

Game or Story?

Interactive Animated Fiction (with branching story line)

Preliminary Preproduction Brainstorming!

IF Solitaire: Preproduction Creation Process

Requirements: Note cards

Objective: Create a branching story using a series of note cards. At the top of each card write a simple story sentence and at the bottom write out 2 branches (*choices or paths*). Each choice branches to a new note card, a new story line at the top, and 2 new choices at the bottom. You will create at the very least a flowchart with levels based on 7+ cards.

Example on back side of this page.

This will become the basis for your interactive animated fiction. This will be turned in.

Flash Interactive Animation!

Requirements:

1. Animation (*either start with character animation assignment or brand new animation*); any length. Limited animation OK.
2. Navigation (choose a. or b. choice):
 - a. No obvious buttons if interface is intended to be transparent (*immersive*).
 - b. Navigational Interface persistent for entire interactive animation.
3. Branches or choices: 3+
4. A choice made early on will determine a choice in the future. This condition will change using an *if...then* conditional statement (*example will be 'name' can be entered and change, rainy day or sunny day depending on how long you play, or change to story based on gender choice...*).
5. Interaction: movieclips (*conditional statement*), buttons and basic actionscript.
6. .FLA, .SWF turned in – folder with name on it.
7. Preproduction note cards. (You will more than likely use the note cards as an outline but will not develop your story as far as your note card story. Think Reader's Digest Version.

Example Of How To Use Note cards To Create Branching Story: *(If Solitaire)*

