- Project Title: Narravas
- Names: Alex Alsheimer Anthony Forcella Christian Gibson
- Version: 1.0
- Date: Oct 12 20222
- **Description**: Narravas generates a unique artwork based on a user's choices
- User Goal: For the user to synthesize an introspective reflection through creativity that helps the user to navigate their personal experiences and leave them with pride & satisfaction that further connects them with their sense of self
- User Tasks
 - Go to story selection screen
 - Choose a story based on story length
 - Navigate through story by making choices
 - Save the image at the end of the story
 - View the gallery
 - Delete a saved image
- Conceptual Model (uses similar table format as provided <u>here</u>)

Object	Attributes	Operations
• Main Menu	 Various Menu Buttons: New Story Continue Story Gallery Settings 	 Select & Go to (2 operations) : Story selection screen Gallery Close software
 Story Selection Screen 	Back ButtonPlay ButtonPop Up Description	 Go back to the home screen Start story View description
Story	 Title Length Description/Type Branch/Graph* Narrative/Choices* Style 	 Make Story Choices* View Graph Update Graph* Exit Story
 Canvas 	ImagesColors	 Add image Color image Display canvas Share image Save to Gallery Download image
Gallery	Gallery TitleArtwork Title	Download ImageDelete Image

 Artwork thumbnail History 	View ImageView HistoryExit Gallery
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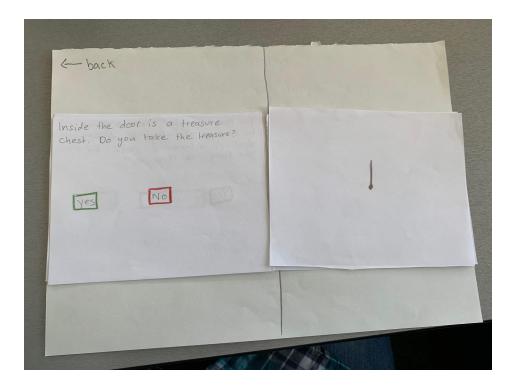
• **Paper Prototype**. Include text that explains what these images are showing.

	Chase , and short, a	
TE VIII	Welcome to Narravas New Story] [Gallery] Schlings	
		I

Main Menu: Navigation to begin, or exit game.

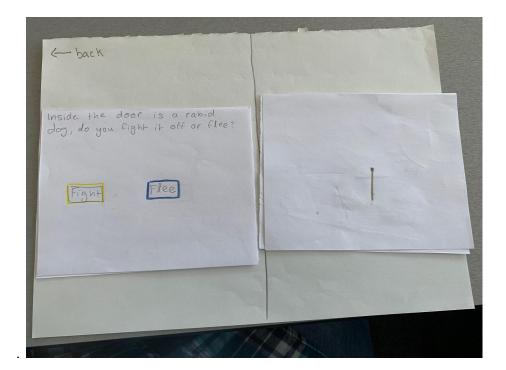
(back	Story Selection Choose a story.	
	Choose a story.	
Story Cover 1 Story 1 (Play)	Story Cover 2 Story 2 Ray1	Stary Cover 3 Story 3 May
(short)	(medium)	(long)

Story Selection Screen: Select a story from a variety of choices where artwork complexity is dependent on story length



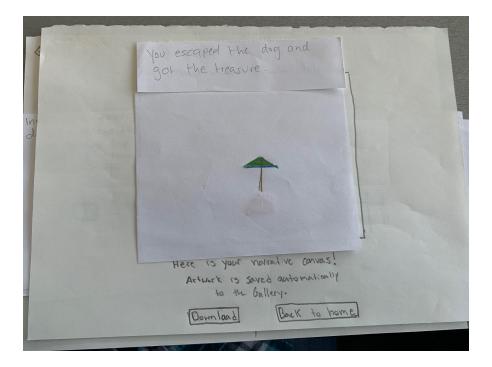
< back	
You enter a room and there are two doors. Which door do you	
choose?	
door A door B	•

Story Pages and Canvas: Players are presented with a story along with a selection of choices. Each time the player selects an option, something is added to the artistic canvas. This process continues until the story is finished.



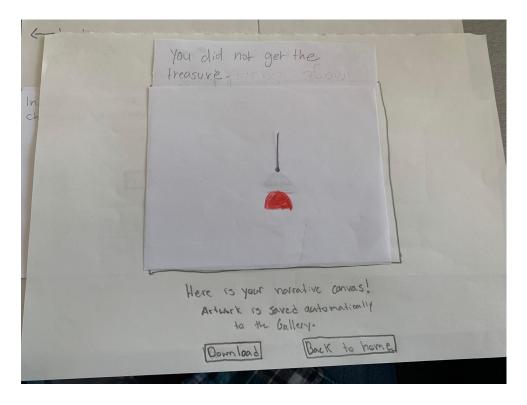
t-back			
You run into the other to escape the dog. In door is a treasure che you take the treasure	door side Hris ost Po	+	*

Story Pages and Canvas: Players are presented with a story along with a selection of choices. Each time the player selects an option, something is added to the artistic canvas. This process continues until the story is finished.



You escaped the dog and did not get the treasure.
T
Here is your norrative convas! Artuart is saved outomationly
to the Gallery. Download Back to home
S1800 1078 9755

Final Art Piece: Once the story is finished, players are taken to this page where their final work is presented with a description. They have the option to download the artwork to their system or go back to the main menu.



- back	
	You did not get the treasure points about
Carlos Partes	
-	
1	Here is your norralive convas!
	Artuark is saved automatically to the Gallery.
	Download Back to home

Final Art Piece: Once the story is finished, players are taken to this page where their final work is presented with a description. They have the option to download the artwork to their system or go back to the main menu.

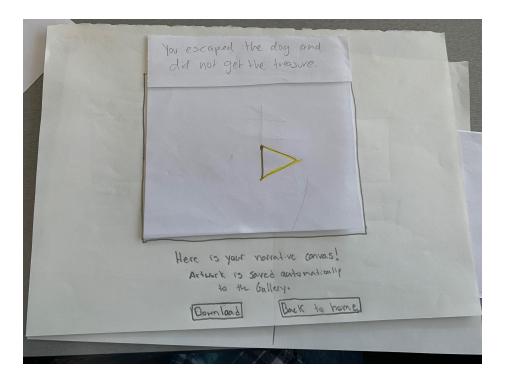
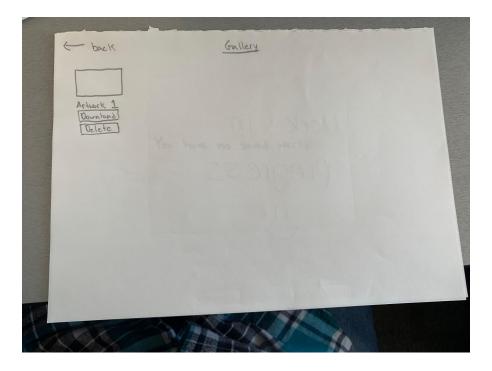
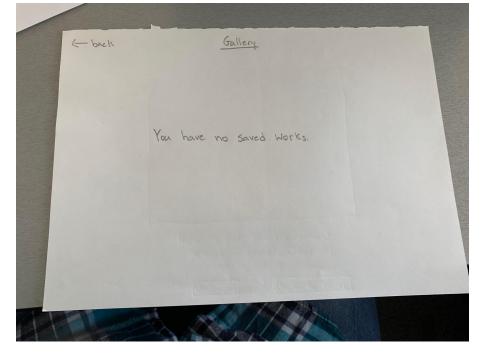


Image Saved!	
Here is your norralive convas! Arthurk is saved outomatically to the Gallery.	
Download Back to home	

Final Art Piece (Saved): When artwork is downloaded, a pop-up will appear to confirm download.



Gallery, Saved Works: A gallery which shows saved works.



Gallery, No saved works: A gallery which has no saved works.

• Implementation.

- Currently planning on using Unity and C# to implement (Due to Unity's ability to store images, shippable of the final product, and our familiarity with Unity).
- Creating art assets in photoshop or some other photo editing/drawing software