

Senior Research IMD431  
Week 2 Assignment 1  
Node Map and Media Elements  
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### Project Summary.

My original research project was based on an application created as a Director stand-alone and burned on CD/DVD. The senior project requires a product that can be played on the web, therefore I will be making some minor adjustments to the animations, backgrounds, and scripting (for the web) The actual game area will remain as a standard 800 x 600 dimension - this will be in the form of movies created in Director, and using a shockwave player for viewing/interacting, with all the necessary web scripting. For all intentions and purposes, my flowchart will remain the same but include the node map symbols.

Screen layouts received some changes for dimensions and content - again with the web in mind as a base to view the project from. The fonts are the same, I felt the style was perfect first time, which is how I feel about the color palette too - which includes 4 primary colors plus the black/white/grey. The color palette's 4 primary colors of red (#FF0000), yellow (#FFFF00), green (#00FF00), and blue (#0000FF) are all bright web-friendly primary colors chosen for their positive reaction that children have towards such bright colors. The remaining black, white, and grey are incidental colors used either in backgrounds or font colors for large areas of text.

The choices of font used in the text are "Verdana," used in large bodies of text throughout the website in instructional and/or informational details (such as details on the "Help" or "Contact" pages. The other fonts are "Chalkduster" and "Chalkboard" which will be used for headings and other decorative purposes. These two fonts are appropriate for the theme of the game - placed on a school blackboard, while the Verdana font was chosen because of its high legibility, readability, and browser friendliness.

The game is very linear "as one learns the alphabet," and therefore storyboards may be considered redundant. I will however create storyboards of the web site from the opening "Home" page, and navigating to either the "Introduction" (about) page, "Help" page, "Information" (contact), and "Game Level" page (4 levels in various stages of difficulty). The animations remain a "work in progress" and are not included at this stage.

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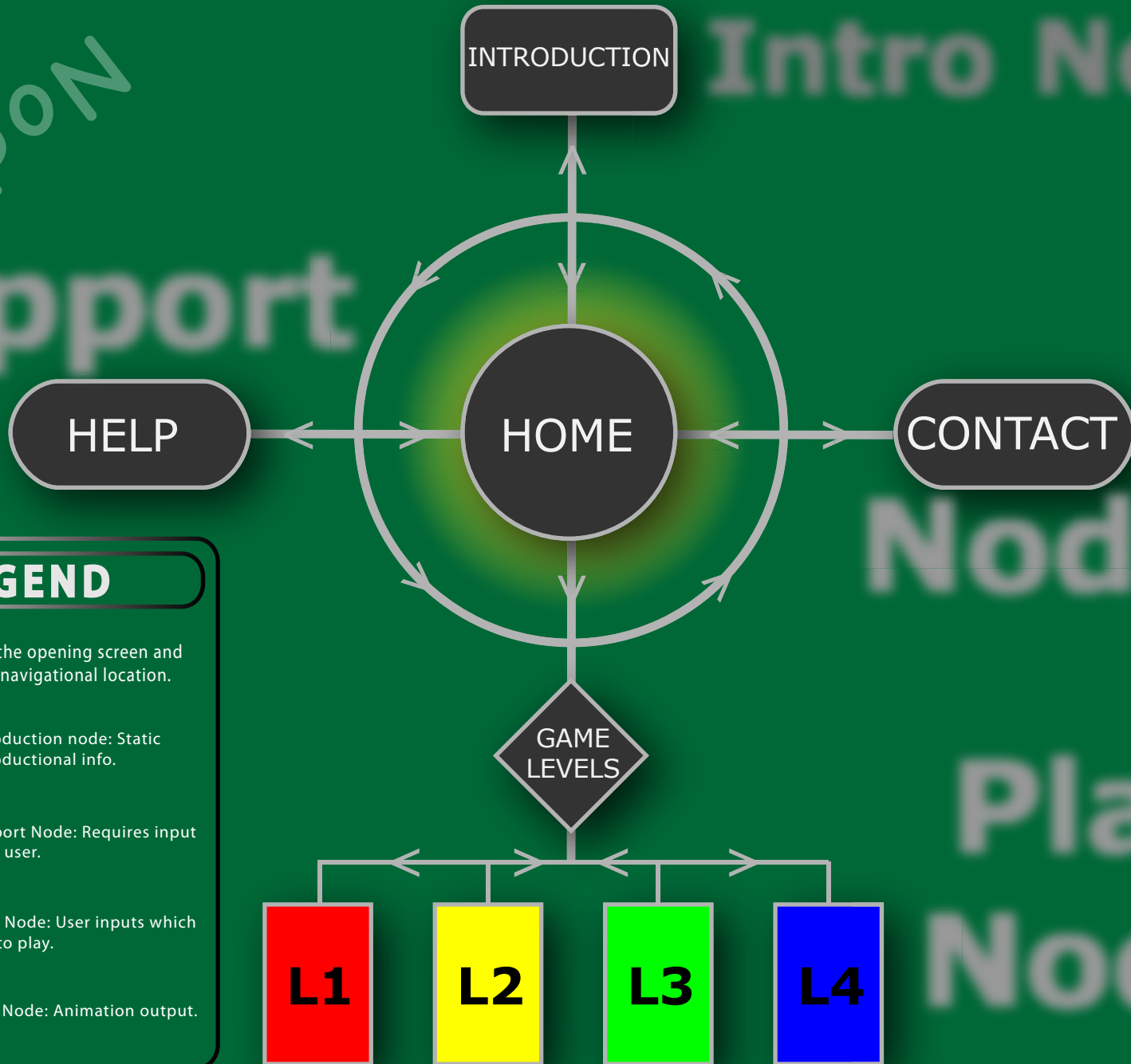
W  
D  
Node

Intro Node


Support

Node


Play  
Node





### LEGEND

 Home: the opening screen and central navigational location.

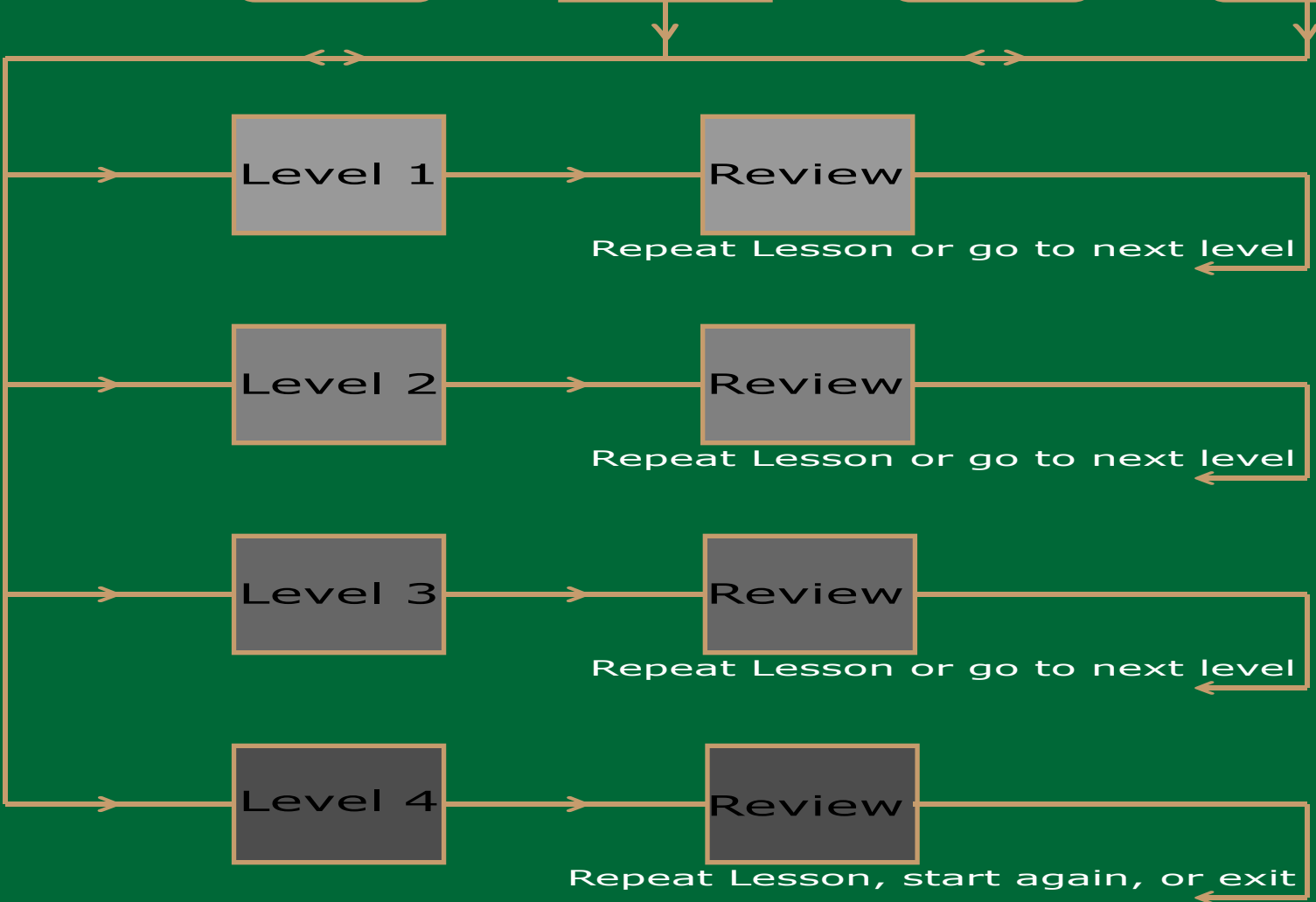
 Introduction node: Static Introductory info.

 Support Node: Requires input from user.

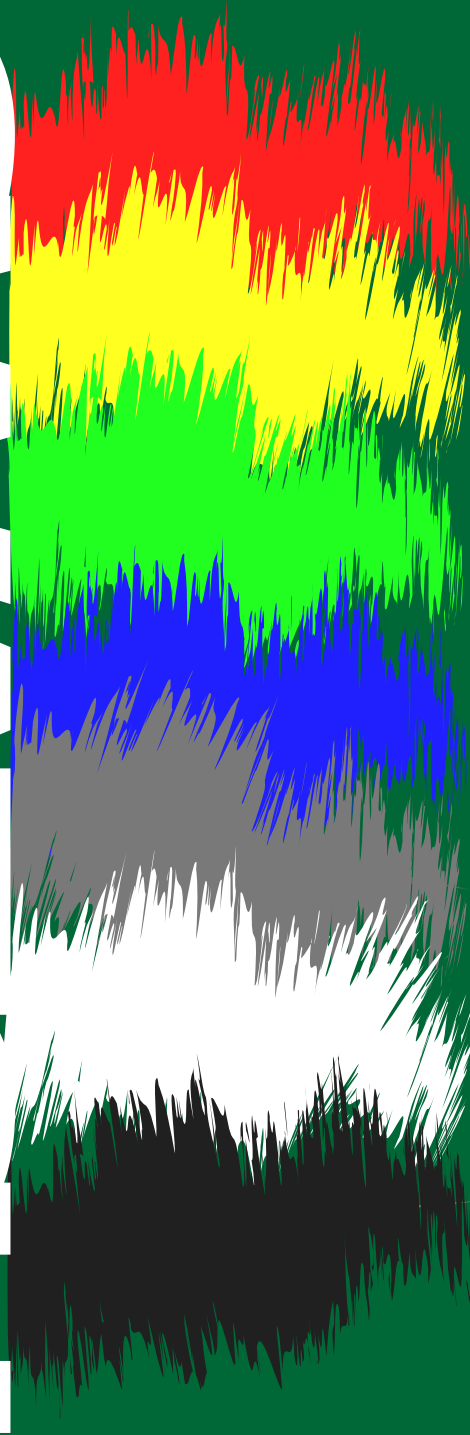
 Game Node: User inputs which level to play.

 Play Node: Animation output.





# COLORS LAYERS



#FF0000 R-255 G-0 B-0

#FFFF00 R-255 G-255 B-0

#00FF00 R-0 G-255 B-0

#0000FF R-0 G-0 B-255

#666666 R-102 G-102 B-102

#FFFFFF R-255 G-255 B-255

#000000 R-0 G-0 B-0

# Typography

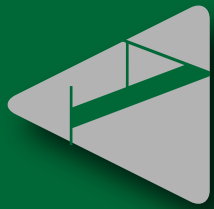
**C** is for Chalkduster

Both decorative and used for letter animations "A is for Apple."  
Font sizes from 36 pt to 220 pt.

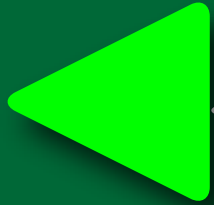
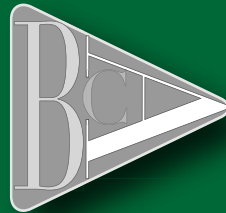
**C** is for chalkboard

Used with headings and other short worded sentences in movies.  
Font sizes from 18 pt to 36 pt.

VERDANA: ABCDEFGhijklmnop 1234567890 Text - 14pt. Headings - 18pt.  
Used for instructional information and technical details chosen  
for its greater legibility, readability, and Web browser friendliness



possible  
< direction buttons >



direction buttons  
< backward forward >



start >



B  
U  
T  
T  
O  
N  
S  
  
I  
C  
O  
N  
S

stop



main character  
Billy Board



n a v i g a t i o n



wireframe background



HOME

Introduction

GAME  
LEVEL

HELP

CONTACT

