target audience.
- Some sentences needed to be rephrased as they were not very well structured and could cause miss understanding in the story plot or part.

After being informed about these three things, I looked intensively at each one and made the appropriate changes.

I first, looked at the words that were thought to be too complex and complicated. My Test Buddy marked them out and informed me specifically about which words they were. There were 4 occasions of this. These were:

In the beginning of the story, Dark Wood, in the sentence, "He lived all by himself in a mushroom house, he had no friends, and no relatives." The word, "**relatives**" was thought to be too complicated, as the target audience age was 6-12 and although would be understood by the older audience, the younger ones would be confused. I then took this word, and replaced it with the word "**family**". This would help to allow all ages of the target audience to understand and would also make the story seem more interesting and entertaining.

Further into the story, Green Hedge, in the sentence, "So Lenny set off, for Green Hedge. When he came to the Hedge, he met eyes with Henry the Hedgehog." The words, "he met eyes with" was thought to be too confusing and misleading and thus was changed with the wording, "he saw". Removing all possible aspects of confusing or misleading the audience.

In the sparkling lake section, the sentence, "I'm Lenny and I'm trying to meet some new friends." The word "meet" was thought to be inappropriate as it implies that Lenny would meet new characters and instantly make friends with them. This would give the audience the wrong idea, as this does not happen in real life, and thus I changed the word with "make" as in order to make new friends, you need to spent time with them and be a friend to them. Helping to make the story a lot more applicable and user-friendly in the life of the audience.

In the animated ending, the Run Home Scared Option, the sentence, "When I looked down to see who was assisting her, I saw you." The use of the word assisting, seems far too formal and out of place, and thus I Replaced the word with "helping", to make the situation seem more real and life like.

I then looked at the sentences that needed to be rephrased. There was only one marked occasion of this and it occurred in the animated ending, the Help the Snail Option. The sentence, "So Lenny pulled Lucy out from the mud just in time, before the plant fell." James though that this sentence was too long, as it was the main point in relieving the pressure from the current situation and it did not explain how Lucy was saved just in time. I took this sentence, and rephrased it to say, "So Lenny pulled Lucy out from the mud, just before the plant fell." A better structured sentence and relief point in the ending.

The final problem that I had to look at and confront was the spelling area of my Script. This was a simple problem, as all I did was conduct spell check on my Script. The computer then highlighted what words were spelt wrong and allowed me to

change all the miss spelt words. Meaning that all of the incorrect aspects of my Script were now complete.

I then took this Script and saved it, as the updated script, and gave it to my Test Buddy James Swift. He after looking it and the changes over commented to me stating that the changes were very appropriate and improved the Storybook script. Concluding that the updated script, in his opinion was complete and finished. My Storyboard Script was now 5 pages in length, and was quality assured by my test buddy.

Splitting my Storybook Script up into sensible parts -
For this process in my Storybook Script production, I had to take the Script that I had written and passed using my Test Buddy's opinion and split it up into sensible parts or chunks, so that I could begin deciding what pages will include what pieces of content and story.
I took my Complete Script and read it through once, before deciding what pieces of information will be placed on different pages. As there were no real different sectors or dividers in my Script, I decided on basing my Page numbers on the different locations inside the story. These were, Dark Wood, Green Hedge, Grand Old Tree, Sparkling Lake, Waving Willow, and the two different animated endings. As these things did give me enough information to begin splitting up the script, I found that I was missing one special page, or aspect that would help to divide up the animated endings. This would give the user the option of viewing either one, without having their initial decisions affect their animated ending choice. To do this, I decided on making the Trip Home area a page on its own, or an option page. This would be a page purely and solely based upon giving the audience a decision to make. As this would be the only separate page, based upon questions, I thought that it would stand out too much, and not fit in with the story. Because of this, I decided to make the second page, another options page, based purely on questioning the user about what path they would choose the Green Hedge or the Sparkling Lake.
This giving me two option pages inside my storybook, helping to give the audience clarity and definition in the story structure, as well as removing most possibilities of confusion.
With these decisions now in place, I began splitting up my Storybook script.
        I made the first story page the page that introduces Lenny the Snail to the audience. This was marked on my Script by using a large red header, stating "Page 1". This page was located in the Dark Wood.
        I decided earlier that the second page would be an options page, allowing the viewer to decide what path to take, this page would be located on a large split up path. This was marked in my Script by using the same large red header, stating "Page 2". I also added in the words "Main point in the story that splits it up". This was in place for my benefit as it would help me to reduce the amount of confusion that I could have. These words were placed in blue text.
        As the story was now split up, depending on which path the user chose, I now had an "A" and a "B" path. The "A" path was based on moving to Page 3 A, the Green Hedge. This was placed in my storybook script, in the same red, large font, stating "Page 3A", this page consisted of all the script that occurred in the Green Hedge location.
        The fourth page that continued on from the Green Hedge (Page 3 A) was in the Grand Old Tree location. This page included all the storybook script that was

marked for the Grand Old Tree location. I marked this page with in the same red, large font, stating "Page 4 A".

As in the script, the A path was now completed, I moved onto producing Page 3 and 4 from the B path. The third page, of the B path was located in the Sparkling Lake section of my project. This section included all the script that happened occurring in this location, and was marked in the same, large, red, font, stating "Page 3 B".

The fourth page that continued on from the Sparkling Lake (Page 3 B) was located in the Waving Willow location. This page included all the storybook script that was marked for this section. I marked this with the same red, large, font stating "Page 4 B"".

The next page in the script, was the page that brought the user or the story back together, and was the same page that gave the user the option of viewing either animated ending. This page was marked on the script, "Page 5" in large, red font. This was the option page, and set out the story for the viewer. Asking them which ending to view.

The sixth page on the (A) side of the animated ending, was the first animated ending, "Help the Snail". This page was entirely devoted to the first animated ending, and was marked on the story script in the same, red, large font under, "Animated ending – Help the Snail".

The other animated ending, the sixth page (B) was marked on the storybook script, "Animated Ending – Run Home Scared", in large, red, font. Both animated endings are brought back to the beginning of the story, the contents page.

I then showed the Split up storybook script to James Swift, he looked it through once, and stated that the story was well divided, as each page, was a different location or option. He said that this gave the story a good presentation and layout, removing possibilities of the audience becoming confused with the storyline or plot. Each page represents a different story part.

Producing the Flow Chart -

After splitting up the story script, I then began producing my Flow Chart. This was produced in Microsoft Word with the use of auto shapes. The first step was to create a page layout flow chart, or map, showing the route that the viewer will take. This was from the Title page – Contents Page – Introduction – Pick a Path (Main Story Split) Location 1 (A+B) – Location 2 (A+B) – Option Page (Trip Home) -Animated Ending and Main Story comes back together) and Animated Ending (A – Help the Snail + B – Run Home Scared. I mapped this out on the Word Document, by using auto shape squares to represent a page, and on each square added text, stating what page that square represented. I then used arrows, from the auto shape tool and linked the pages up, helping to show the route that the viewer would take, and showing the link between each page.
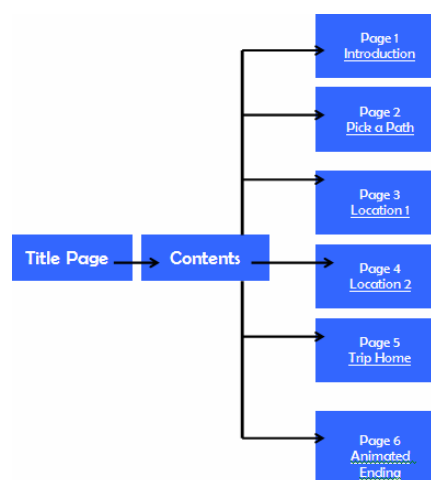
On the left is a print screen of what this looked like, it shows the link between the pages, and how the route between the pages takes place. Underneath each page number, I have added a caption showing what that page represents.

The next step was to add on an explanation, showing how each separate route in the story, and how each separate animated ending linked together, to show how the audience would access them. I did this by taking auto shape squares, and placing them on the left of the page number squares, to show how the audience would access each page.

Next to the Page 1 (Introduction) block, I placed a silver rectangle entitled "Beginning" – This was to show the structure of the story plot, as well as to show how the story would be placed on each page.

Next to the Page 2 (Pick a Path) block, I placed an orange rectangle entitled "Option Page Main Story Split" – This page was the first option page available, and was the page that allowed the decision of what route to take in the story.

Next to the Page 3 (Location 1) block, I placed two orange rectangles entitled "Green Hedge" and "Sparkling Lake" – With these two blocks in place, the route or page location visited would be decided by the previous page, Route A would be "Green Hedge" and Route B "Sparkling Lake".

Next to the Page 4 (Location 2) block, I placed again two orange rectangles, entitled "Grand Old Tree" and "Waving Willow" – The location visited would again depend on the original decision made on page 2, If the "Green Hedge" option was chosen, the audience would continue onto the "Grand Old Tree", and if the "Sparkling Lake" option was chosen, the audience would continue onto the "Waving Willow".

Next to the Page 5 (Trip Home) block, I placed a orange rectangle entitled "Option Page, Animated Ending choice and Story bring back together" – This location was the second option page, or the "Trip Home" page and was the page that involved two key or very important aspects. The first was – It was the page that gave the audience/viewer the option of choosing which animated ending to view, and the second was – It was the point in the story that brought both routes back together, meaning that the initial route chosen to be viewed by the user "The first option page" did not affect what animated ending would be seen.

Next to the Page 6 (Animated Ending) block, I placed two orange rectangles, entitled "Help" and "Not Help" – These two blocks were placed in short inside my flow chart, to represent the choices made by the viewer. If the viewer clicked in the Story, "Help the Snail" (Help) they would view the animated ending entitled "Help the Snail", and if the viewer clicked the "Run Home Scared" (Not Help) option, they would view the animated ending entitled "Run Home Scared".
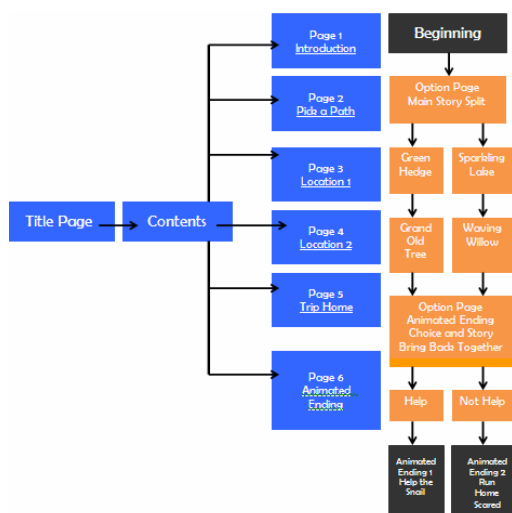
After placing these blocks inside my Story Flow Chart, the flow chart looked like this:

I showed this Flow Chart to my Test Buddy James, he stated, "The Flow chart now has annotations, and it is clearly more visible and understandable to see the map out of the pages, as well as the content of the story involved in the page." He said that it was a lot more visible and understandable, the only thing that was needed to put in place, was to be something to show what the different blocks mean.

With this statement from the Test Buddy, I decided on adding in a Key. This would show the meaning of each Square and would help make it more user-friendly.

I made a Key by simply placing a blank box in the top left hand corner of the document, inside the Box; I placed three other coloured rectangles, one representing each colour used in the flow chart. Next to each colour I added annotation or text, to show what the colour or rectangle meant.

The first colour mentioned was the blue boxes, representing the page layout and what the audience would be presented with upon opening the storybook. Next to this blue box, I added the annotation, "Page Layout (Presentation)". To show the viewer what the audience would see upon opening the story, and how the pages linked together.

The second colour mentioned was the grey boxes, representing the story plot beginning and ending (animated endings), the reason these blocks were put into place, was simply to help the audience understand the story content layout and make it more user-friendly. Next to this box, I added the annotation, "Story Beginning and Ending".

The third and final colour mentioned was the orange boxes, representing a page of the story content or plot. This showed the viewer, how the story script would be divided and placed on the pages, to represent how the audience would access each page, and/or find them. This was given the annotation, "Story Page Content (Location)".
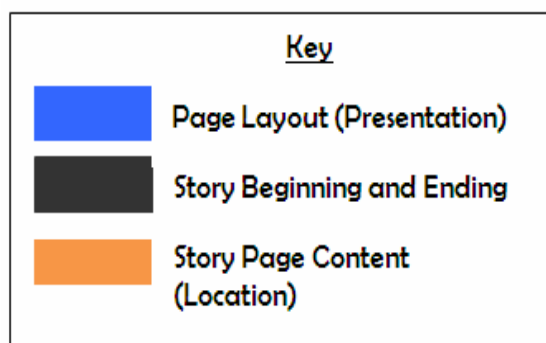
The finished Key looked like this -
Upon showing James this Key, he stated that, "The Key provided the finishing touch to the Flow Chart and gave excellent presentation and understanding to how the Story would look and be laid out". He said that it was "a very good display of the storybook and looked to be a promising finished product".

Below is my Entire finished Flow Chart –
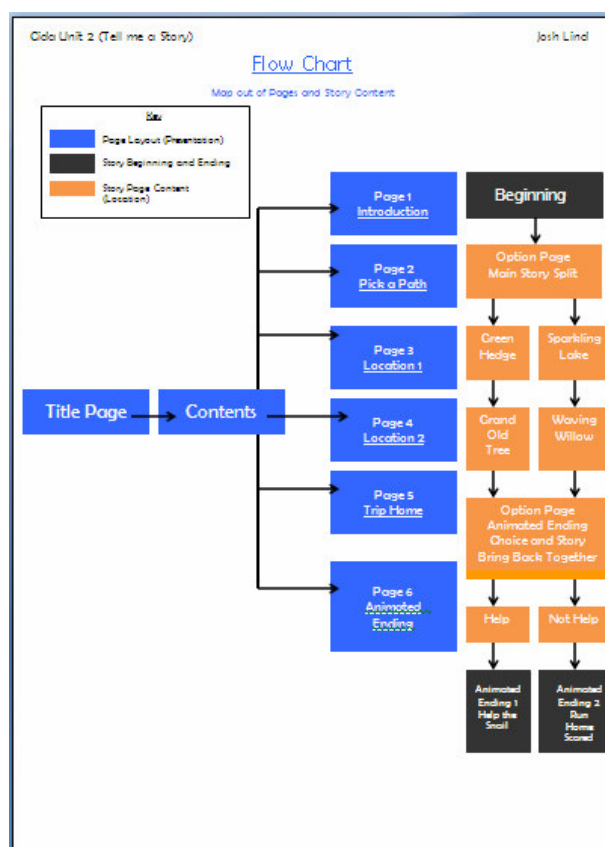
As I was slightly unsure about whether or not this finished flow chart included all the necessary aspects, I asked another Test user in my Class, "Simon Renfrey" what he thought about it. He said that "It is very detailed and extremely well laid out, showing the relationship between the pages, the content of the story, the plot and gives an excellent idea of how the Storybook is going to look".

After receiving this feedback, I decided that this was indeed done correctly.

Producing a set of Detailed Storyboards –
For this aspect of my project I needed to produce a set of storyboards that would show the layout, the set up, the content, the design and the presentation of each page. I decided that the easiest, and most efficient way of doing these designs, would be to hand draw them, and to scan them onto the computer, user a scanner. Below is an example of the first page drawn by hand and then scanned in:

With these drawings then completed in hand, and scanned onto the computer, I used Microsoft Word, a word processing software to paste them in, annotate and explain them.
The first thing that I did, before pasting the pictures in and annotating them, was to explain a few key images, that would appear on all of the designs.

There were six of these images, each one representing a button, image, navigation tool or location header that would appear on every page. I placed these images, an exact drawing, or a representation image onto the first page of my storyboards, and annotated them one, by one, to show the reader what each one represented and why they were placed on screen. After doing this, I then began the storyboarding process. I took each drawing or design of each page, and pasted them onto the document, in order of how/when they would appear in the story. I explained why the design looked like it did, and what effect I wanted it to have. I then added on top of the storyboard, the key images that would appear in it. After doing this, I explained and annotated the designs, and showed the movement of the characters and what would occur on each page, explaining why this was, what happened, and how it would occur.
After doing these annotations of recognising the different aspects on the page, I then wrote underneath each storyboard/page what would be needed in order to complete the production, such as Storybook script, drawings, character movement, Sound effects, Music and Voice recordings.
One major aspect of my Storybook, that was decided upon by myself, was that including the storybook script inside the story, and on each page, I wanted to have a voice over, or recording, of every part of the script, one for the narrator and separate recordings for each character. The reason I had decided on doing this, was because as this Storybook was aimed at a target audience of age 6-12, many of the younger audiences would not be able to read yet, and thus, having the option of listening to a recording of the story, would help them learn to read, and would also cater for them, improving their experience and entertainment. This meaning that, I would need to record a voice over for the entire script, having different sounds or voices for each character.
After producing my Storyboards, having annotated, explained, described and identified the aspects in them, I decided that in order for me to ensure it was completed, and up to a good standard, I would need to gain Feedback and opinions from my Test Buddy, a test user (any age) and two test users of age that was appropriate to my target audience, (6-12 Male and Female).

Firstly, I took my designs to my Test Buddy, **James Swift, and showed him my Storyboards, my annotations and my designs, allowing him to read it through for himself. After reading it through, and looking it over, he said that they were very well thought out, very well explained, and very well designed, he said, "Your designs are extremely well annotated and thought out, and the annotations made, help to give understanding of your choices, a much higher and more detailed level." He thought that the ideas used, in the character movement area, and display were very good, as they remove the possibility of becoming confused, which is an extremely good thing, because of the young target audience. He said that he liked the idea that I produced of having a display picture, or icon, above the text or speech said by each character, as it helped to define the story plot. He also said, that it included all the necessary information, about what assets would be needed in order to produce them, and he liked the idea of having two different routes, that were only different in location, but included the same information, helping the viewer not to miss out, if they did not view the other path or route. He concluded that my Storyboards included all the necessary information, and in his opinion needed no changes or tweaks.**

Secondly, I took my designs to a test user in my Cida Class, Simon Renfrey, and showed him the Storyboards, annotations and designs. I allowed him to read it through before giving me feedback. **Simon stated that, "Your designs are extremely well annotated and explained, and your detailed explanations really support all your decisions made." He said, "I like your use of having character movement, and using different sound effects, and music, to help increase the viewers experience**", he said that in his opinion, I do not need to make any changes to the storyboards.

Thirdly and Fourthly, I took these designs, to my younger cousin's house. I have two younger cousins, Kyle and Amy. Kyle is aged 9, and Amy is aged 7. I showed them the designs in brief, as they would not really understand the language used**. Kyle said, "I like the characters, because they are animals, it makes them seem friendlier and funnier. I also like the idea of being able to hear them speak, and not have to try and read it myself; it looks like a good storybook." Amy said, "The cartoon animals (characters) look fun and happy and being able to hear them speak would be very nice". Their feedback shows me that my designs and ideas are affective and will work, resulting in an excellent finished product.** With all this feedback, I was shown not to have to change any of my design ideas or plans, and thus looked as though they would be very effective.

Creating my assets –
Before I could move on to the next area of my project, and begin producing my pages, I needed to have collected and gathered all my assets.

The first thing I did, was to begin producing my Voice over for the Storybook Script, Narrator and different Characters. I began this process, by taking a hand-held copy of the Final Script and using members of my family, my dad, myself and my sister, recorded all the narration and voice over for the script and the different characters. These included all the storybook pages, and the animated ending scripts. My dad was the Narrator, Oscar the Owl and Derek the Dragonfly, saying all of the script for those characters. I, was Lenny the Snail. Henry the Hedgehog, Fred the Frog and Buzz the Bumblebee. My sister, as she was female, played the only female role in

the story of Lucy the Snail. We recorded all the voice over and narration for the entire script and afterward had a look at the produced recordings. The sounds were clear and appropriate, but because multiple characters were recorded by one person's voice, some recordings sounded similar. My dad suggested, "We should add sound effects onto different characters, giving each character their own sound and voice. This will reduce the possibility of the audience becoming confused and would heighten the level of production, as it would personalise each character, making them more attractive to the target audience" As I agreed with this feedback from dad, we did this. We added reverb, adjusted the pitch, and altered the finished sounds of each character, to give them a unique feel. Adapting sound effects to the characters personality. For example, we gave Buzz the Bumblebee, a high pitched voice, and made it sounds almost slightly muffled, as he was a Bee, and they are fairly small animals, we also lowered the pitch of Fred the Frog's voice, as he was a frog, and they tend to produce deep, croaky sounds.

After the recording of the voice over, for my Storybook, I took the files to school, and had my Test Buddy James listen to them. **He told me, "The recordings are very effective and will become a major key aspect for the story. The recordings are very clear and easily understandable and allow the viewer to clearly understand what is currently happening. The different in the characters vocal appearance also personalises each character, and will help to gain more attention and attraction**." James said that nothing had to be changed in the recording area, and thus all the voice over recordings are ready to be used.

The second thing that I had to do was to begin producing my Characters. As each page or location, needed to have a number of characters interacting in them, I decided, rather than drawing them all separately and multiple times, I could simply create them once, and edit and manipulate them to suit the page/requirement. The first thing that I decided to do was to produce my Characters in Macromedia Flash. Macromedia Flash is a multimedia software, that allows for the creation of animation, web pages and interactive designs, by using separate frames that combined together and played consecutively at a fast rate trick the mind into thinking that the image displayed is moving rather than simply, just lots of images flicking up. This software, would allow me to produce drawings, images, pages, links, hyperlinks, animations and to import sound, and thus as this software is so useful to my requirements, I am going to use it for producing my Interactive Storybook.

Feedback on Designs

I began creating each character in my story in Macromedia Flash. Below are the characters names and a brief explanation on what the final design looks like, why I made these decisions and how feedback from others influenced my decisions. Simply to note, during the creation of these cartoons, different layers were added into it, to help project a more three dimensional feel, and also to be able to allow for easier animation.

Lenny the Snail -
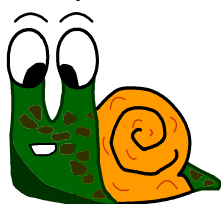
I created Lenny the snail by using a traditional snail design and then edited it to make his character seem more human like and real. I first simply drew a tail, a shell and a body. I then added human like eyes onto the body and placed eye brows above them. Even thought the eyebrows are not connecting to his body in anyway,

they give him a human like feel and nature and also make him look like other previously drawn cartoons. **I then using feedback from James my Test buddy, decided on giving him a dark green body colour.** My initial thought was to use a light green colour as below: **However James suggested that although it worked, it seemed slightly too unreal.** This is when I decided on using a darker shade of green and having a darker shadow at the bottom, as it would make the character seem more realistic, as he lives in a dark wood, and needs to be darkly coloured. I then decided on having an orange shell, as this colour contrasted very well with the dark green body colour, and made the character really stand out. The reason I decided on using brown spots on his skin, rather than any other colour, was because brown has a connotation with dirt and mud, and as Lenny was a male, the colour would make him look rough and boy like. **James agreed with me on this, stating, "The character really looks complete now and stands out in his own way".**

Lucy the Snail –

I created Lucy the Snail, in the same format that I used to create Lenny. I created a body, a shell, and a tail, and placed the eyes on top of the character. The eye colouring was the same as Lenny's eye colouring, as to make them look as though they match are two of pair. I decided on using lighter body colouring for Lucy, as she was the only female character in the story, and needed to look clean, pretty and girl-like. The lighter shades of pink really gave her this look and feel. **I showed this design to James, my test buddy as it was, he replied, "The design looks really exciting and attractive. The only thing that could be done to improve it, would be to add some spots onto the skin and shell".** Based upon this feedback, I chose to give her soft blue spots and lines on her body and shell, this colour really worked very well with the body colouring and shell colouring, bringing the character to life. **I showed this final design to James, he liked the clean and tidy look, and thought the changes made were very appropriate and made the character look so much more complete. He also stated that he thought the character would really contrast well with Lenny.**

Buzz the Bumblebee –

I created Buzz in a unique way and method, which was different to all other characters. Because Buzz was a bumblebee and bee's are generally very scary to children I decided that in order to make him look appealing and attractive to the younger target audience, I would have to reduce the amount of threat posed. I did this by using a lot of soft shapes, such as circles and ovals. I created his body using the circle tool, added two circles above it, one in front, and the other behind. These two circles were the wings and were made smaller than the body, to look less threatening. I filled the wings with a white fill, and gave them a slight shadow at the bottom, to make them look simple, but effective. I filled the body with a yellow, and added three black stripes vertically down the body, to make it appear as though it was a traditional cartoon bee. I also put a shadow at the bottom of the body, to make it look appealing and attractive. I added two small oval eyes, black filled, to give it a simple effect and for the final touches added a small sting, to again reduce the pose of threat to the younger target audience. **I then took the final design and showed it James as well as a member of the target audience, my cousin, Kyle. James said the design was**

simple yet effective, and that it gave the character a warm and appealing look, which would gain favour with the younger target audience. I asked Kyle, my 9 year old Cousin, what he thought about the finished design, as I wanted to ensure that he did not look threatening or scary. My cousin said that the character looked fun and friendly, and did not look scary. This again reinforced my design idea, and meant that no changes had to be done.

Derek the Dragonfly –
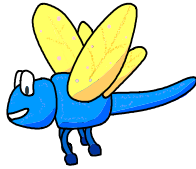
I created Derek the Dragonfly, simply by using a number of different shapes and spaces. I created a body, a tail, and a head first, filled with a soft, yet strong shade of blue. I gave the body four legs, two behind the body, and two in front, to make the image appear dimensional and realistic. I created the eyes and mouth from the side view, to show that the Dragonfly was indeed facing what was in front of him, and not to the screen. Making him appear more realistic. I then added four, transparent wings, two large and two small. The larger ones were placed in the front of his body, and the smaller behind them, to make him look more like a real dragonfly. **I showed this to James, he looked at it and replied, "The design looks very effective and interesting, however the wings do not seem very attractive and bold, as they are transparent, and make the character look incomplete".** Based upon this feedback, I filled the wings with a yellow fill and gave them sprinkles of colours, to make them look slightly more detailed and effective. **I showed this design, after I had made the changes, to James; he said it worked very well, and that the colour in contrasts complimented each other.**

Fred the Frog –
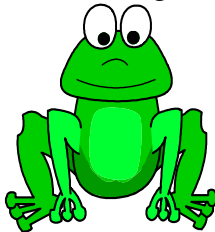
Fred the Frog was slightly trickier to make than the other characters. Because of the layout of his legs, I took slightly more time in completing his design, none the less, the results turned out well. I firstly built a head and a body, giving the head and the body a slightly dark green tone. I then built the face, and added the features, such as the eyes, the mouth and the nose, to help me see whether or not his body and face were in proportion. I used the same colour eyes for this character as all the other characters, black and white. I then took the body, and added the two back legs. Giving them a slightly darker shade of green than the original body, as they were meant to appear slightly behind his chest. I then drew the front legs, and gave them a lighter shade of green fill as they were in front of the back legs, to make their placing look more realistic. **I showed this design to James. He stated, "The Frog looks very cartoon like and interesting, the different shades of green give it multiple dimensions, and make it look that much more interesting. However the chest/stomach seems a bit plain, like something could be added".** Based upon this feedback, I added a small oval onto the centre of his stomach, to look like his chest, giving it a slightly lighter shade of green. **I showed the final design to James, after these changes had been made. He said, "the design is effective and life like, it looks as though the frog is realistic, but also maintains a friendly and cartoon aspect to it. The design is very effective and the addition onto the stomach, makes it seem more complete and finished".**

Henry the Hedgehog –

Henry the Hedgehog was created using a three part method. I first drew his outline, the shape and area of his fur, as this would be the most difficult part to draw. I then added the features onto his body piece by piece, beginning with the hands, the feet and the stomach. I gave his hands and feet a peach fill colour, as to make him look as though he were a real hedgehog. I gave his stomach a white fill, simply to make him look friendlier and more cartoon like. I drew his face on afterwards, as it overlapped his stomach and gave him black nose, and black eyes. **I showed this design to James, he replied, "The cartoon looks good, attractive and eye catching. The shades of colouring it make it seem as though it has so many more dimensions. The only thing that may loose attraction, is the face, as the colouring seems to be black dominated."** Based upon this feedback, I changed the eyes to a blue colour, this would reduce the lack of colour, as his nose was black. This would make his eyes stand out, and make them more noticeable. **I took this design and showed it to James. He said that it was very effective and showed a good use of layering. The Hedgehog looked very realistic and would be a great asset for the storybook. He also commented on the changing of the eye colour, stating that it made the cartoon seem so much more attractive, and less, black and white.**

Oscar the Owl –

Oscar the Owl was created using the same principal as Henry. I used numerous layers to make the image look real and life like. This time, I used only four different colours, brown, orange and blue. The body was created using different tones of brown, each one complimenting each other. The beak and feet used shades of orange, to make that body part stand out more and his eyes were given a blue colour, because of the emphasis of his beak. Otherwise they would not attract attention. I created the body first, added feet wings and a head. I layered the eye brows on top of the head and added the eyes and beak on top of that. The final image was my favourite image out of all the characters. **I showed this design to James. He stated, "The use of different shades and tones of colours really emphasises the image, and creates good contrast. The over all design is excellent and looks very life like."**

After completion of my characters, the third and final thing to do was to get the music, sound effects and pieces that would accompany my story pages. These would help to entertain the senses and create a larger enjoyment for the audience.

Producing my Original Sound Track
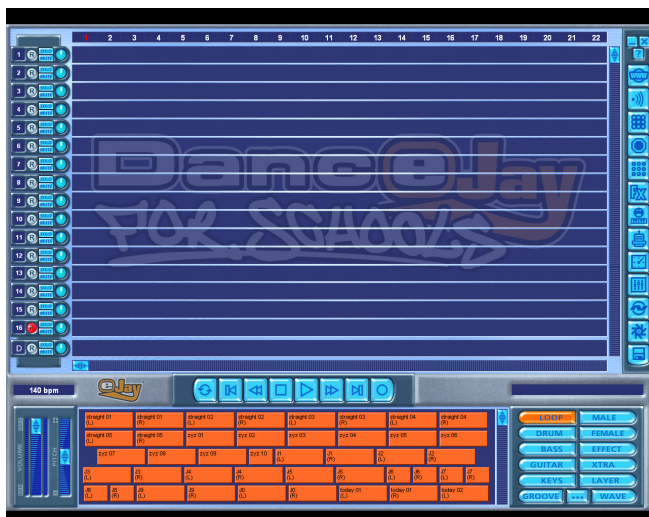
I firstly needed to create original sound tracks, lengths of music/sound effects that would accompany my Animated Endings. I decided to create two different original soundtracks, one for each animated ending, however, the two sound tracks very similar in structure and sound. I used the software – **Dance Ejay** to create my original soundtracks. The software works by, dragging and

dropping clips/bars of music, from separate instruments into different tracks. When played back, all the tracks play together, and thus, a length of music can be mixed, from the incorporation and addition of different musical instruments.

The first original sound track I needed to create was for animated ending one. This would be played at the end of the animated ending, and would be a happy, bouncy, light-hearted tune, to accompany a happy ending. To do this, I decided on choosing a Latin genre style of music. As this style of music, is very bouncy, light-hearted and exciting, giving the correct impression and mood to the animated ending.
To do this, I firstly had to import a Latin style Guitar part. I chose this from the options given and copy and pasted it along 18 bars, making the length of music 31 seconds long. This would be the entire length of the music. Below is a screen shot of this.

I then imported a drum track, from the list of drum tracks and loops, to help make the music more bouncy and exciting. I imported a bongo, drum beat, as to match the latin expectations, and give the music more diversity, and then a samba drum beat, to help give the music more bounce. Below is the screen shot of how my length of music looked. **I then asked James, my test buddy, on what he thought of my music now. He listened to it, and replied, "The music is very effective, the tracks work together, the music sounds bouncy and exciting and should fit the part perfectly. The only thing that I suggest should be changed is to layer the music, rather than have everything come in together, at the same time, let some tracks come in later, to make the music feel more dynamic."**

Based upon this feedback from James, I knew that my music would be effective, and was turning out successful, however I agreed with him on this statement, that the music needs to be layered, and different tracks come in at different times. I then made these changes to my music, and had the guitar come in first, by itself, two bars later, the bongo's come in, and then a further two bars later, the samba drum beat come in. Below is how my track now looked.

After I had made these changes, I spoke again to James, my Test Buddy and asked him for feedback on the song now. He said, "The changes made, made it seem like, as if the music was more dynamic. It sounds more full and better laid out." I then asked him, if there was anything I could add to the song, just to give it further dynamics, and make it more complete. He replied, "You could add

another track, over the top of this, just to make the music seem more complete, and less rough".

Using this feedback, I added another layer. This layer consisted of a drum beat type loop that featured a ride cymbal. This made the music seem more complete, more finished, and less rough. I applied this in the same way that James suggested, by layering it. However, applied it four bars after the previous layer. This making the music seem more complete. Below is the screen shot of this.
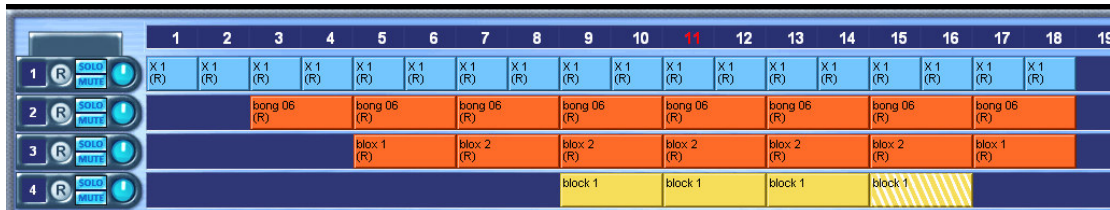
I then let James, my test buddy, listen to the changes I had made, and additional layer I had applied. He replied, "The song seems so much more complete and attractive. More exciting and bouncy, and now should fit the requirements perfectly."

From this, I could tell that the first original soundtrack, for the first animated ending was now complete, and I could move onto creating my second soundtrack. So I exported this into a WAV format, and uploaded it to my first animated ending, on my storybook.

I also uploaded this sound track, to the cover and contents pages of my storybook. This was to help make the storybook seem more attractive and exciting when opened, and would help maintain a better sense of appeal for an audience. It would also help link the storybook together, the endings and the cover and contents pages. **I asked James about this, after I had applied it to the Cover and Contents pages. He said, "This really makes the book stand out and gives it, it's own sense of individuality. It helps link the book together, almost like a theme song, and just adds another dimension to the song. I think it makes it so much more effective."**

The second original sound track I needed to create was for animated ending two. This would be played at the end of the animated ending, and would be sad, slow, bassy type of music. This meant only needing one track, a bass track, and would be played behind the voice over/narrative/conversation between the characters.
I opened up Dance Ejay, and imported a single bass line. This bass track, was two bars long, and thus I copy and pasted it to 22 bars, making it 38 seconds long. **I showed this to James, and he replied, "It's very simple, however works very effectively and well. It will fit the part perfectly, and would give the animated ending a sad, slow, and slightly unhappy feel. However, it's not too unhappy and would not over depress the audience."**
Below is the screen shot of this, the single bass line, looped over and over.
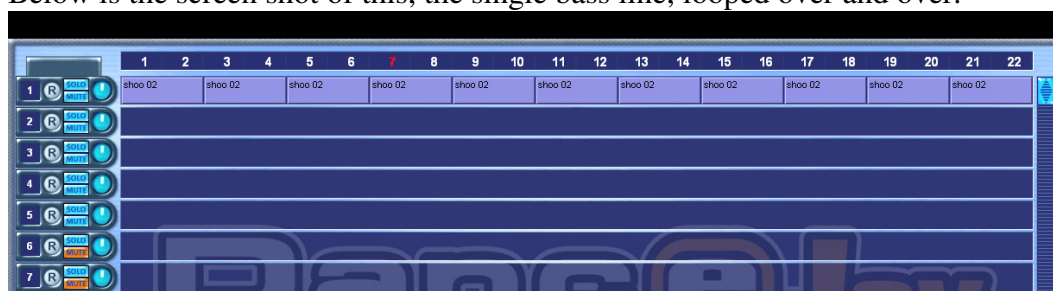
From this feedback, I decided that the second original sound track was now complete, and I could export it to WAV file and upload it.

I did this, and with James, watched both endings, with the new original sound tracks. I thought that they fitted perfectly, and that the endings were so much better. Including the Cover and Contents pages, as they seemed so much more inviting and exciting. **James said, "I agree with you. They are very effective, and work very well with the endings. They provide the correct the moods and atmosphere for the endings, and make them seem very effective."**

After having completed the original sound tracks, the next step was to move on and gather secondary sound assets.

I needed to locate a number of websites that provided free musical sounds and tracks that were royalty free and copyright free. I located two key websites:
Soundzabound.com and Soundsnap.com.
Soundzabound.com – This website can be located at http://www.soundzabound.com.
It is a website devoted to the production of copyright free and royalty free sound effects and music that are aimed at, for the use in educational subjects and projects, such as the Cida course I am currently taking.
Soundsnap.com – This website can be located at http://www.soundsnap.com.
It is a website that is aimed at holding and storing a mass amount of sound effects, loops and recordings without having to purchase or ask for license. All the sound found and downloaded from this website, is Copyright-free and thus makes it perfect for use for this project.
I looked at all the sound effects and loops that were required for my Storybook pages and found all of them on either one of the websites. The soundzabound website was used to download to musical track, "Africa", which would be used in my project. I found all the sound effects required from the soundsnap website, a number of ambiences (to be played to give each location a different feel), these are the "Scary Woodlands Ambience", the "Sky Ranch Tree Frogs Ambience", the "Doxy Pool Roaches Ambience", the "Countryside Ambience, the "Bird's singing Ambience", "Frogs Ambience" and finally, the "Water Stream Ambience". I also found the several sound effects needed, such as the, "Tree Falling", the "Door Creaking", the "Wood Knocking", "Medium Strong Wind" and the "Bee flying" sound effect.
Having found all the required sounds, I added them to my Assets Table and was then ready to begin producing my Storybook pages.

Producing my Storybook pages –
The next part of my Project, was to begin producing the interactive Storybook pages, using the Storyboard design, ideas and the readily gathered assets.
The first step was to begin creating the page backgrounds in Macromedia Flash. I created the backgrounds by using a number of different layers, to help give the background a multi dimensional shape. This would look like different layers on top of each other, and would give the storybook a layered effect. The use of these layers also provided me with easier options of editing, creating animations and making changes. Below is   a print screen   of the Layer
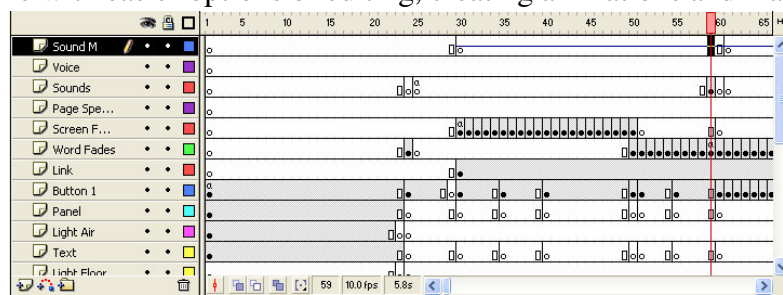
Bar including Time Line : This shows the different layers, the different frames on each layer, and shows whether or not a frame is in use.

I produced the backgrounds of each page and then placed the characters on top, along with the Navigation Bar, Voice-Over Play Button, Contents/Home page button, navigation tools and location bar (that would slip up out of the frame upon click). Below is a print screen of the first page (opening scene) of my Storybook. It shows all the items that will be included on the other story pages. I will use the product of my first page as an example to how the other pages were produced, explaining how I created various things, why they are there, and the reason that they were there. I will then present a Screen shot of each page at the very beginning (the same place that my Storyboards were produced) and look at them as a whole.

Page 1 – Dark Wood

The Location Title – This Bar tells the audience what part of the story they are at. It slides up out of the frame when the viewer has clicked the Next button.

The Tree appears above the background as well as the grass – This shows the use of layers.

The Voice Over Play Button – This gives the viewer the option of hearing the text on the Navigation bar read out to them.

Navigation Buttons - Back and Next. These give the viewer the option of moving forward or backward in the story.

The Main Menu/ Contents Page Button – This allows the audience to return to the Contents pages.

The drawings on the image are based wholly on the Storyboards designs and ideas done previously. I simply took those drawings and designs and produced them in neat in Macromedia Flash.

Navigation/ Commentary Bar – This display the text for the story to the viewer, it is written in blue, as to represent the voice of the Narrator (As mentioned in the Storyboards)

My pages were based wholly on the design ideas done before in my Storyboards Section. I took those ideas and produced them in neat in Macromedia Flash. The above image of my first page shows exactly what the viewer will see upon opening the storybook page 1.

While creating the pages, I took the required sound affects and made them play upon the frame. This helped me in timing the sound to play, and also gave me the ability to stop and start all the sounds. I also took all of the voice over sounds recorded for these pages, and linked them to the Voice Over Play Button. Upon click the sound would play and the viewer had the ability to listen to the words of the story. The reason I decided not to have the narration placed upon frame play, was because I felt that because some viewers did not want to listen to the voice over and other did, the best thing to do was give them the option and not force it to play. By doing this, I am satisfying both audiences. Below are the Screen shots of each produced page.
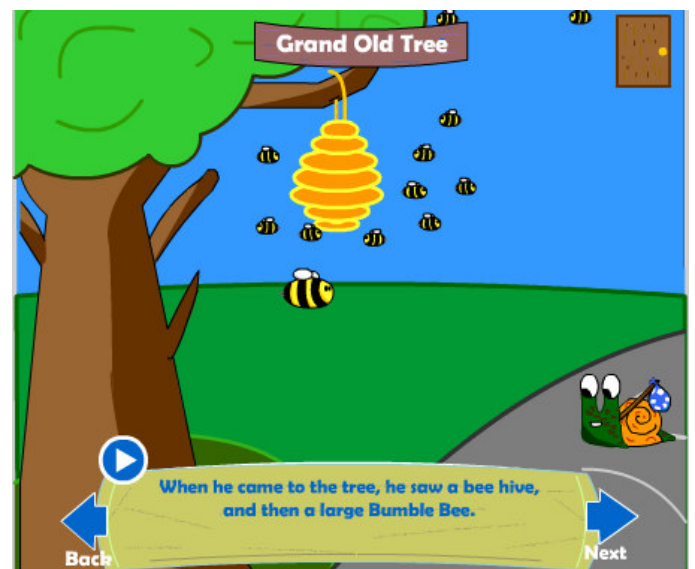
Page 1 (Dark Wood)

Dark Wood

Deep in the heart of the Dark Wood, lived a lonely sad snail named Lenny. He lived all by himself, in a mushroom house, he had no friends and no family.

Back   Next

Page 2 (Pick a Path)

Pick a Path

Green Hedge   Sparkling Lake

Eventually Lenny came to a fork in the road.

Which Way should Lenny go?

Back   Next

Page 3(A) (Green Hedge)

Green Hedge

So Lenny set off for Green Hedge. When he came to the hedge, he saw Henry the HedgeHog.

Back   Next

Page 4(A) (Grand Old Tree)

Grand Old Tree

When he came to the tree, he saw a bee hive, and then a large Bumble Bee.

Back   Next

Page 3(B) (Sparkling Lake)

Sparkling Lake

So Lenny set off for Sparkling Lake. When he came to the lake, he saw Fred the frog.

Back   Next

Page 4(B) (Waving Willow)

Waving Willow

When he came to the Waving Willow he saw some dragonflies flying around underneath it. He wondered whether or not the dragonflies would like him, and thought to go find out.

Back   Next

Page 5 (Trip Home)

Feedback on Designs

With these Storybook pages now completed. **I showed them to my Cousins Kyle and Amy. Kyle having watched the story told me, "The drawings are very good and the way that Lenny moves around the screen makes it look very good. I like being able to hear the voice of the different animals and being able to listen to the story and read along with the words. All I want now is to see the two endings". Amy having watched the story told me, "I like the way that Lenny can save Lucy from the Tree and I like hearing the voices of the animals. The story is very fun and the drawings are very good. The sounds are even better!"**
The feedback from cousins told me that my finished storybook pages were complete and worked very well. I learnt that they were very effective and kept both members of the target audience satisfied. I learnt from them that the drawings of the pages, as well as the characters were to a high level and that the way the pages linked together meant that the story was even more effective.
I also took these Storybook pages, and showed them to James, my Test Buddy. James stated, "The drawings are to a high standard all the way through the book, and help maintain an entertaining and enjoyable atmosphere. The links between the pages are also very effective, in the way that, although there are two routes, both routes result in the viewer having experienced the same thing. And thus, if the viewer only has the option of viewing one, doesn't miss out on anything. The pages are very well laid out and tell the story in an effective and strong way, and the plot is never lost or easily confused. I also enjoy the way that the viewer makes decisions, in that in order to continue in the story a decision must be made, and thus the viewer has no real way of becoming confused with the decision point. The routes through the story are also very appropriate for it, and help to build the atmosphere needed in order to come to the animated endings"

From James's feedback, I could tell that he was very impressed with the storybook pages and really appreciated and valued them. He enjoyed the story, the drawings, the different routes, the characters, the decisions and also was very impressed with the way the story linked together. From his feedback, I could tell that the storybook pages were consistent and they told the story in an effective way. I could tell that the decision point was very clear, as in order for the story to continue, the decision had to be made. I could also tell that he thought the different routes in the story were appropriate and made sense.

After gaining his feedback, I asked him to sit down for 10 minutes and play around with the story, to try and look for anything that was not meant to be, like glitches, image problems, sound problems, navigation problems and general construction problems. After he had sat down and had a play, he told me that the only problem he could find was simply that upon clicking on the narration or the characters dialogue, the viewer was allowed to move forward onto the next part of the scene, with the narration (that was no longer needed or valid for that point) still playing.

So what I did with this, was I added a image command or path, that meant upon clicking the navigation buttons (next or back) all sounds would stop, meaning that this
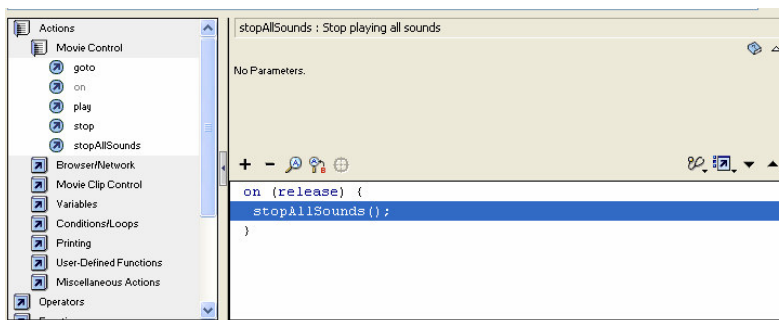
problem would be rectified. Upon doing this, **James sat down again and had a look and stated that the problem was now fixed, and no other problems could be found.**

Before I could finally move onto the next part of my Project, I simply sat myself down and had a play around the animation, trying to make sure that no glitches were present, testing the animation. After a while of sitting down, I could still find none, and thus proved my productions effective and correct.

Because my Storybook pages were created in Macromedia Flash, it meant that all the action occurred in one window or frame, and thus no additional windows or pop ups were necessary in order to watch the storybook pages. Concluding that all my multimedia components were embedded.

Producing my Contents Page –

After having completed, checked and updated my Storybook pages. The next step was to begin creating the Contents Page. I did this by using the same process that I took when creating my Storybook page designs and storyboards. I simply first drew a hand drawn design, scanned it into the computer and annotated it, explaining my designs, processes and choices in Microsoft Word.

I then took the design, and showed it to my Test Buddy, James Swift. He looked at the design and said, "I like the way the light highlights the book, and makes it stand out. The background links in with the story and creates a good atmosphere for the reader. The graphics that appear only on role over give the Contents page a more sophisticated and interactive feel and make the page look more inviting and welcoming. I like the use of the character on the page, to

welcome the viewer and the use of the commentary bar, invite it to the user. The design looks really inviting, enjoyable and interactive".

Having taking his feedback into consideration, I concluded that no changes had to be made and moved onto the production of the contents page.

I ensured that all assets were readily collected and gathered, and that everything needed was in place, and then began my production.
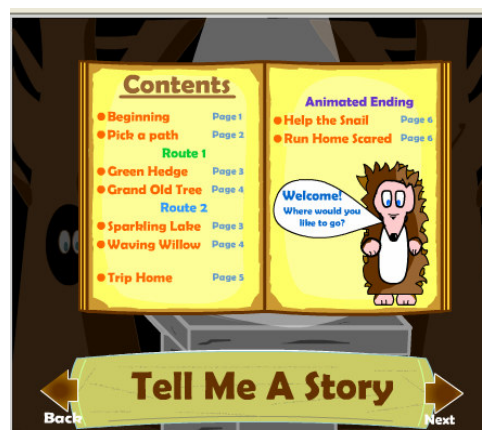
I used Macromedia Flash for this, as I had been using previously, and created a single frame. I drew the background in, by using copies of trees originally produced, and then drew the stone pallet or pillar. I then added in the light, and created the transparent effect, by giving it a white fill and adding Alpha. Below is a screen shot of the production from this stage.
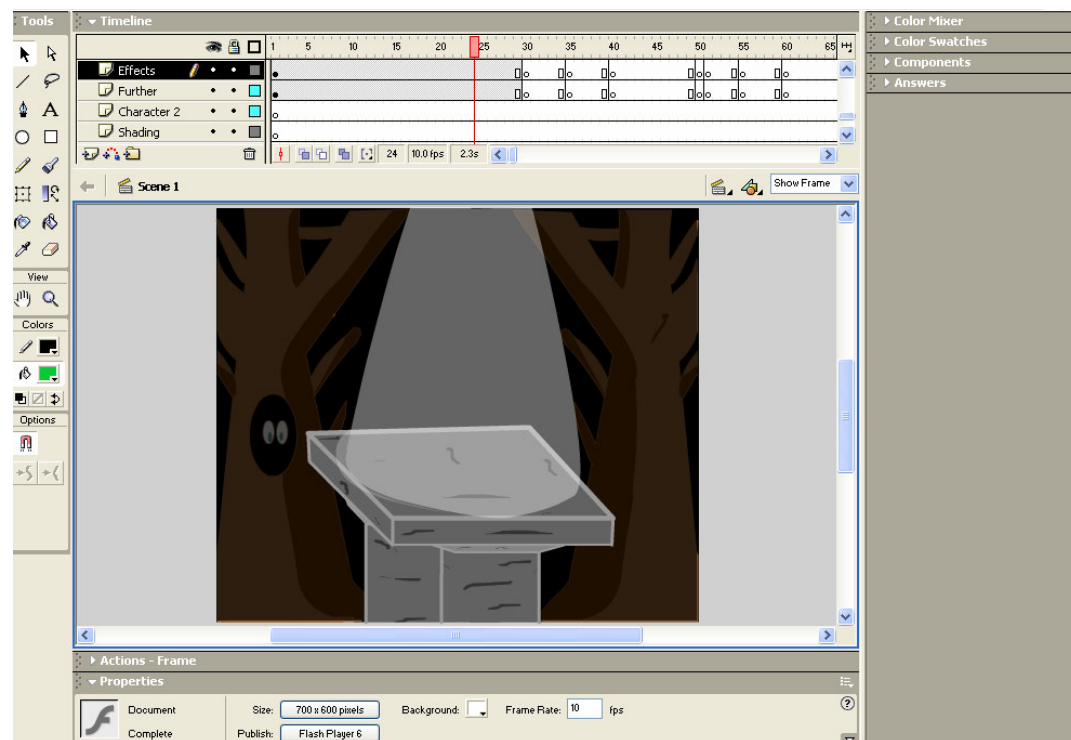
I then added in, the Commentary bar that had previously been created and the navigation buttons. I changed the colour of the navigation buttons to brown, including the text on the Commentary bar, saying, "Tell me a Story". This made the contents page look original. Below is a screen shot of this:
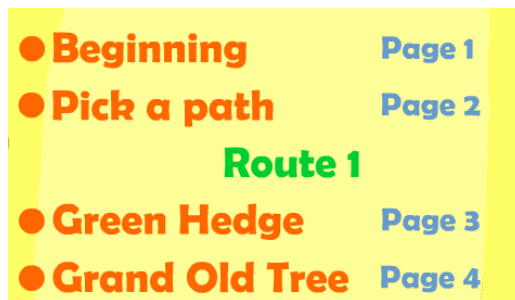

I then added on top of all this, the book drawing, including the page links, Henry the Hedgehog, his speech and the Title "Contents". The completed Page now looked like this:

Below I will show you two examples. One of the Role over link for each Content link, and another for the Role over text.

Not on Role Over   Role Over of the Beginning

From this example, you can see how the Role over changes the link appearance, by adding the graphic to the left and changing the Colour of the text. This will improve the users experience. This will occur on all links on the Contents page.

Not on Role Over   Role Over of the Beginning
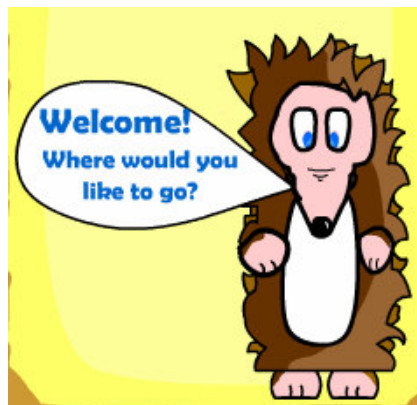
From this example, you can see how the Role over changes the text, giving the audience a more sophisticated and enjoyable experience. This will help to make them feel more comfortable.

After I had completed this Contents Page on Flash, **I showed the page to James Swift my Test Buddy. He said that the outcome was fantastic, and that the results were very impressive. He liked how I made the page come alive, by using roll over links and different colours. He liked the layout of the page and said that because I had kept to my original design, the outcome was just as I had planned for. He said that it is very friendly and inviting to the audience, and fits the purpose of being a contents page, as it has all the links to different parts of the story and is also inviting. He said that the audience would enjoy it as it looks very friendly and entertaining.**
From this feedback I could tell James, really liked the design and that he thought it was very well fit for audience and purpose. It included all the necessary fields and

requirements of having appropriate images for each link and that it was a superb product. He also sat down and tested it, to make sure all the links worked. There were no broken links or problems found. All the assets used in my Contents page were Primary.
As he suggested no changes and having found no problems, I decided that this was my finished product.

Producing my Front Cover –
After I had completed the design and production of my Contents Page, the next was to move onto the design and production of my Cover Page, the page that goes before the contents. I used the same principle as I had been previously using when creating designs. I hand drew the storyboard, and the scanned it in, placed it in Microsoft Word and annotated it there.
I then took the design, and showed it to my Test Buddy, James Swift. **He looked at the design and said, "I like the way the light highlights the book cover, and makes it stand out. The background links in with the story and creates a good atmosphere for the reader. The picture of Lenny gives the book a sophisticated and interactive feel and makes the page look more inviting. I enjoy the use of the Book Title, "Lenny, The Lonely Snail", as it makes the viewer want to read and view the story.**
Having taking his feedback into consideration, I concluded that no changes had to be made to my design and moved onto the production of the cover page.
I ensured that all my assets were gathered and readily available before production, and then moved on.

As my cover page was extremely similar to my contents page, and only differed in one aspect (the book), I copied my entire contents page and placed it the frame number that would hold my cover page. I then removed the Book, and the back navigation button (as there was no where to move back to). I added in the top, left corner of the screen, in white font, "Cida Unit 2, Josh Lind". The reason for this was to give the audience the name of the person who produced the book, and to personalise it, ensuring that no one, could claim the book theirs. The addition of this text also made the Front cover seem more sophisticated and classy.
All that was left to do, was to add the Book onto the Stone Pillar, including the title, tagline and a picture of Lenny the Snail. I firstly produced the book image and then added the text onto it, in blue and orange, as both those colours contrasted very well, and both stood out on the yellow background. I then simply took the Symbol of Lenny holding the pack and placed it onto the book, underneath the title and tagline.
Producing my completed design, all that was left to do, was to place it on the stone pillar and that was it.
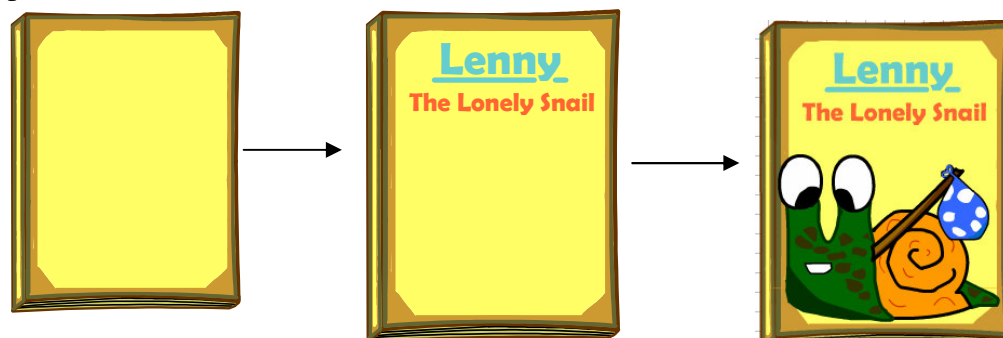
Below is the Screen shot of my completed Cover Page.

After I had completed this Cover Page on Flash, I showed the page to James Swift my Test Buddy. **He said that the outcome was very attractive, and that the results were very eye catching. He liked how I made the page stand out, by using the light shining down on the dark background. He liked the layout of the cover and said that because I had kept to my original design, the outcome was just as I had planned for. He said that it is very friendly and inviting to the audience, and fits the purpose of being a cover page, as it has attracts attention and catches the audience's eye. He said that the audience would enjoy it as it looks very friendly and entertaining. I also had placed the music track, "A little Reggea" on the cover page; this would help to make the pages look more attractive and will improve the experience of the user. When the contents page is accessed, the music does not cut off, but continues playing, almost as if it is the theme music.** From this feedback I could tell that James, really enjoyed the product and that he thought it was very well fit for audience and purpose. It linked to the story and the Contents Page very well, and creates a lot of curiosity in the audience, which causes them to want to see it. He also sat down and tested it, to make sure that the links worked. There were no broken links or problems found. All the assets used on my Cover page were Primary.

As he suggested no changes and having found no problems, I decided that this was my finished product.

Audience Feedback -
I then took the Cover Page, and the Contents Page and showed them my two younger cousins, Kyle and Amy.
         After looking at them, and exploring the options that they both held, Kyle said, "I enjoy the drawings and the animals. The way that the pictures flash up when you go over them, makes the pages look even cooler and more detailed. The way that the contents are put on the page is very good, because you can see the page numbers. I like the backgrounds and the light shining on the book. The stone building is very cool and the music is very fun".
         After looking at them, and exploring the options that the pages held, Amy said," I enjoy the drawings and the cartoons. The way that the pictures come up when I put the mouse over them makes it look much cooler, the music at the beginning".
From the combined feedback from both my cousins, I believe that the production of the pages proves to be successful and effective, and that they both do their

jobs. The target audience seemed to react very well to them, and they enjoyed the pages, showing that they are fit for audience and purpose.

With their feedback, and the feedback of James, my Test Buddy, I believe that the pages are now complete, effective, successful and work well. Meaning that no changes need to be made.

Producing my Animated Endings –

After I had completed the production of all the pages in the storybook, the next part was to complete the design and production of the Animated Endings. These were a very important and critical part of the project, as they took a lot of time to complete and counted for a lot in my storybook.
I designed my storybook animated endings by completing hand drawn timeline storyboards and then scanning them in. I then added them both to a Word document and annotated them, explaining what happened in the animations, what assets were needed, why designs were like they were and justified my decisions. I then showed the completed designs to James, and after a recording of feedback from him, gathered all the needed assets for the creation of the animated endings.

I then began the creation and production process, producing the animated endings in Macromedia flash. I did not need to have the commentary and navigation bars and tools available to the user, and thus the animated endings were more about focusing on the movements of the characters. I used different layers to hold different assets, one layer for each character, one layer for each speech bubble, one layer for the music/ambience played, and another layer for the sound effects played. I created the animations based around the storyboards that I produced and made sure that the endings ran without user input.
The movements of the characters were created by positioning the character in a different position and twisting them slightly on each different frame, so when the frames were played consecutively the character seemed to be moving. I used this process to create all my animations, and in every case did not use Motion Tween (an option available to move a symbol from one space to another) as I thought this would make the animation look too mathematical and unreal.
The speech bubbles were created to appear on time when the dialogue or voice over would be read, they were placed on specific frames as to fade up or down, depending on the state of the characters dialogue.
Sound effects were put in place on specific frames and played automatically, to ensure that the timing was correct and that the ending worked well alongside the animation, sound and dialogue.
The animated endings produced turned out to be longer than 20 seconds, and thus met the requirements. They included an original (from a primary source) soundtrack (the voice over) including music and sound effects from secondary sources and the animations ran automatically without user input, meaning that they met all the requirements.
Below are a few print screens from the animated endings, these will briefly display the level of production in the animated endings.
Help the Snail –
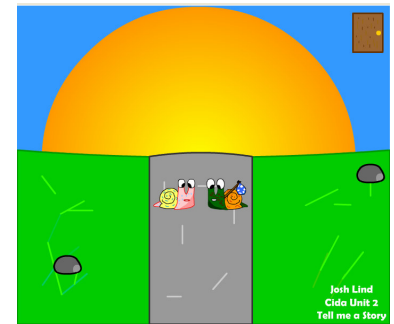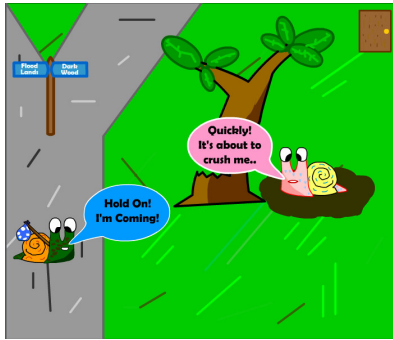
Run Home Scared –
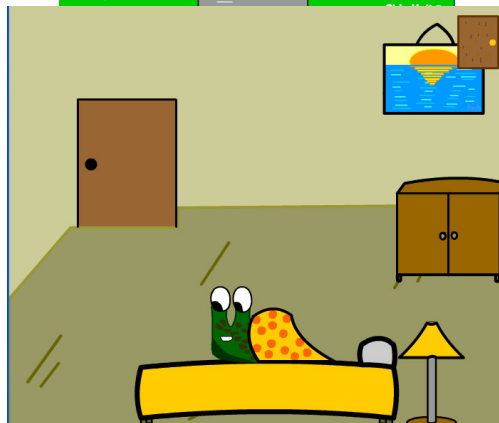
After I produced my I showed the products Test Buddy. **He said, excellent animated had a moral, and one positive mood, and negative mood. This** Animated Endings, to James Swift, my **"they were both endings. They both ending in a the other a more is a very good**

thing, as it shows the audience that the decisions you make have consequences and that the consequences will affect you. I enjoy the use of sound, as it helps to satisfy the viewers different senses and creates a much more impressive and enjoyable experience. The timing of the endings are both very precise and correct and the use of the sound and the onscreen movement allows for a much more impressive effect. Overall the products of these endings are extremely

enjoyable, fun and entertaining, and should really appeal to the target audience." However, he did say something that was on a more negative note, "In my own opinion I believe that although the speech bubbles help to create interaction between the characters, I would prefer if they were not there, as they block out some of the characters body in each frame". After hearing this, I thought very hard about whether or not I should remove the speech bubbles from the animated endings. I decided not to, as although James suggested it, I believed that if they were removed, the audience/viewer could become very easily confused about which character is speaking, and thus would ruin their entertainment experience. Thus I decided not to remove them.

Apart from that, James did seem very positive about my endings and was looking forward to the final product.

As I was still slightly unsure about whether or not to remove the speech bubbles, I decided to take the completed endings to my cousin Kyle. I asked him to watch them and tell me whether or not he liked them and what he thought about the speech bubbles. **Kyle told me, "The endings to the story are both very good. They teach you good morals and things that can be used in life. I like the sounds and the voices of the characters, and also enjoy seeing them move around the screen. Both endings leave a very strong feeling inside you and can make you learn from them". I then asked him what he thought about the speech bubbles, he replied, "I think that the speech bubbles are very important to the story, because sometimes it is difficult to see who is speaking and with them, I don't get confused".**

This reply answered my question, and thus I decided not to change the design of including speech bubbles.

After hearing both pieces of feedback from the two test users, I knew that my final animated endings were complete and needed no changing. All I needed to do was, to sit down and have a play around them, to try and see if I could find any problems. As the endings were totally automatic and relied little on the viewer, there were no problems or glitches and thus I found that I could move on.

Building the Final Storybook –

After having completed the entire book, and have gained feedback and thoroughly testing the components. The next step was to build the book and put the built components together, to produce the final product.

As I had been producing my Storybook components all on Macromedia Flash, this step was very easy to do. All I did was took the fla (flash) files, opened them up, copied and pasted the frames into the correct locations and then linked the frame numbers up, by simply adding the command to the buttons that linked to the animated endings and the contents page. Having done this, my entire storybook was now complete, and built together.

The next phase, was to begin testing the book to ensure that all the sounds, animations, drawings, voice over's and links worked. This was a very key and important aspect that had to be done to a fairly deep level, as if this was not completed, the book would not work correctly, and the audience/ viewers experience would be ruined.

I first sat down, and watched the entire storybook through, both routes and both animated endings. From this, I could see no problems and the book appeared to be in perfect working order. However, I needed to ensure that this was the case, otherwise

the results would be ruined, so I then sat down and looked at the links between the built components to see if I could find any other problems or building defects. I searched all the links, and all the animations, and yet found no problems. I then searched through all the voice over play buttons/ links, to see if any could be identified, and none could. I then watched the story through three times, clicking different options, clicking in unused area, trying to drag items and trying to mess the book up. With this I still found no problems, and decided that the book was in good working order.

However, as I had to be extremely certain, I asked both James and Simon, my Test Buddy and another Test user in the class, to watch the stories through and see if they could identify any problems or building defects. They both sat down and watched the storybook through twice each, and reported that they could find no problems.

With this, I then continued onto the Testing Sheet and began answering the questions:

The Storybook does open with the cover and the music begins to play, there could be no problems found with this aspect.

The contents page allows access to all the key points within the story, as well as all the pages and thus looked to be in perfect working order.

All of the links work in the story, from the contents pages, the navigation buttons, the Voice over Play buttons and the Route choice buttons. Proving to be successful so far.

Yes, a new user could find their way through the Storybook. The way that I checked this, was by asking Tom, another member of my Cida class (who had never seen any part of my storybook before) to check it through. He sat down, and watched the storybook, reporting back to me that it was very user friendly, easily understandable and very easy to use

Yes, a user can decide which route to take, by simply clicking on their choice when the option is given. The user can only move on in the story, once they have made this decision, and thus it is impossible to miss the question/choice. I asked Tom, when he was viewing my storybook, what he thought about the route decision point. He said that it was very easy to identify and easy to use. Stating that it was almost impossible to get lost.

Yes, it is possible to move forward and backward from each page, simply by clicking on the navigation buttons, "back" or "next". All of these links have been testing and checked and the results found are positive.

Yes, it is possible to return to the contents page from each page, simply by clicking on the Main Menu button located at the top right hand of the screen. This button never leaves the screen is always available to the user for clicking.

Each route, does end with the correct animated ending, as with either choice, the viewer still returns to the same page, and thus, can view either ending based upon their decisions. One specific route does not decide what animated ending they are going to watch and thus gives the viewer the option of choosing.

Feedback

Having then completed the Testing sheet, the next step was to begin gaining feedback about the entire book, and to get test users to fill in the feedback sheet. I asked three test users, two from the Target Audience and One from my Cida class to complete the questions below:

1 - Did you find it easy to use the storybook?
2 - How much did you enjoy the story?
3 - What did you think of the topic?
4 - Did everything work?
5 - What did you think of the choices you were given (which way to go)?
6 - What did you think of the animated endings?
7 - Would you recommend the storybook to others?
8 - What did you like best about it?
9 - What did you like least about it?
10 - Do you like the character designs?
11 - What do you think of the different voice each character is given?
12 - What page did you enjoy the most?
13 - What page did you enjoy the least?
14 - Did you think the sounds that were used were appropriate/suitable?
15 - What would you rate the book out of 10 (10 being the highest)?

The Results are below in the Table. The Test users names were Chris (Age 8, Male –
My Cousins friend), Kyle (Age 9, Male – My Cousin) and Sam (15, Female – In my
Cida Class)

Question Number	Chris	Kyle	Sam
1	Yes - It was very easy to understand and watch around.	Yes - very easy to use.	Yes – Extremely easy to use, all the buttons were in the right places, and the layout was comfortable
2	A lot – It was very fun and exciting	Very much – It was funny and entertaining.	A lot – Amusing and entertaining.
3	Very fun and exciting – I like animals and being able to watch a story about them was fun.	The Story was exciting, the characters and the animals were very fun to watch.	The topic allowed the story to be based around good morals and helped link to life, and thus is useful and beneficial.
4	Yes	Yes	Yes
5	They were good, we decided where we wanted to visit.	They were interesting, we decided on what path to take.	They were fun, we decided on which path to take down the road to find new friends. Giving us the most important decision.
6	They were very exciting and you can learn from the choices you make.	They were very exciting, we saved Lucy from the tree and also hide from Oscar the Owl, they were very fun and also helped us learn about the decisions you make.	They were based around good morals, and helped teach the viewer that the decisions you make lead to consequences and those can affect you. They were also very exciting.
7	Yes	Yes	Yes
8	The Animals and being able to have the story read to you.	The story endings.	The music, sound effects and voice over.
9	The Story ended so soon.	The story wasn't very long.	-
10	Yes, each character looked different and real.	Yes, each character had their own personality and look.	Yes, the colours really brought out the designs, and also helped to make the look more interactive.

| 11	They sound cool, and also make the book more fun.	They helped in not confusing who was saying what.	They are appropriate, high voices for small animals and low voices for big animals.
12	Dark Woods – It was scary.	Green Hedge – We got to meet Henry	Trip Home – We got to decide whether to save the female snail or not.
13	Waving Willow – I don't like Dragonflies.	-	-
14	Yes, they made the book fun.	Yes, they fitted very well in the story.	Yes, they made it more interactive and improved the experience.
15	10	9	8

After having received this feedback, I looked for all the negative things that were said about the book, to see what changes I could make, and to what things I could improve. One thing was said by both members of the target audience, was that the book ended so soon, and wasn't very long. Although this may have been what they thought, I believe that if the book was longer, it would be very difficult to maintain the audience's attention and keep them interested, and thus, I will not make any changes to this feedback. The only other negative things pertained to the particular interests of the viewer, and did not have anything to do with the story construction, and thus I could not change the entire book for one viewer. Meaning that the Storybook was now complete, finished and needed no changes or improvements, allowing me to move on to the next part of the project.

Producing my Eportfolio –

After having completed all the design work, the project management work and the final storybook, the next step was to create an Eportfolio that would display and present my work in a suitable format, and would promote my products. The first thing that I was required to do, was to create a detailed checklist of everything that was required to be included and presented in my Eportfolio. Then using this was to create a structure chart that would show the locations of different pieces of work, in the different areas of my Eportfolio. After I had created this Structure chart, I found there were going to be three sections, Project Management, The Storybook and Design Work. However, I was to include a Home page that would greet the user and introduce them to the Project.

 I decided that I would produce my Eportfolio website in Macromedia DreamWeaver. Macromedia DreamWeaver is a software that allows the user to create Web pages. I created the four pages, and then using Macromedia Fireworks to create a background for each section. This background had the same layout, including a header at the top, showing my name, Unit number, Unit level, Registration and Centre number, with the title of the section in a larger font.
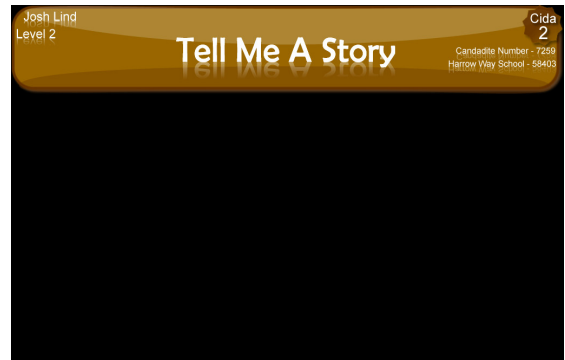Below are the four backgrounds that I created on Fireworks.
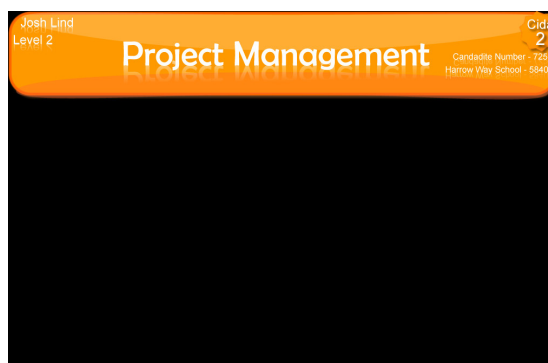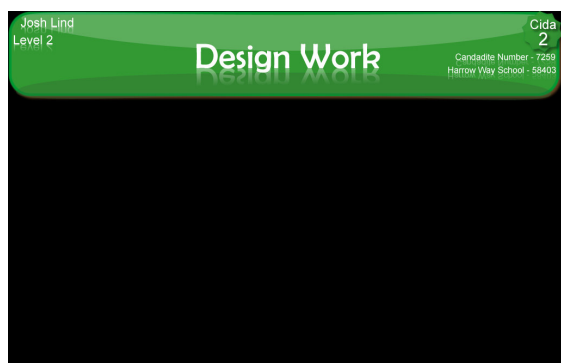
Design Work Background   Project Management Background
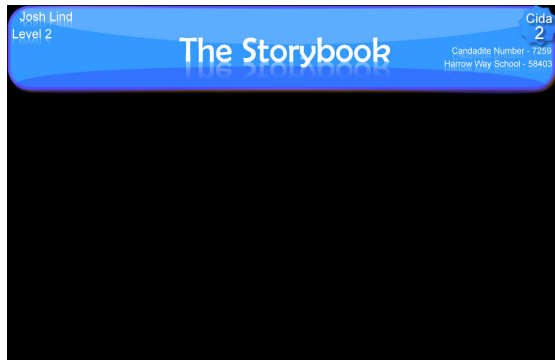
The Storybook Background   Home Page Background

I gave the above backgrounds to my test buddy James. He looked at each and commented, saying, "The backgrounds are all very clean, attractive and presentable. They all look as thought they have a shine on them, and this makes them seem so much more classy. By using a black background below the header, it allows you to use white font, making it very easy for the viewer to see. All the backgrounds work together, and by having different colours for each, helps to categorise them. They will work perfectly in their part." From this feedback, I could tell, no changes were needed to be made, and that I could move on.

I then inserted these backgrounds onto each page, and created the buttons that would link the pages together. I created three buttons for each section, one for placement, another for roll over, and another on click. Below are the buttons :
Home Page –
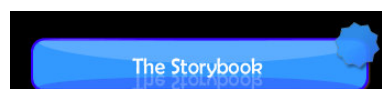

Layout   Roll over   On Click

The Storybook –

Layout   Roll over   On Click

The Design Work –

| Layout | Roll over | On Click |

Project Management –

| Layout | Roll over | On Click |

I took these buttons to James my test buddy. He looked at them, saw how they were going to work and replied, "The buttons should be very effective and eye-catching. They should bring a more user friendly and in control feeling to the users and make the eportfolio website seem so much more interesting. I like how the star flashes up on roll over, and how when clicked, the black icon appears, this makes it easier for the user to understand what section of the eportfolio they are currently on."

From this feedback, I could tell that nothing needed to be added to the buttons, as both myself and James seems content with them. I then was allowed to move on.

I then took the buttons and imported them onto my pages, in a navigation bar format. This meant that the user would be more comfortable in navigating and moving around the pages.
As this unit was all about Multimedia, I decided that I would insert an animated gif file, or animation on the Home page of my website that would great the user and make them feel more welcomed and comfortable I created an animation on Macromedia Flash, using the character Buzz the Bumblebee. The animation shows buzz flying from left to right, out of screen and then back on. This would also introduce a character to the audience upon open. I also decided on adding the title of the story, "Lenny the Lonely Snail" onto the page, with a picture of Lenny. This would help to introduce the story to the user, and hit them immediately upon open.

Below is the image of Buzz:

I showed this Animated GIF to James, as well as the title. **He said, "The animated picture works very well with the eportfolio. It fits very well into the background, and just adds so much more diversity to the page. Making it more attractive and eye-catching. The title also plays an effective part, as it introduces the story to the audience, and links the eportfolio to the story and unit." He said, "The entire eportfolio looks very well put together, and everything compliments each other. It should meet the requirements perfectly"**

Based upon this feedback, I could tell that there were no needed improvements or changes to made on my eportfolio, and was able to move on.

I then added the Text and Writing onto each page, explaining the work shown, and about why I made the decisions I did. I finally added the links to the web pages and then showed the Eportfolio to **James my Test Buddy. He told me that the WebPages were very effective, friendly and easy to navigate. He told me that the Eportfolio displays my work in an effective and promotive way.**

The next task, was to insert all my work into my Eportfolio. This would be one of the most important stages of my Unit. I firstly exported all my Documents and Word files into PDF format. To be attached to my Eportfolio, and set apart the documents to be attached to the Eportfolio.
The files that will be in my Eportfolio will be PDF's, Excel and PNG files. I also had to insert Home at the top of each page, linking back to the Home page.

On my Storybook website page, I attached directly the Flash Storybook. This was because it would improve the users experience of the Eportfolio and would present the Storybook in an effective way.

After the creation of my Eportfolio, I then tested the Web Page in different Browsers. These were Firefox, Internet Explorer 5, Internet Explorer 6 and Internet Explorer 7. My Eportfolio worked in all Browsers, Restored Down (1024 x 768 pixels) and Maximised (1280 x 800). The only Problem I had, was with Firefox. Firefox would disable the roll over images of my buttons, and ask the user whether they would like to view the applications. However, this is up to the user and their specifications, and thus is not a major problem.
After checking my Eportfolio in different Browsers, I then changed computers, to see if my Eportfolio would work. After checking each page, the Eportfolio did work on a Standalone computer and the Storybook also worked effectively.
 At the bottom of the page, I included the information for the user, about what browser and resolution should be used to view the Storybook.
The last step was to ensure that my Eportfolio was not bigger than 30mb, and to upload it.

Below is the screen shot of my Home Page without the included animation.