Project Proposal - ‘Helping Spoof!’

SUMMARY

The interactive narrative will be based around the ‘Helping Spoof.’ Spoof, the dog, acts as the main character in the narrative that needs to complete certain tasks before he goes out on his daily walk. Each stage will have different interactive opportunities that revolve around things Spoof has to complete before he goes out.

The first one will be an activity where the user has to feed Spoof. There will be object placed in the kitchen and he/she has to figure out how to find Spoof’s food and pour it into the bowl in order to feed Spoof.

The second activity is placing the right size collar around Spoof’s neck. There will be various collars on the screen that are off different sizes and some will have a different nametag. The user therefore has to find the right nametag that fits Spoof properly in order to succeed to the next stage.

The third activity will be finding his bone. The bone will be hidden behind an object in the garden outside and the user has to locate it. Objects will interact when clicked but only one will disappear when clicked to reveal the bone.

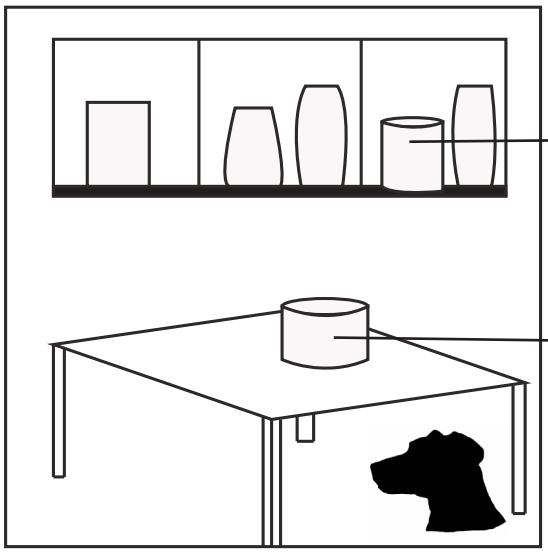
The fourth and final stage will be helping Spoof head back home. There will be four trails that lead off the screen. The motive of this stage is to match the paws with Spoof’s paws at the bottom of the screen. Once the user matches the paws, the dog is able to go back home and the interactive is done.

Each stage will have text at the bottom telling the user what to do. The interactive will also have a start screen that introduces Spoof and will display the age group for which the game is intended. The age group will be 4-7 years old.

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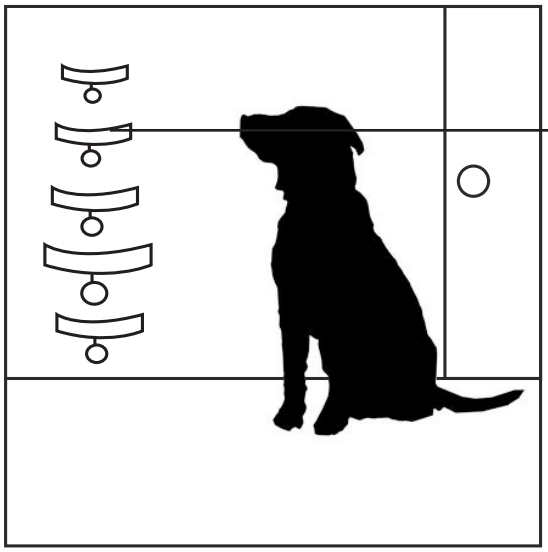


Enter Screen
Click 'Play' to begin.



Click to fill the dog bowl with food

Drag the bowl to Spoof's head below to complete the task and go to the next stage



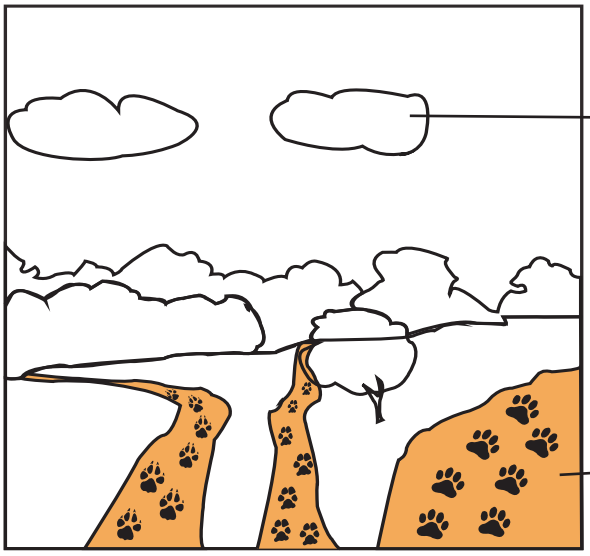
Second collar is the one that fits Spoof's neck well. The collar has to be dragged and placed on his neck in order to proceed to the next stage.



The bone is hidden behind this red cushion. Once it is clicked, the bone with reveal, which will allow the user to proceed to the next level.

Sofa moves when clicked.

Ball moves thrice when clicked but doesn't let the user proceed to the next level.



Clouds move by themselves, to show wind.

The correct path. Once the Spoof's paw is placed and clicked on this path. The game will proceed to the next frame. The paw will be the mouse itself thus allowing the user to move the paw around freely.



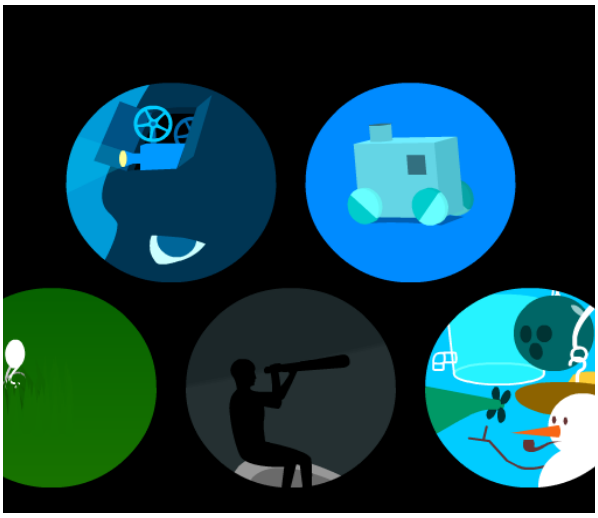
Final display is the end screen that will allow you to play the game again if the user wants to. However, it will not proceed to a stage that hasn't already been seen.

Creative Reference



I was largely inpsired by the series ‘Blues Clues’ that revolved around a dog and a human that worked together to sfind clue and solve mysteries. The idea of the paw prints being an essential part of my interactive game was also influenced by this as the paw was always a symbol largely present in this series.

http://www.vectorpark.com/



The vector park interactive largely influenced my idea for the project. The idea of having lists of things to complete and figure out within a givin stage was intersting. I used this same idea in some of my stages such as the one where Spoof has to be fed, where the user has to figure out what steps are needed to complete the stage and in what chronological order.

Functionality Checklist

IF STATEMENTS
These will be essential when objects are clicked and other objects have to appear. For exmaple, in the third stage where the user has to find the bone and the bone is hidden behind the furntiure.

MOUSE XY
This will be useful largely in the final stage where the mouse is in shape of the paw and needs to fit into the correct trail.

MOUSE PRESSED
This will be needed where there are interactions that need to occru when the mouse is clicked, which happens in every stage.

RANDOM VARIABLES
So if the user has to play the game again, slight changes will create a sense of difference rather than it always being the exact same. However the changes will only be to the environment and will not be drastic as that would change the tone and mood of the game itself.

SPRITE XY
To create a more interactive environment for each stage, such as the clouds moving by itself and continously in the very last stage. It will also be nice to use in the opening page to make the game look more interesting, thus, attracting users.