

**Design Plan: SmartSigner Memory Game**

I am proposing to make a "Memory" Game in which users match up words and/or pictures with signs (as in sign language). This is an extension of an earlier project I was working on, a site called "Smart Signer" in which people sign up to a site, login, and choose various sign language modules to learn and quiz themselves .

**Target Audience**

The target audience would be people who want to learn their current module of sign language, and who are already logged in to the website. They could be of a variety of ages, but would more than likely be approximately age 10 or up.

**Description and Purpose**

The description of the game is a Memory game that interacts with PHP in the site SmartSigner. This site is a site developed which helps users practice their signing modules (a collection of around 20 words). By adding a Flash game like memory to this, it helps the user practice their signs in a different way other than just watching the video clips of them. In addition, by flash interacting with PHP, the game will be tailored to their specific signed module they are working on.

The main content of the game will be the cards, chosen randomly from their current module, and displayed (“upside down”) at first. Users will click on pairs of cards. Once a word and a sign (which is a video of the sign) match, the user wins those pairs of cards. The user wins the entire game once all cards are matched.

**User Interactions**

Activity	Goal
Users will select (drag/drop) selected number of cards they want to play.	To tailor it to the individual’s level to challenge themselves.
Users click on 2 cards to match the word with the sign.	The purpose is to match two cards; if they match, then they win those two cards!
Navigate (quit, go back, play again, etc.)	Give the user the ability to move back and forth and not be trapped in any one part of the game.
User enters alias (text)	gives them a chance to use a name other than their username if they wish.
Match all cards	Game over! They can play again if they would like.

**Limitations to the Project**

The limitations to this project is that it will be delivered over the web, and people won’t want to wait too long for things to load. Also, there will be a lot of video content (separate very short pieces), so I will limit the sounds in this project.

**Resources**

The main content will be what is used in the SmartSigner website. Currently, only 2 modules are developed, but the video content is already stored on that site (links are in the database). There really is not an overwhelming amount of material I need to create in order to make this work (like clips. animations, symbols, video, etc.).

However, what will be the large chunk of this project will be the ActionScript to get it to all work together smoothly and efficiently, in addition to the PHP and Flash communication.

**Project Schedule for Production**

Activity	7/21	7/23	7/25	7/27	7/30
Create movie clips, symbols, and animations	X				
Connect to PHP, deliver basic content		X			
Do ActionScripting for game/displaying cards and matching		X	X	X	
Begin testing			X	X	
Implement Part I Evaluation				X	
Submit Project					X

**Reviewer Feedback**

I partnered with Jim Woolridge. Some of the things he suggested were:

- (1) Some explanations (a few sentences) of each storyboard image (I didn't have any when I first handed it to him.)
- (2) A bit more clarity in the descriptions of files
- (3) The need to add some sound, since that is a requirement. Figure out where I need to add it.
- (4) User interface elements seem simple and straightforward, easy to use, which is great.

Otherwise he stated it looked like it held all the needed elements and looked like it would be a great project!

Overall, I am not really changing my idea. I will make sure the user interface elements are clear, and add more description to my storyboard as well as think about tiny ways to add sound that won't impact the size of the project too much.

Dimension:

750 X 400

No:

1



*This is the "intro" screen. Since the app already knows the users name, no need to enter it. However, due to requirements, I may add a place where they can enter an "alias" for the name...or some sort of text-type entering. This intro screen welcomes them and gets how many cards they want to have in the game before continuing. Once they choose how many cards, the navigation shows and they can continue on to the game.*

Interaction	Effects	Transition Effects
Drag and drop number into space	once dragged, then "next" or "change" menu pops up for user to click	choices fade in quickly
Click on menu choices to go to next section, or redo the card choice		

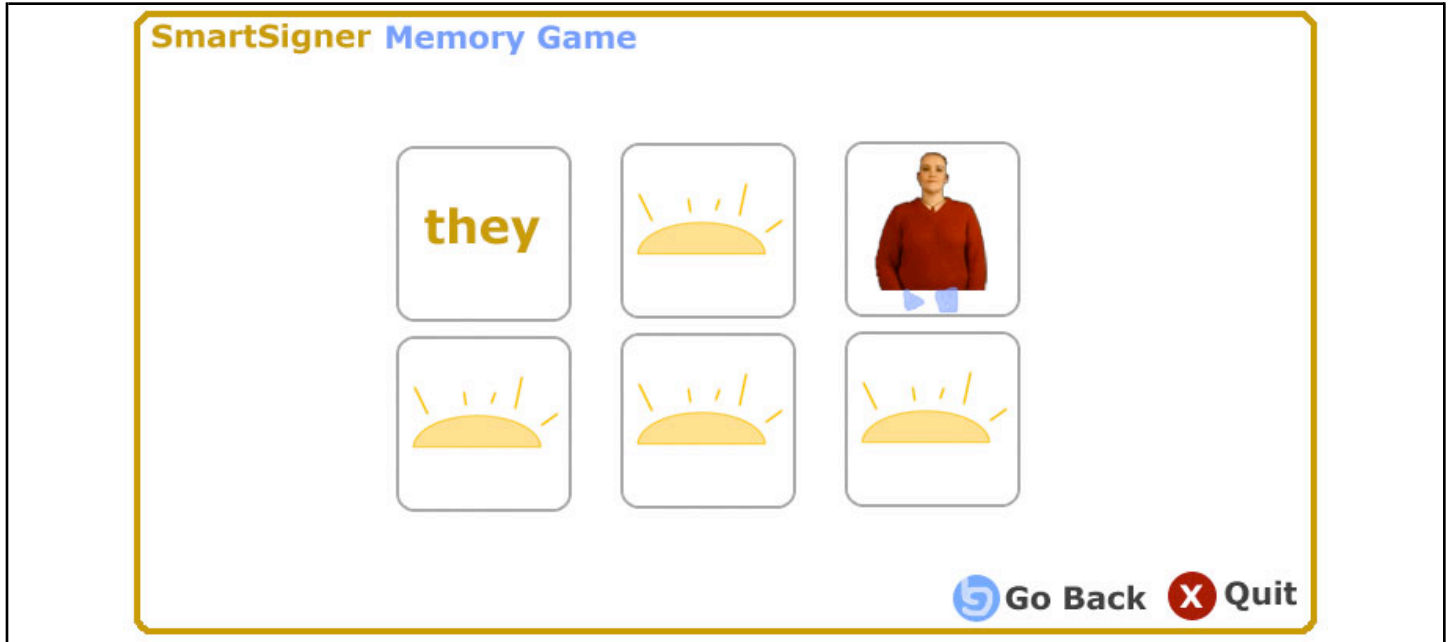
Media	File Name	Description
2D		
3D		
Animation	(1) CardTween (2) SunAnim	(1) Cards are laid out one by one (2) Sun symbol slightly animates
Video		
Sound	(1) Button Sound	This will be the "click" sound for the button.
Music		
Text	PHP will give Flash the username they currently have.	

Dimension:

750 X 400

No:

2



*This is the “game” movie clip. It will hold other movie clips and will be the heart of this Flash document, as well as involve quite a bit of Action-Scripting and communication with PHP. This is where the user flips over two cards at a time, and if they match (the sign--which will be a video--must match the word) the the cards will disappear with a bit of animation.*

Interaction	Effects	Transition Effects
User clicks on two cards, if they match then they disappear. If not, they go back down after so many seconds.	“card turning” effect. Video will play and stop. “Poof” animation if cards match.	
Click on menu choices to go back or quit.	Navigates the user to previous or quit clips.	

Media	File Name	Description
2D	1. mcCard	1. will have drop shadow to it. These will be the backs of the cards
3D		
Animation	(1) CardTween (2)SunAnim (3) Win (4)Poof (5) Stack of cards	(1) Cards are laid out one by one (2) Sun symbol slightly animates (3) When person wins, they will get a clip with shows them they won, and how many tries. (4) Poof is an animation that happens when they get a match. (5) As user matches more cards, the stack of cards over on the riht will get bigger.
Video	Many file names.	These are signs that will be accessed via PHP and mysql.
Sound	(1)soundCard (2) soundPoof (3)soundYay	There will be a sound when cards are “dealt”, as well as a “poof” when they disappear. There will be a quick “yay” sound when a game is won.

Media	File Name	Description
Music		
Text	memory.php	PHP will give flash the words on the cards as well as the videos. The hard part will be randomizing it and figuring out how they match.

Dimension:

750 X 400

No:

3



Interaction	Effects	Transition Effects
User clicks "yes" or "no take me back to animation.	Navigates user back to appropriate clip.	a quick fade in and fade out of the "popup" window.

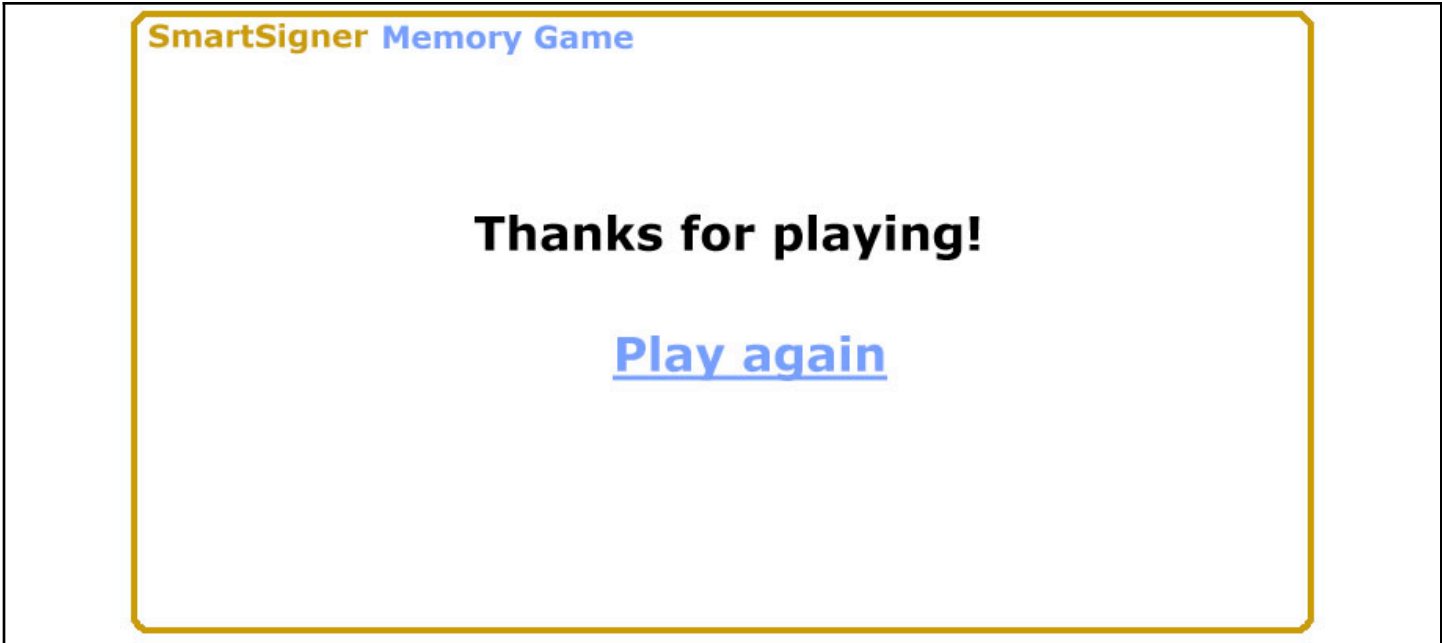
Media	File Name	Description
2D	1. greyBG 2. Buttons (don't show here, but will create them)	1. Square with Alpha lowered on it. Clip shows up when user asks to quit.
3D		
Animation		
Video		
Sound	(1)soundBtn	A sound (like all the others) for the buttons.
Music		
Text	on screen, created in Flash.	

Dimension:

750 X 400

No:

4



Interaction	Effects	Transition Effects
User can click "play again"	Navigates user back to appropriate clip.	Yes--probably a nice fade in, fade out.

Media	File Name	Description
2D	1. I will probably	1. Square with Alpha lowered on it. Clip shows up when user asks to quit.
3D		
Animation	SunAnim	Same animated sun symbol; will use here as well.
Video		
Sound		
Music		
Text	on screen, created in Flash.	

