

Alice Project 3

For this project, you may choose to work alone or with a partner. This project will be the final class project, which will be displayed on laptops for friends and family to see on closing day. You will also be putting the storyboard for your final project on posterboard to illustrate the planning required to complete the project. If you would like to use screenshots of your final project on your storyboard, you must give me all of your .jpg files and the approximate size you want them printed by the end of class on Thursday, July 23. For reference, standard posterboard size is 22"x28".

Due dates:

Storyboard presentation: Monday, July 20 (afternoon)

Screenshots due (if you want them printed): Thursday, July 23 (afternoon)

Code/Animation presentation: Thursday, July 23 (morning)

You have several choices:

- 1) A game of some sort. You must devise a score-keeping mechanism to let the user know when they have won (or completed) the game.
- 2) A commercial. The commercial must run for at least one minute and advertise some product. You can use a "billboard" to create a 2D image of the product in the world.
- 3) A scene from a book or movie. The scene must run for at least one minute and should include sound or text "voices."
- 4) Create your own project. If you choose this option, you should discuss your idea with me ASAP so I can help ensure you have chosen something you can complete in time.

Here are the requirements:

- a) You are to devise a storyboard for the overall animation. For the presentation on Monday afternoon, your storyboard can be in an unfinished form. For the closing ceremonies, you should prepare the storyboard as something you can show your friends and family (not just scrawled notes on a sheet of scruffy paper). Time and materials for a posterboard-sized storyboard will be provided on the last day of class.
- b) Your animation must use at least four methods and at least one function that you have written.

- c) Parameters must be used for at least two of the methods/functions.
- d) You must use a loop or while statement somewhere in the code (this does not include events with BDE structures).
- e) After all projects have been presented, you will vote for your favorites in different categories. You may not vote for your own project in any category. Possible categories include:
 - a. Best Overall Project
 - b. Most Entertaining
 - c. Funniest
 - d. Most Realistic Animation
 - e. Best Game
 - f. Best Commercial/Scene

Please help me with ideas for other categories! Winners will get prizes, and a ribbon to put on their storyboards for the closing ceremonies.