

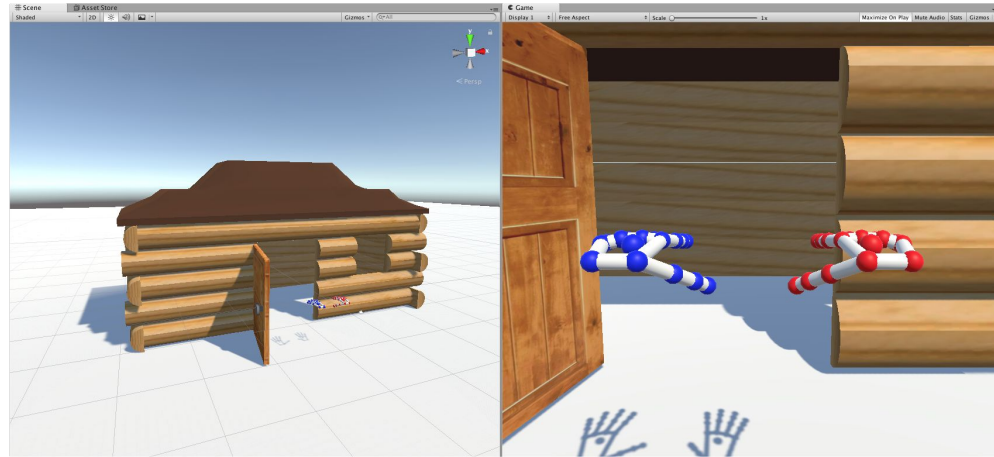
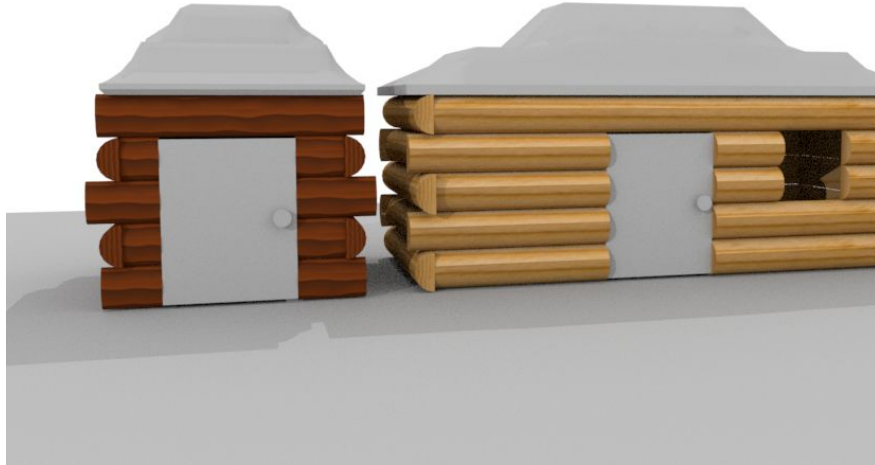
WildBerries

James Berry



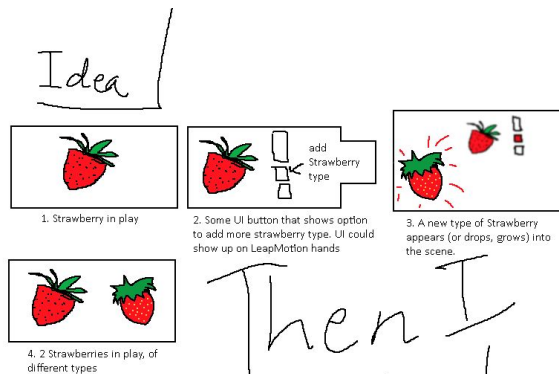
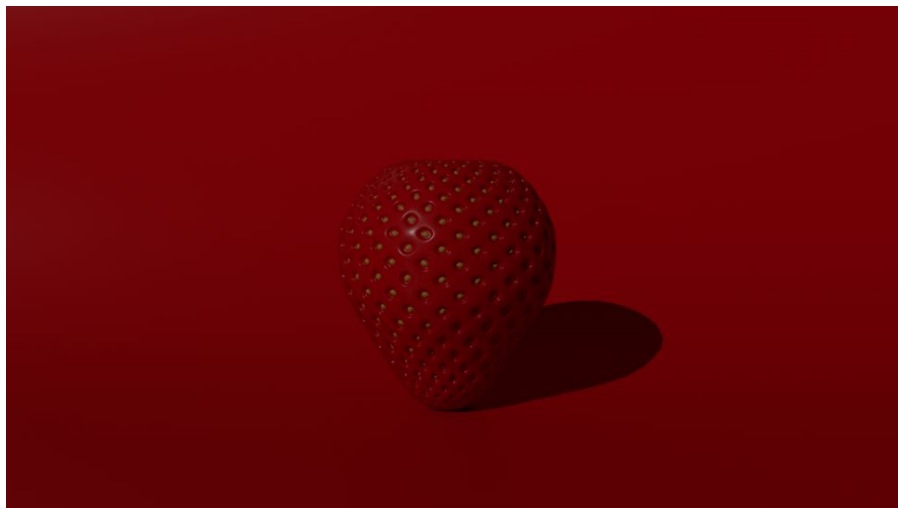
First Semester

- Wanted to create an environment that housed the story of the world.
- Made a bunch of models that were not the Berries.
- Tested mechanics for the most of the time



This Semester

- Striped the environment I created
- Going to be modelling berries, based on Feature List made for project
- Scenes will play out as showcase-style-photoshoot areas with whatever key berry/family of similar berry being displayed.



Then I
add More!

Plan of Execution

- Will be exhibited via a laptop, or desktop, with a projector. If space does not allow for that, then a monitor would be used instead.

Technical Plan:

1. I will model berries in order decided in feature list. The triage points are having only the rose family of berries, and then including other families extended from that.
2. I will create static user interface buttons that will add extra berries into the scene. The extra berries will be the copies of the showcase berry but in whatever different variation is out there in the world.
3. Add the Leapmotion hands at the same time, so they can interact with the UI buttons.

Plan of Execution

- Will be exhibited via a laptop, or desktop, with a projector. If space does not allow for that, then a monitor would be used instead.

Storyline of experience:

1. User comes up to Wildberries
2. User uses Leap Motion or mouse to enter the play area (main scene with a showcase berry)
3. User interacts (pick up, poke, eat) with the showcase berry
[information gets displayed as interactions trigger them]
4. User presses button for a berry variation of the showcase berry
5. Interaction
6. User presses button (or chooses from a slider?) For the next berry kind.