PROTOTYPES - MONTH 2

PROBLEMS
1. Revising the entirety of the story is out-of-scope.

2. Players are confused by perspective shifting.
3. Players do not feel connected to the characters.
4. Players feel the story lacks a clear direction early on.

5. The project is not properly utilizing VCS.
6. The project could better utilize illustration to construct the essential experience. Players are dissatisfied by the scarcity, non-reactivity, and lack-of-clarity of illustrations.
7. The project could better utilize sound to construct the essential experience.

SOLUTIONS
1. Revising the entirety of the story is out-of-scope.
    1. Rewrite the story as vignettes. Vignettes are shorter, more focused on a few core questions, and do not owe detailed continuity to their collection.

2. Players are confused by perspective shifting.
    1. Redesign of perspective shifting practices
    2. Dynamic Visual Color Themes to visually delineate different perspectives.
    3. Meta-Narrative Frame for perspective shifting.
3. Players do not feel connected to the characters.
    1. Revision to focus the story on only 2 main characters.
4. Players feel the story lacks a clear direction early on.
    1. Revision to give the characters a clear sense of direction from the first scene, then move the plot in that direction with each subsequent scene.

5. The project is not properly utilizing VCS.
    1. Utilize VCS.
6. The project could better utilize illustration to construct the essential experience. Players are dissatisfied by the scarcity, non-reactivity, and lack-of-clarity of illustrations.
    1. Add multiple, smaller scale illustrations to each scene incorporated as meta-narratival annotations. Utilize 'sketchy' style to accelerate production. Rely on color themes for color decisions.
7. The project could better utilize sound to construct the essential experience.
    1. Add music
    2. Add sound effects

RISKS
1. Vignettes
    1. Vignettes may not deliver a satisfying experience
2. Dynamic Visual Color Themes
    1. Players may not understand the significance of the color themes.
3. Meta-Narrative Frame
    1. Players may not understand the meta-narrative frame.
4. Annotation-Illustration

1. Annotation-Illustrations may distract from the essential experience.
2. Multiple annotation-illustration tracks and sound effects may be out of scope.

5. Music
   1. Music may distract from the essential experience.
   2. Multiple music tracks and sound effects may be out of scope.

QUESTIONS
1. Structure
   1. How can scenes be edited to operate as vignettes?
   2. Will a collection of vignettes make for a compelling story?
   3. How many vignettes are within scope?
   4. Will a meta-narrative effectively contribute to the essential experience?
2. Character
   1. Will Jason and May be a fun and interesting duo to follow?
   2. Will a stronger Jason be fun and interesting to play?
   3. Will a struggling May be a compelling character to follow?
   4. Will helping May be a compelling motivation for the player, playing as Jason?
3. Perspective Shifting
   1. Can we shift perspectives between scenes without confusing the player?
   2. Can we shift perspectives within a single scene without confusing the player?
   3. Can we return to a scene from a new perspective without confusing the player?
   4. Will a meta-narrative effectively frame the story for better comprehension of perspective shifting?
   5. Will shifts in color themes help the player better understand and recognize a perspective / perspective shift?
4. Visuals
   1. What visual arrangements of line, color, and text will best visually frame the story?
   2. What visual styling of text and other arrangements will best visually frame the story?
   3. What visual arrangements of line, color, and text will best help the player distinguish the meta-narrative from the narrative?
   4. What visual styling of text and other arrangements will best help the player distinguish the meta-narrative from the narrative?
5. Programming
   1. Is it within scope to revert back to the original image-display?
   2. Is it within scope to dynamically change color theme?
   3. Is it within scope to add functionality for illustration annotations?
6. Illustration
   1. How can annotation-illustrations build towards the essential experience in new ways?
      i. Will annotation-illustrations (smaller, sketchier, set in margins) better reinforce the meta-narrative for the player?
   2. Will annotation-illustrations retain performance the same functions for the player as previous images?
      i. Engage player
      ii. Help player visualize scene
   3. Will annotation-illustrations be visually cohesive with other elements?
      i. Will annotation-illustrations create a more cohesive visual style?
      ii. Will annotation-illustrations be compatible with dynamic color themes?
   4. Is it within scope to add annotation-illustrations to the project?

i.   How long does it take to **create** one annotation-illustrations? How many can we expect to create for each vignette?
            ii. How long does it take to **animate** one annotation-illustrations? How many can we expect to animate for each vignette?
    7. Sound
            1. How long does it take to make one soundtrack? How many can we expect to create for each vignette?
            2. How can sound build towards the essential experience?

PROTOTYPES
Channel 1 - Writing
    1. Vignette 1 - Shiloh Hills
        1.3   1.1, 2.1, 2.2
    2. Vignette 2
        1.2
            a. Fisherman?
                2.3, 3.1
            b. Telescope Walls?
                3.1, 3.2, 3.3
            c. Sanctuary?
                2.1, 2.3, 2.4, 3.1, 3.2
    3. Meta-Narrative Frame
        1.4, 3.4

Channel 2 - Visuals
    1. Revert Image Display
    2. Visuals
            1.
            2.
            3.
            4.

Channel 3 - Programming
    1. VCS
    2. dynamically change color theme
        5.2
    1. add illustration annotation functionality
        5.3

Channel 4 - Illustration
    1. 1 Illustration in Annotation Style
        6.4

Channel 5 - Sound
    1. 1 Music Track
        7.1, 7.2