overview

- This is the project for unit III of cis 3.5. This project covers either Game Programming or Narrative using Scratch or iMovie and GarageBand.

- The project is worth 15% of your term grade. It will be marked out of **15 points**.

- The project is due via email on **Friday April 24**.

- Email the project to: `sklar@sci.brooklyn.cuny.edu`.

- If your project uses multiple files, PLEASE use a **zip** utility to bundle all your files together and send them as ONE attachment to the email.
  on a PC: use **WinZip**
  on a Mac: use **File - Create Archive...**
  on Linux: use **zip**

project description

- The purpose of the project is to create either a GAME or a NARRATIVE.

- As usual, the project has two parts: (1) design, and (2) application. The design is worth 5 points, and the application is worth 10 points. The first part contains written documentation, to be written using a word processor (e.g., in Word) and submitted as a PDF file (preferably). If you are writing a GAME, the second part is to be written using Scratch. If you are making a NARRATIVE, the second part can be written either in Scratch or using iMovie and GarageBand.

- This project should be done in pairs. Ideally, your project team should have one person whose primary responsibility is to work on DESIGN aspects—the artistic, visual components of the project, and one person whose primary responsibility is to work on TECHNICAL aspects—the programming or editing components of the project.

- START by looking at the **Who's Who** section of the class web page to check out the skills and interests of your classmates. Then use the class time to find a partner.

1   design

- This part is worth 5 points.

- GAME people:
  (1) Make a storyboard that illustrates each screen in the game.
  (2) Design the game states, showing how the user (or game environment) can make the state of the game change. Show the correlation between the screens and the game state.
  (3) Be sure to include instructions for how to play the game!

- NARRATIVE people:
  (1) Make a storyboard that illustrates each scene in the narrative.
  A **scene** in this context is like a scene in a play or a movie. The "set" is different from one scene to another. For example, if the story takes place in a house, one scene could take place in the kitchen and another scene could take place in the living room.

(2) Design the transitions, using both visual and sound aspects, so that the narrative flows smoothly from one scene to the next.
(3) Include a script for the narrative that tells the story and describes each scene in words. This should read like a short play.

- BOTH: Try to write in clear English. Check your grammar and spelling. Save your document as PDF, if possible.

2 application

- This part is worth 10 points.

- Using **Scratch** (see labIII.1) or **iMovie** (see labIII.2) and **GarageBand** (lab III.4), build the game or narrative that you designed above.

- Your application should contain the following elements:

    - If it is a game, there should be at least 3 different screens and at least 3 different game states.

    - If it is a narrative, there should be at least 3 different scenes. There should be a definite story.

- Okay, I didn't give you a lot of constraints or instructions here.
  Be creative!!!
  Impress me!
  Impress your classmates!

- Your narrative or game will be demonstrated in class, so be sure that the content is appropriate for all ages. Rated **E** for everyone :-)