



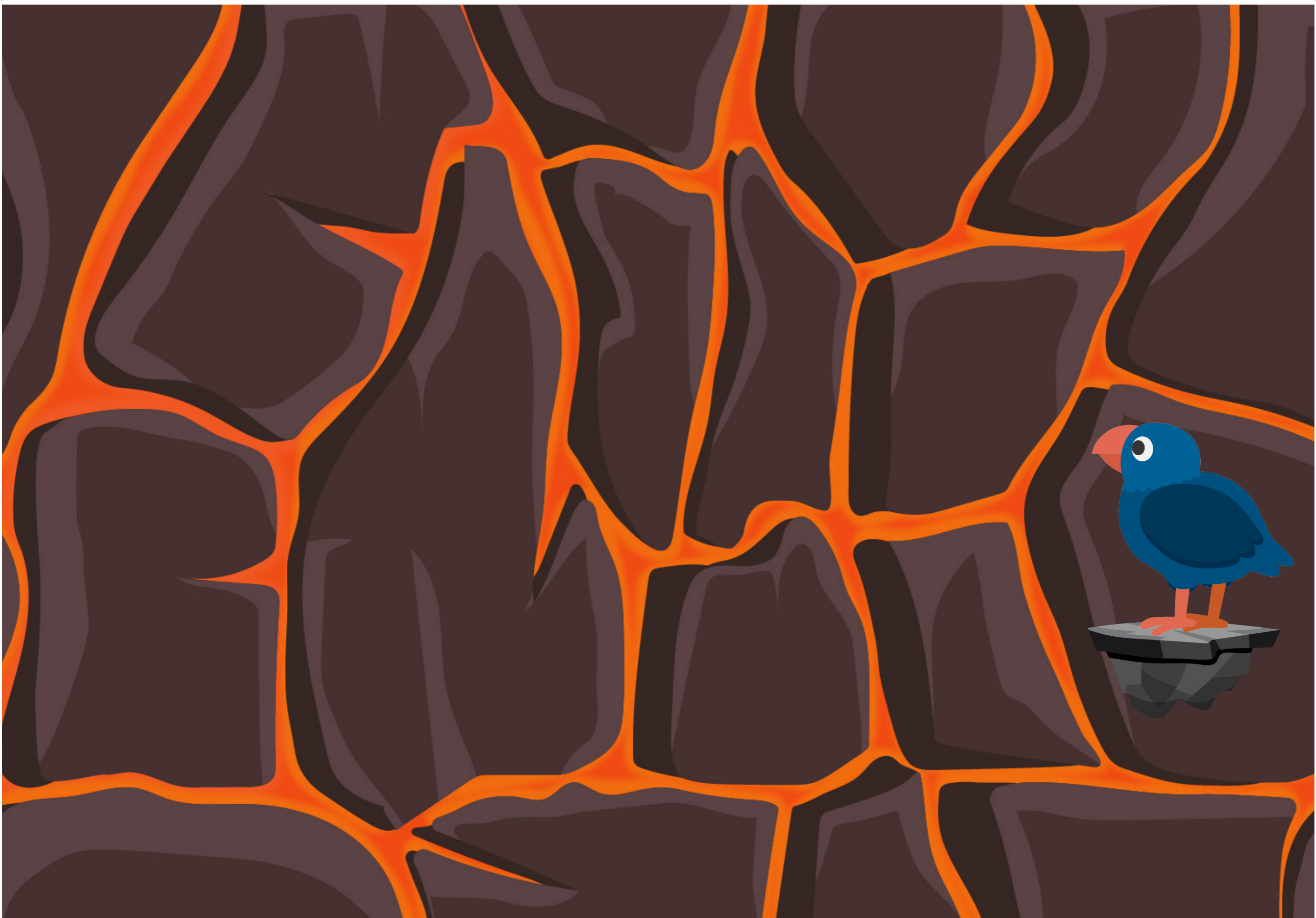
INDIVIDUAL REPORT

PAP 2 / BMD3R1

ZAK ALEXANDER

16/06/25





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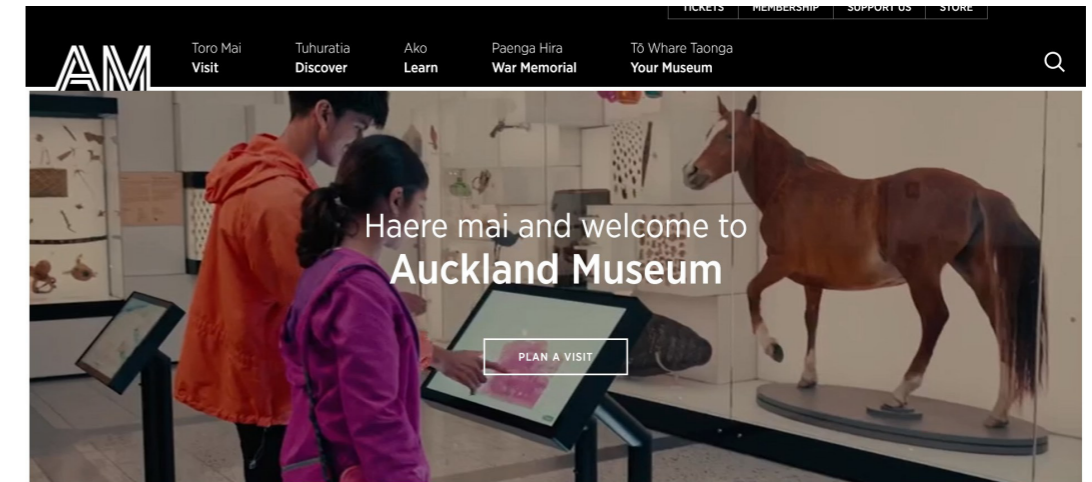
- Outcome

30.

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THE BRIEF.



Open weekdays from 10AM - 5PM.
Open Saturdays, Sundays, and public holidays from 9AM - 5PM.
Open late every Tuesday evening until 8.30PM.

Auckland museum wanted an online experience of their weird and wonderful exhibit. Something that keeps their audience engaged even after visiting the exhibition, or for people who are physically unable to visit it in person.

What solution can be created that keeps these conditions in mind, stays true to the exhibition, but is also something new and interesting that their target audience resonates with.

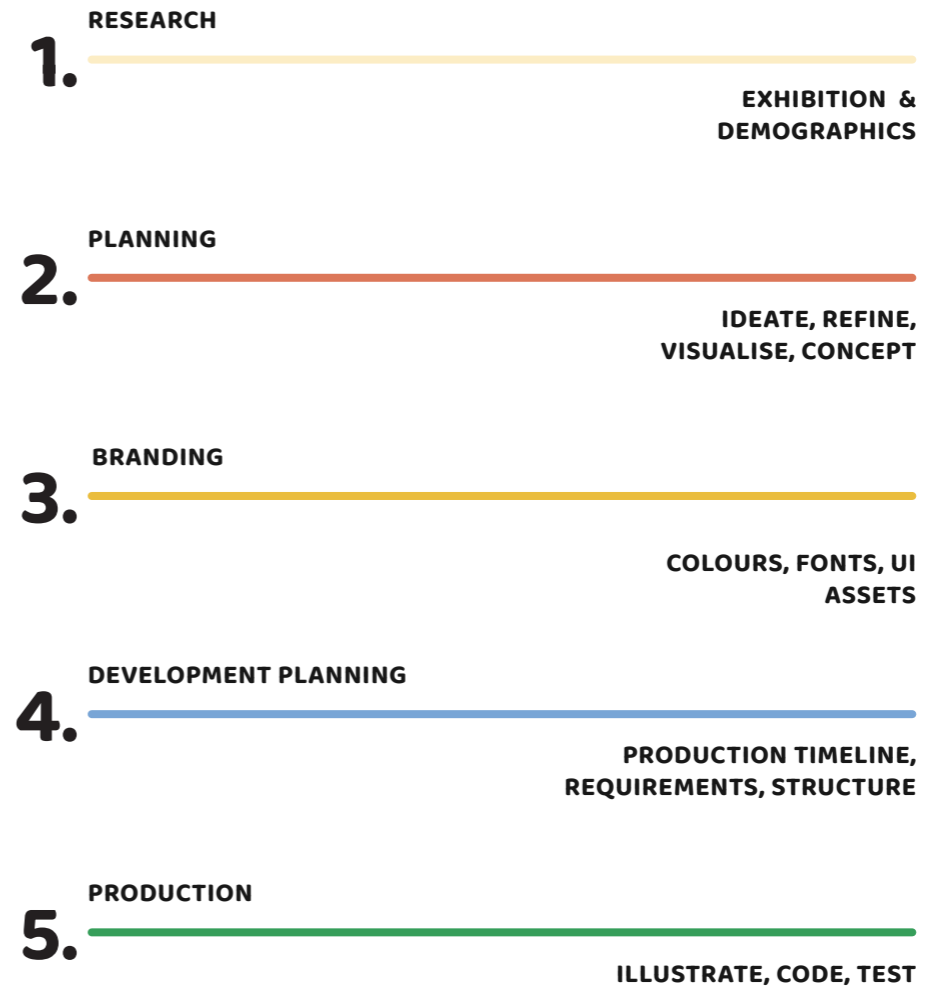
DESIGNER PROFILE.



Interactive Researcher
UX/UI designer
Lead Programmer

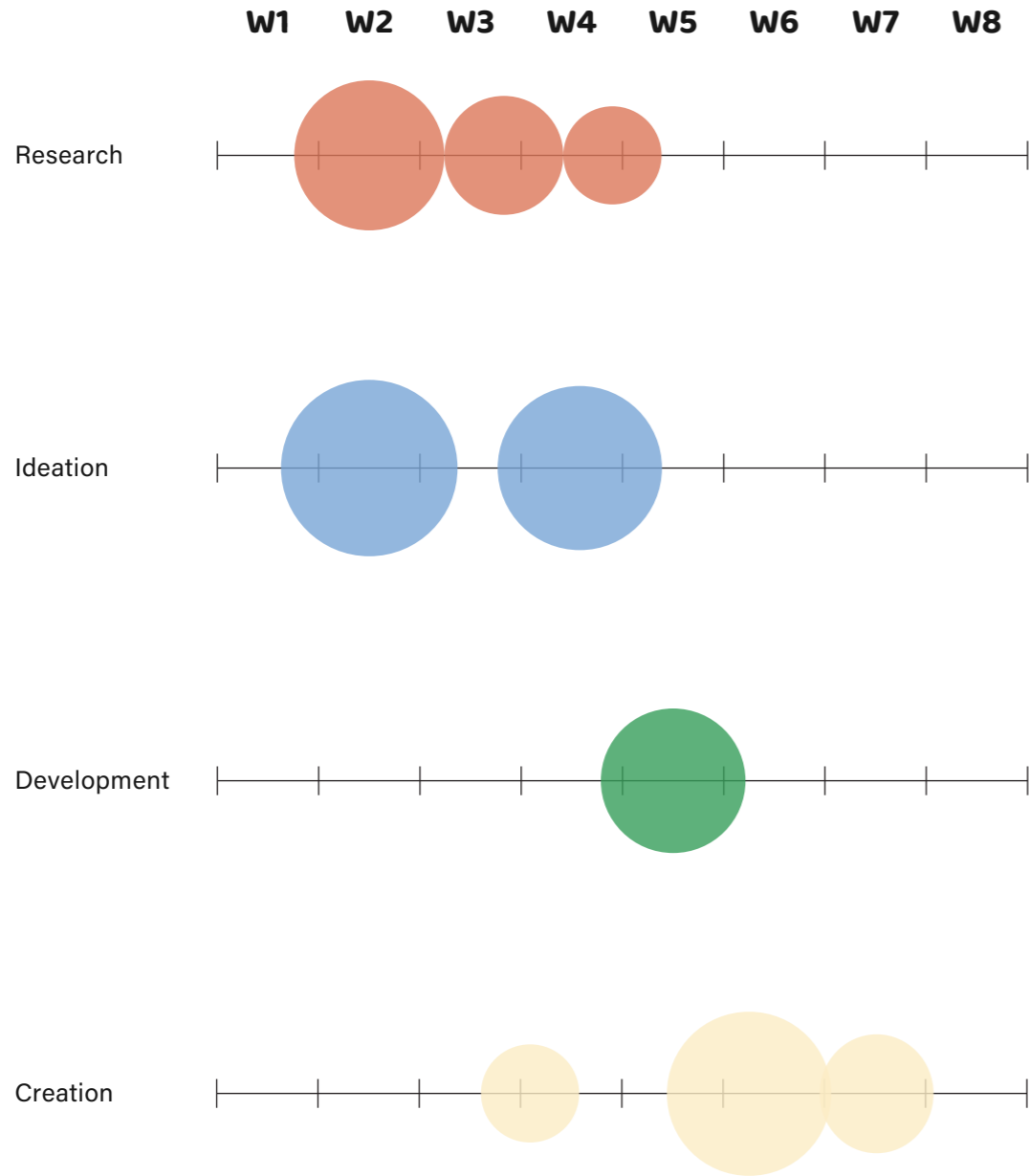
Miharo went through a lot of changes. Our team had equal roles throughout the design and development phase with everyone taking bits and pieces of different work. I branched out into illustration and animation for this project, creating a lot of the menu illustrations and game assets.

METHODOLOGY.

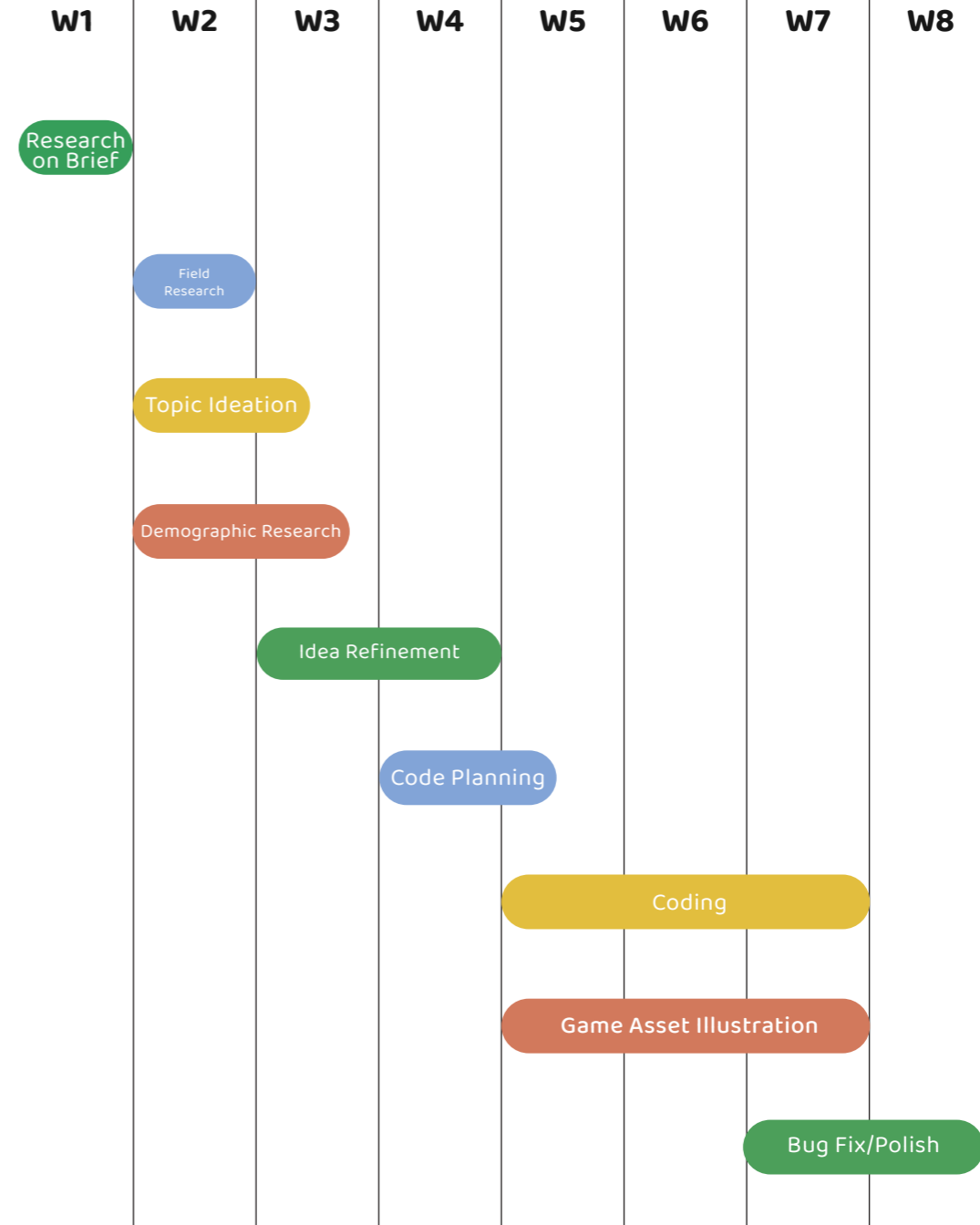




WORKLOAD.



TIMELINE.



INITIAL RESEARCH.

To build a foundation for our project we researched Auckland museum and did case studies on what other museum's online experiences were like.

Could be a large webpage (imagine figma like navigation) where users can explore around by dragging or touching on mobile. Filling this page will be lots of assets that can be expanded and feature more information and resources.

Zak Alexander

Webpage could be themed in the style of the actual exhibition. Maybe could have a character that accompanies the users like the ai idea we had. We could have promotional videos to fill the motion roll and even use motion for featured objects in the exhibition

Zak Alexander

Would be mainly a mobile experience as it'll probably be accessed from the museum it's self, or children mainly use tablets these days to access the internet. Gone are the days of my childhood using a desktop computer :(

Zak Alexander

Lots of hidden features to entice users to explore and interact. Think like butterflies hidden behind a door, when clicked they all fly out

Zak Alexander

A volcanic explosion every 15 minutes: how Australia's museums are using VR and immersive experiences to boost attendances...

theqandian.com

Découvrez la petite galerie du musée du Louvre

musée du Louvre

This is a cool online exhibition. Not really unique in any way but is technically impressive allowing users to navigate the exhibition in a virtual space

Zak Alexander

Similar to our museum's volcanic exhibition, the Museum of Australia's Pompeii exhibition in Canberra showcases an immersive experience that aims to bring the Roman city back to life. It's actually currently running (30/4/25) and ends on the 4th of May 2025. This exhibition combines tech with artifacts to recreate the events surrounding the eruption of Mount Vesuvius in 79ce. It features a 360-degree recreation of Mount Vesuvius's eruption, presented every 15 minutes. This is a multisensory experience which shows visitors vivid visuals and soundscapes, simulating the chaos and destruction of the ancient disaster

Zak Alexander

This is an installation, instead of a strictly online experience like what we're aiming to do

Zak Alexander

Gallipoli in Minecraft®

Visitors explored the Gallipoli campaign in an exhibition which featured the int...

aucklandmuseum.com

Egypt: in the Time of Pharaohs

Experience ancient Egyptian culture and see how life flourished along the...

aucklandmuseum.com

Gamification of virtual museum curation: a case study of Chinese...

npj Heritage Science - Gamification of virtual museum curation: a case...

nature.com

AI-aided virtual conversations with WW1 vets are latest feature at...

An interactive exhibit opening Wednesday at the National WWII Mus...

someers.com

Back in 2015 Auckland museum hosted an event where Gallipoli (ww1) was remade in minecraft, allowing visitors to explore the are virtually. It was made in collaboration with students from Alfriston College.

Zak Alexander

AM has an existing "virtual exhibition". It just features photos and information about the topic in standard web format. For our project we would want to expand further on this as far as interactivity, but would be good to keep in mind their current format of story telling.

Zak Alexander

This is a case study on gamification in museums, is with, with the use of 3d scanning, exploration and interactive gameplay engages viewers to learn more and deepen their understanding. They use mediums of text, photos, videos and games

Zak Alexander

If we wanted to go further down the AI route then this case study might be a good source of inspiration. Basically the exhibit uses AI to facilitate virtual conversations with ww2 veterans accompanied by their life sized images. The responses are from pre recorded interviews, and they provide personal stories of their experiences in the war.

Zak Alexander

In my opinion the fact it's pre recorded makes it less AI, which isn't a bad thing, but shows how it is a big buzz word still


Zak Alexander

Initial ideation on solutions.


Case studies on existing museum online experiences.

IDEATION.


The team used the "6 thinking hats" technique to hone in and define our idea.




Blue Hat
Successful reflection process




Red Hat
Intuition and feelings




Yellow Hat
Optimistic judgment, Benefits and Hope



White Hat
Available and required information



Black Hat
Critical judgement, Risks and Weaknesses



Green Hat
Creative and Alternative Ideas

Solution Idea

Our solution idea is to create an interactive web experience inspired by the grid-like structure of the Weird and Wonderful Discover Centre. It will display a cube with a range of tiles on each side that you can uncover to learn and explore new things from the Weird and Wonderful Discover Centre from home

an interactive digital cube that invites kids to explore the Weird & Wonderful Discovery Centre online.

Tone of Voice

Educational
Fun
Engaging

Desirability - why will people want to use this?

Digital sensory toy (would appeal to kids as well as tweens probably).

Teachers would be able to use this as teaching material during classes
Kids love interactive things

Target Audience

Teachers or parents for teaching material
Primary TA - Kids aged 5-10

Viability - will this be successful?

It has a lot of opportunities to be successful

- use for kids as educational material during their "screen time"
- educational material for teachers during class time
- learning through FUN and play

Visual Branding Ideas

- Muted colours
- Intriguing
- Friendly

Feasibility - is this possible to do?

Built as a web-based experience (no app required)

Uses existing museum content

Asking ourselves questions on the viability of the idea.

Six Thinking Hats

it's fun and playful, it sparks curiosity and discovery.

page.hedge@mba.ac.nz

feels like a toy - its giving sensory/fidget toy

page.hedge@mba.ac.nz

can be flexible and change as the exhibition changes

page.hedge@mba.ac.nz

can cover a range of objects/things in the exhibition

page.hedge@mba.ac.nz

we have a tight timeframe, might not be able to get everything done in time

page.hedge@mba.ac.nz

doesn't have a clear storyline? or narrative? kids could get overwhelmed or overstimulated because they might not know where to start

page.hedge@mba.ac.nz

having each side be a room filled with different soundscapes from the exhibition

page.hedge@mba.ac.nz

WONDER be an acronym and each side follows one letter from that word

page.hedge@mba.ac.nz

is it too similar to the rubika cube?

page.hedge@mba.ac.nz

it definitely fits our target audience because it's a fun and playful idea

page.hedge@mba.ac.nz

if we use the acronym idea it can cover a range of different senses? and teaching styles/formats

page.hedge@mba.ac.nz

Could expand to infographic elements?

page.hedge@mba.ac.nz

if the cube tiles are too shallow in content or feel too repetitive... could cause lack of interest after a while

page.hedge@mba.ac.nz

may take a long time to load the page

page.hedge@mba.ac.nz

add mini challenges or quizzes to the tiles? like "can you guess where blah blah blah"

page.hedge@mba.ac.nz

using different senses video soundscapes (guess the sound) games find the

page.hedge@mba.ac.nz

changing the content of the cube - like seasonally? or weekly or something so no two visits feel the same. keep up engagement. LIKE SHARK WEEK haha

page.hedge@mba.ac.nz

maybe a sensory-friendly mode? like simplified for younger audiences like an easy, medium, hard setting.

page.hedge@mba.ac.nz

Having the exhibit featured in a stylised way (isometric?) that users can interact with, by clicking on things. Which will make sounds, move or pop up with dialogue boxes

Zak Alexander

What if it was a web version of the card game memory. The pictures could be of exhibits, for example the jars or vix skulls

Zak Alexander

How can we keep it feasible as something that can be made in 8 weeks

Zak Alexander

will it take us a long time as a team because it has 3D elements?

page.hedge@mba.ac.nz

neurodivergent kids would love this

page.hedge@mba.ac.nz

Without many existing online, interactive exhibits we have the opportunity to stand out as a unique idea although it makes it harder to not have references

Zak Alexander

The idea has the potential of mid scope crew. It's always better to make something polished and small than a half broken mess of a larger project

Zak Alexander

Technical limitations will be crazy

Zak Alexander

We could use existing games like rubik cube, that is themed to pieces of exhibit. Like colours of the cube is replaced with jars themed etc.

Zak Alexander

What if the jars were characters that users can interact with

Zak Alexander

Does this have the potential to be on the scale of a whole exhibit?

Zak Alexander

neurodivergent users, kids with hearing/ vision differences)

page.hedge@mba.ac.nz

Making it fun and accessible for ESL learners, neurodiverse users, kids with hearing/ vision differences)

page.hedge@mba.ac.nz

6 thinking hats process.

DESIGNING FOR KIDS

As the target audience of this project is kids, it's important we make sure we take into account how to design for them.

Designing for Kids Research

- 3-5 years** – this age group prefer swiping and tapping on touch screens as they don't have the motor skills for trackpads or keyboards.
- 6-8 years** – can handle the above as well as simple clicks and keystrokes.
- 9+ years** – can do dragging, scrolling, and more complex coordination between keyboard and mouse.

8 Things To Consider When Designing For Children
The age at which children are interacting and acquiring...
[readability]

8 Things To Consider When Designing For Children
The age at which children are interacting and acquiring...
[readability]

Parents are concerned or want to know what content or what their children are looking at when it comes to devices. Therefore, doing things like this can encourage them and also give them clarity on who they are designing for
Jeffritz

Encouragement and Appreciation is important
Saying things like "Hello!" or "Goodmorning ____"
"Ka pal!" "Ka rawe!"
Jeffritz

Primary and secondary education
Primary and secondary education is from 5-18...
[education.govt.nz]

Psychological Impact of Colors on Children
Colors can significantly influence children's emotions, behavior, and learning: [www.oxia.com]

- Bright Colors:** Children are naturally drawn to bright colors like red, yellow, green, blue, and pink. These colors can create a sense of positive energy and playfulness. [pinterest]
- Calming Colors:** Cool colors such as blue and green can have a calming effect, helping children to relax and focus. [thepraxiom.com]
- Color and Learning:** The use of color in educational settings can enhance learning by improving memory retention and creating an engaging environment. [SHEI | AI Learning Solutions | Home]

Children 5-7 years old's literacy ranges from comprehension of simple sentences and words to more complex ones, in this small demographic age range. This means that we will keep text on the site at a minimum but can rely on the children being able to read well enough to play. Another thing to note is that children around this age jump from one interesting thing to the next, this will be playing to our benefit based on the layout of our site featuring a range of interesting things they can explore. Colour also plays a big role in our design, and has to be approached differently than designing for adults. Children obviously like bright colours, and the use of bright colours in an educational setting can actually enhance learning, by improving memory, and boosting engagement. Font is another aspect we've thought about in depth, as this is an online version of weird and wonderful we wanted to stay true to the design in the exhibit, so we chose a round, child friendly sans serif font, that will work for text printed and on screens.

Research on colour theory, font and UI designs for children.

Bilham, J. (2022, July 5). Primary and secondary education. (2024).

FIRST CONCEPT.

The first version of our idea was an interactive webpage covered in dynamic tiles. These tiles were inspired by the exhibition's compartment based design. Inside these tiles would be a range of fun mini games.

Should they be hidden though? I think we should try both and user test to see which one people prefer
Zak Alexander

I was thinking the same thing, we should do themed patterns on the tiles or something really nice or even words to explore what might be in each tile. Because it looks a bit odd with them just being plain colored
Jeffritz

Also coding some of these mini games will be super cool
Zak Alexander

Super cool, exactly how I imagine it. This seems like a really good, but straightforward idea that people won't struggle to comprehend I hope
Zak Alexander

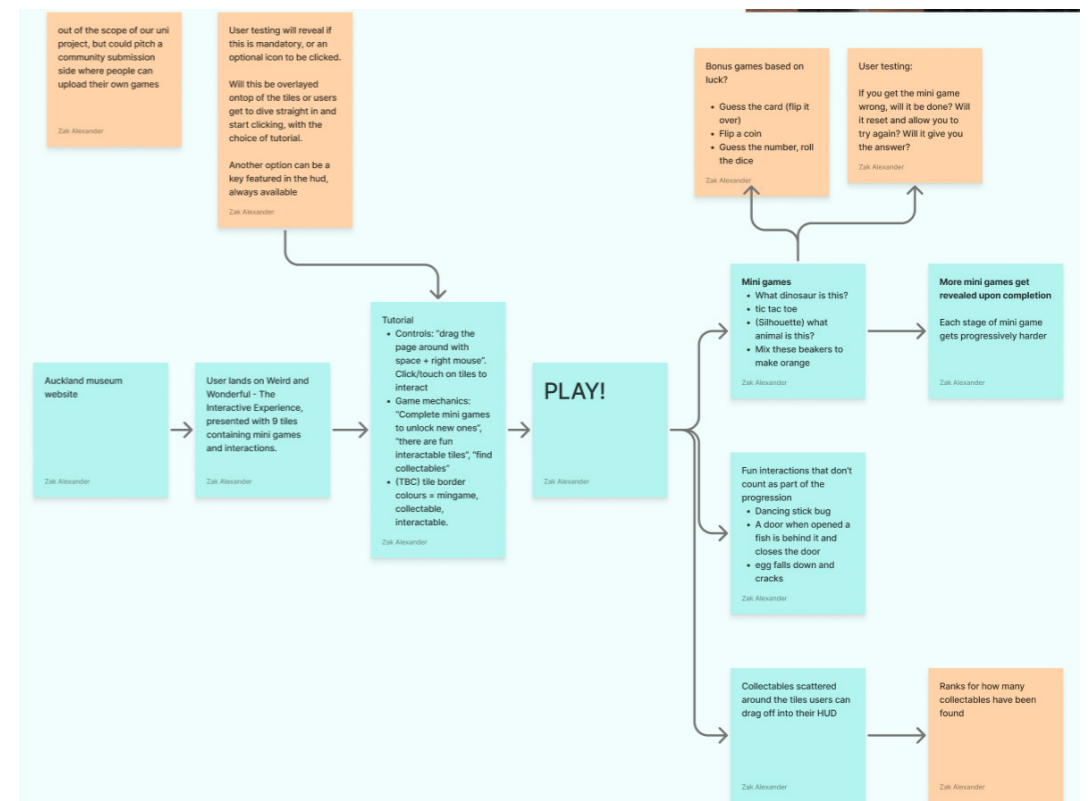
Accessibility Ideas

- Ensuring our colours are colourblind accessible
- Zoom in and out option
- Colour Contrast check
- Different Languages

Technologies/Other Ideas

- Use of AR -> implement the Discovery Trail idea from the exhibition where children have to find the AR scenes from the tiles

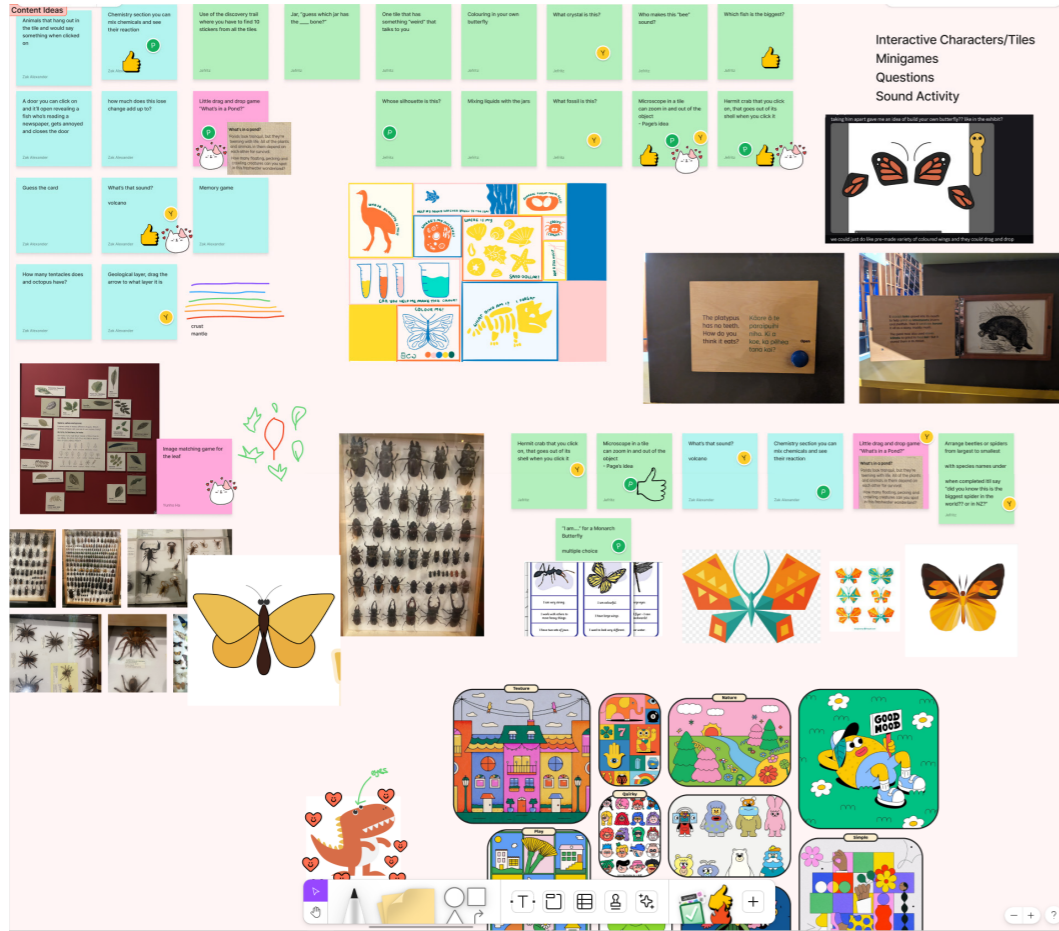
First visual concept of the tile based game experience - by Jefritz.



Userflow/sitemap of the experience.

MINI GAMES.

We decided to keep the scope realistic, so we aimed at implementing a small amount of games to prove the concept and allow it to be expanded on later.



Game ideation and visual theme research.

USER INTERFACE.

UI Concept Testing

- Screens To Design**
 - Welcome Screen
 - Screen Explaining to Parents what the Web Experience is about
 - Tutorial
 - Tiles
 - Settings
 - Collectibles
 - Navbar
 - "Unlocking Tiles"
- Tile States**
 - Incomplete
 - Focus State
 - Completed
- Focus state in game**
 - zoom tile to fit screen
 - grey surrounding tiles
- How will completed tile be shown**
 - lower opacity
 - overlay with opacity
 - big tick
- Unlock new tiles**
 - New tiles are invisible until unlocked. When unlocked they glow and "pop up"
 - Locked tiles are always visible but shrouded/blank until unlocked
 - Same as above but random solid colours
- Current completed tile**
 - Current completed tile sparkles and then opacity overlaid on top to show completed
- Navigation**
 - Users can click/touch a tile - this will zoom in and focus
 - Border of tile changes colour (yellow?)
 - Navigation on x and y axis via click & drag or touch
- HUD**
 - Total completed tiles
 - Collectables (drag and drop for board?)
 - Settings
- Might be good to have a colour blind mode, at least in concept**

UI Copy

From the gut test, we were able to determine the following:

- Do's**
 - Unconventional Layout
 - Fun
 - Abstract & Asymmetrical shapes
- Don't's**
 - Be Boring
 - Overuse Bland Text
 - Conventional Layouts

Below is a table of commonly used English and te reo Māori copy from our digital products.

English	Te reo Māori	Notes
Home	Kāinga	
Zoom in	Whakatare i raro i	
Zoom out	Toru atu	

Recommendations for Your Tile-Based Mini-Game Website

Based on the above case studies, consider the following strategies:

- Dynamic Grid Layout**
 - Vary Tile Sizes:** Implement a grid with tiles of different sizes to create visual interest and guide user attention.
 - Unlock Progression:** Use visual cues like fading or blurring to indicate locked tiles, which become accessible as users complete games.
- Thematic Consistency**
 - Choose a Cohesive Theme:** Whether it's retro, futuristic, or nature-inspired, maintain consistent colors, typography, and iconography throughout the site.
 - Responsive Design:** Ensure the theme adapts well across various devices and screen sizes.
- Interactive Elements**
 - Hover Animations:** Incorporate subtle animations on tile hover to indicate interactivity.
 - Progress Indicators:** Display user progress through badges or progress bars to encourage continued engagement.
- User Onboarding**
 - Guided Tutorials:** Introduce new users to the website's features through interactive tutorials or tooltips.
 - Feedback Mechanisms:** Provide immediate feedback upon game completion, such as unlocking new tiles or displaying achievement messages.

Clear Visual Hierarchy: Important information like scores and achievements are prominently displayed.

- 400px tile
- Tiles can be square or rectangle
- All assets to be vector or coded
- Border colours:
 - Green = collectable
 - Red = mini game
 - Blue = interaction
 - Yellow = focus
- Tile only to be animated when focused on

CODE PLANNING.

- Make a class for mini game, interaction and collectable
- Use OOP approach

Zak Alexander

Notes:

- Tiles need a property that says if they're double size and in which axis

Zak Alexander

W3Schools.com
W3Schools offers free online tutorials, references and exercises in all the ma...

File structure vibes

```

/games
/ticTacToe.js
/memoryMatch.js
/snake.js
/maze.js
GameBase.js
/index.html
/main.js
/styles.css
        
```

Font properties

```

font-family: "baloo-2", sans-serif;
font-weight: 400;
font-style: normal;

font-family: "baloo-2", sans-serif;
font-weight: 700;
font-style: normal;
        
```

Something like this

```

1 .grid-container {
2   display: grid;
3   grid-template-columns: repeat(auto-fill,
4     minmax(400px, 1fr));
5   gap: 1rem;
6 }
        
```

Main.js will be the linked file to the document, games will be held in an array.

```

1 const tiles = [
2   {id: "ticTacToe", name: "Tic Tac Toe", unlocked: true, completed: false}
3 ];
        
```

Main structure code will be featured in here checking for progression, and unlocking tiles.

```

1 function completedTile(gameName) {
2   gameName.classList.add('completed')
3   let gameName.completed = true;
4 }
        
```

Making sure the code is serviceable and easy to maintain and update.

It was important to market our idea as something that is dynamic and easy to update as the museum's needs evolve. We aimed to achieve this with an object oriented programming approach, allowing the ability to plug new games in.

Oh man the controls will have to be hard coded too for movement in a story

I think that will have to make an element that's draggable and inside that is all the content

```

1 let draggableContainer =
2   document.getElementById('draggable-box');
3
4 let isDragging = false;
5
6 draggable.addEventListener('mousedown', () => {
7   isDragging = true;
8   draggable.style.cursor = 'grab';
9
10  //code for actually dragging the page here
11  //calculate the offset of the mouse and apply it to
12  //the position of the element... something like that
13 });
14
15 draggable.addEventListener('mouseup', () => {
16   isDragging = false;
17   draggable.style.cursor = 'grab';
18 });
19
20 //touch controls down here
        
```

Coding warm up and snippet research. porpeoJ. (2021).

FEEDBACK.

After presenting we were given praise and feedback. They liked the idea but wanted a more narrative approach and to incorporate Maori into the game.

Common Trends in Ideas

Tiles
Storytelling
Maori gods
Following a character's story

Why Mr Herm and not other animals?

Characters
Ranginui
Papatuanuku
Tane-Mahuta
Tangaroa
Tawhirimatea
Ruaumoko

Start/Problem -
• something misplaced
• cant find their home
• What does the child learn?

End Goal/Resolution -
• to be able to discover and learn about the weird and wonderful animals in the world.
• encouraging children to be curious about the world

What is the main story?

Each Scene needs:
• What animals are involved?
• What does the child learn?
• Do you remember seeing all the crates in the rock pools?
• Copywriting can link to physical world

Start Scene - kiwi talks to Ranginui & Papatuanuku because he wants to be able to fly and they direct them to their kids (which is the gods)

Scenes 1-4 - each god gives the kiwi a feather or power that helps give the kiwi wings so it can fly each scene is a trial or test or task to be able to get the "newer"

end scene - kiwi gathers all the feathers and gets the ability to fly

Main Problem
Kiwi wants to fly
kiwis cant fly
thats why the kiwi is going to the gods so that he can get powers from them

How to get to Solution
Kiwi needs to collect all 3-4 Feathers or collectibles to be able to fly

Resolution
he collects all the collectibles and presents them to the Sky Father and Earth Mother and this gives him the ability to fly

Scene Contents
• illustrated scenes with background each scene will show a story or animal from the Weird and Wonderful exhibition with a task to complete from that animal once completed, the god (of that scene) will give the kiwi the collectible/feather each god is represented by a different animal

Kiwi! YouTube

"Kiwi" - 2006 was about a kiwi wanting the ability to fly, this was the inspiration for our idea.

Permedi, D. (2006)

Creating a storyline for the game.

"before I can grant you the ability to fly young takahe you must prove your worthiness. See my sons and complete their trials, only then can I allow you passage to the sky."

Ocean - Tangaroa

Steps of water that fall in a specific pattern that the user has to remember and match it could be a challenge that get harder each time

Remembered correctly reach the end of game, match the story

Take most direct a sense of both of standing steadily, and make sure they don't collapse

2006

Balance surfaces but with a twist

Volcano - Ruaumoko

Event the trail of lava flowing towards the local town with obstacles in between you can use for extra points

Zoomed out view of volcano breaths that you have to check a score before they erupt

Catch all the volcano rocks

Avoid Lava falling from the sky

Forest - Tane-mahuta

Seven different style game where you can tap to present an array of cards representing each item starting to the objective

Miss a season stylized

Tennis

Top of the growing fruit

Top of the growing leaves, help them grow

Catch all the falling leaves

Sky - Ranginui

Final level locked until completion of others

Introducing order game where our character is falling and has to change objects as they fall from. Progression could be based on distance got after and better distance

Scrolls / fly into all the clouds, but horizontal and in a plane

Darkness - whiro

Click keep you have to navigate take in the road by using colors to choose the right direction.

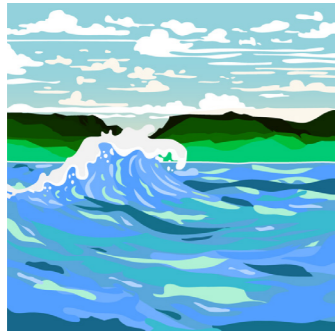
A fully dark screen with a torch that you can move around to see what's around the room.

But

Level ideation and storyline - it was important that this was replayable.

ILLUSTRATING GAME.

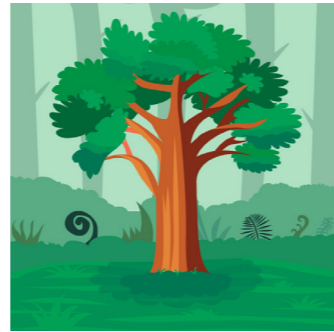
After finalising our narrative, characters, games and visual design we can start to make things! I've never thought of myself as much of an illustrator but decided to try my hand at illustrating some of the game assets.



Ocean Run - level icon.

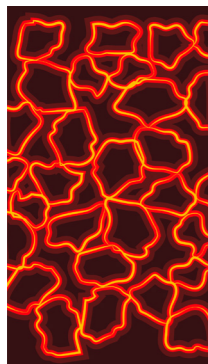


Volcano Climb - level icon.



Wispy Forest - level icon.

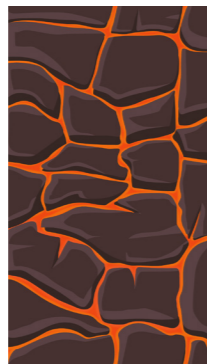
Volcano Climb Backgrounds



No depth.

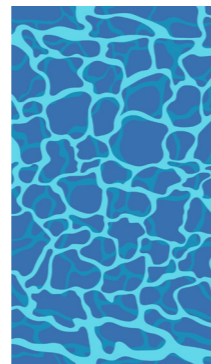


Doesn't look like lava.

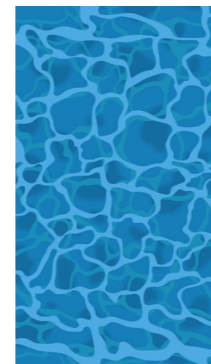


Final background.

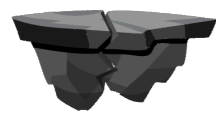
Ocean Run Backgrounds



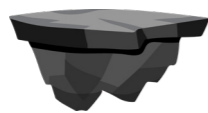
Bad contrast to characters.



Final background.



Broken platform.



Platform.

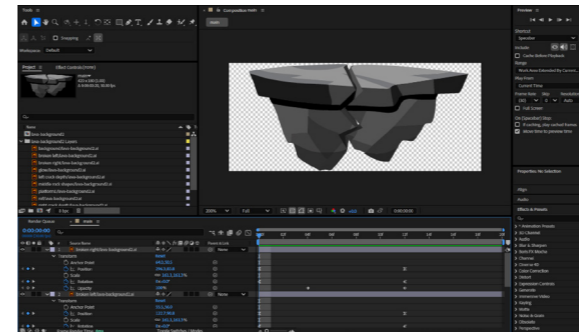


End cutscene main menu icon - cut from final.

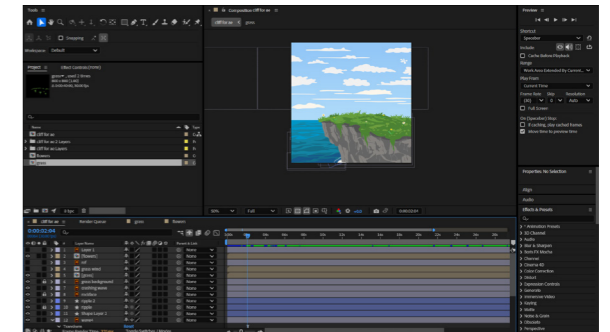


Tranquil hangout spot for takahe - main menu.

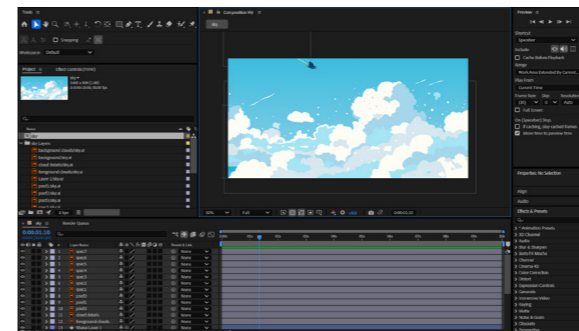
ANIMATION.



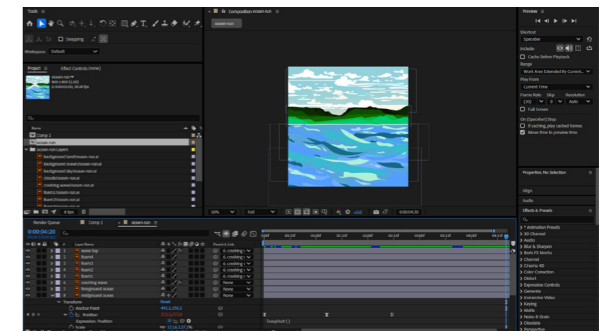
Broken platform.



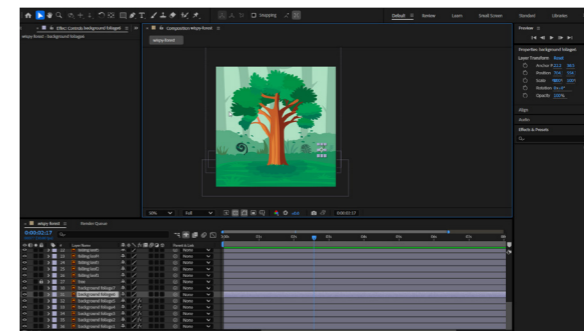
Takahe hangout spot.



Final cutscene menu icon.



Ocean run.

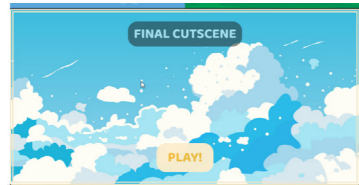


Wispy forest.

CODING MAIN MENU.



First main menu version.

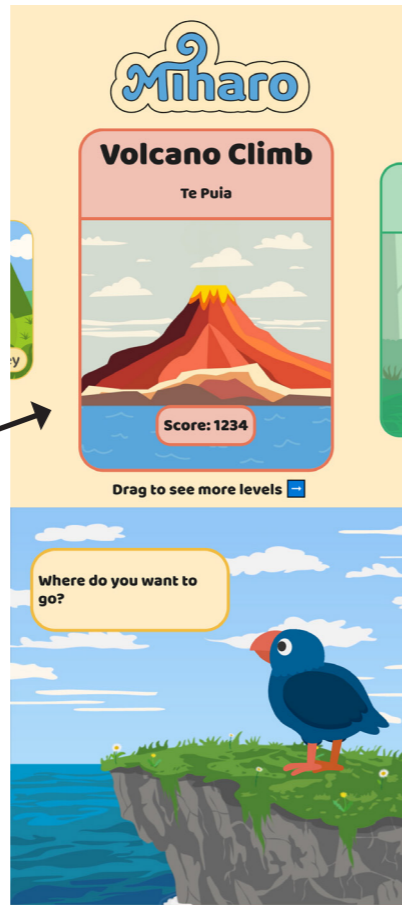


Hover function (plays animation).

```
//allow final cutscene to be watched
if (forestLevelCompleted && oceanLevelCompleted && volLevelCompleted) {
  console.log('game finished yay')
  finalCutsceneIconUnlocked.style.display = 'block';
  finalCutsceneIconLocked.style.display = 'none';
  finalCutsceneSelect.style.pointerEvents = 'all';
  finalCutsceneSelect.addEventListener('click', () => {
    cutsceneContainer.style.display = 'flex';
    cutsceneContainer.style.opacity = '1';
    firstCutsceneVideo.style.display = 'none';
    finalCutsceneVideo.style.display = 'block';
  });
}
```

Game progression checks if all levels are completed to allow final cutscene to be played.

Animation plays on center.

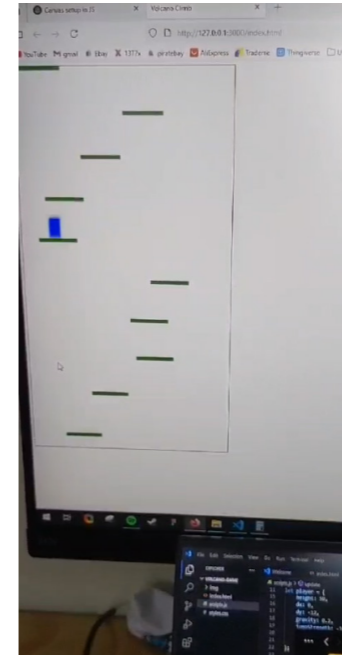


Refined menu based on team's UI (for mobile).

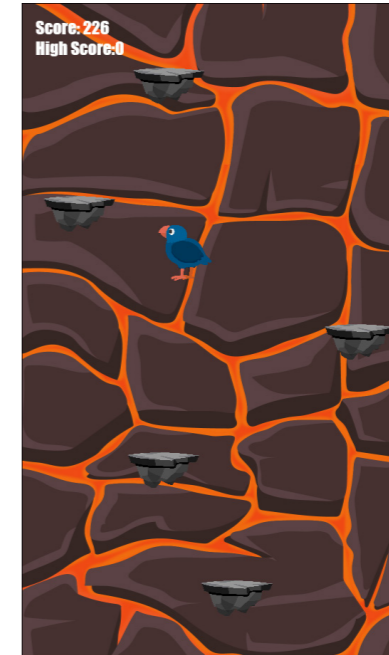


Kite piece feature on main menu when level complete.

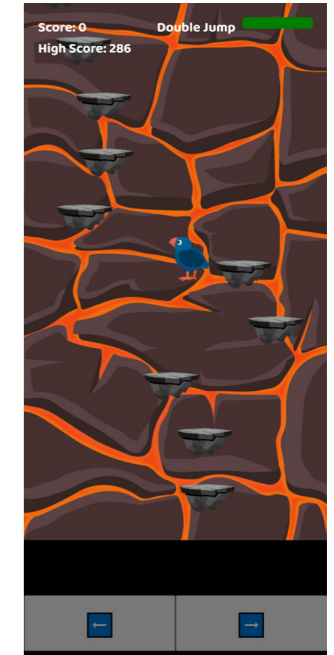
CODING VOLCANO CLIMB.



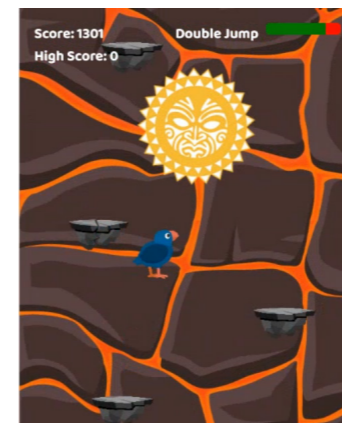
Creating gameplay with rectangles.



Platforms and looping background.



Double jump feature and mobile controls.

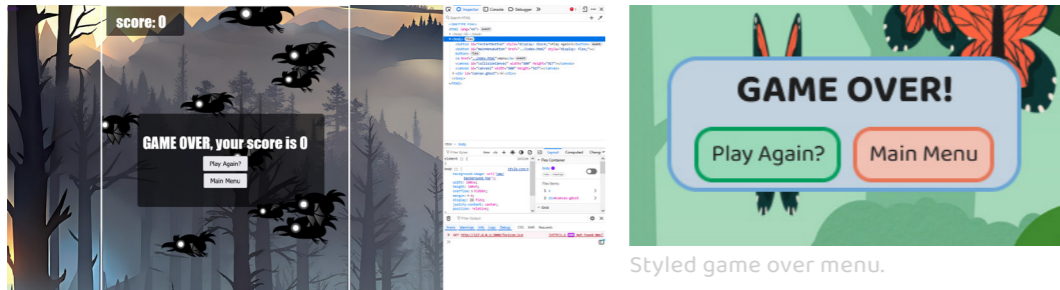


Kite piece presented at score 1300 and level complete variable becomes true.

```
const kitePiece = document.getElementById('kite-head');
const storedLevelCompleted = JSON.parse(localStorage.getItem('volLevelCompleted'));
let volLevelCompleted = storedLevelCompleted || false;
```

Using localStorage to send level complete flag and score to main menu.

CODING WISPEY FOREST.



Styled game over menu.

I made this point and shoot game before, the code base was perfect for Wispey Forest.

```
this.x -= this.directionX;
this.y += this.directionY;
```

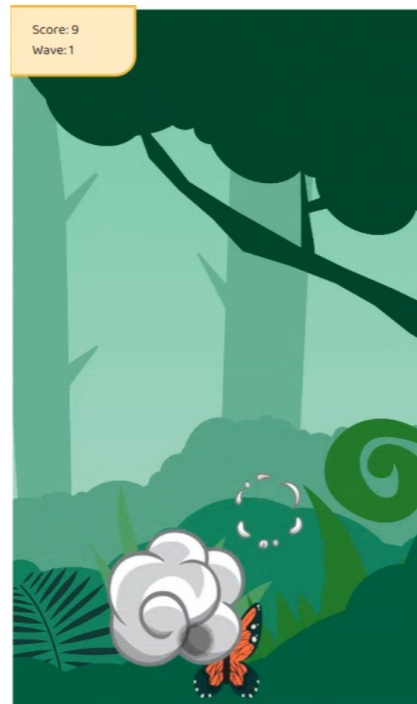
This is what controls their direction.



Butterfly animation spritesheet.



Final game.



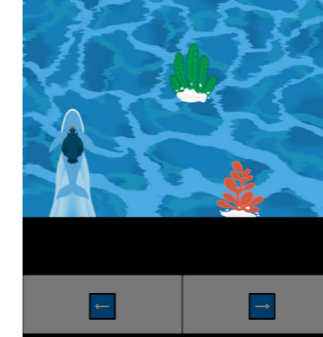
Final game animation.



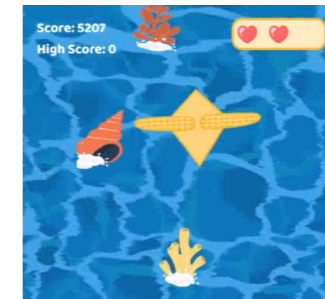
CODING OCEAN RUN.



Page's illustrations I added some seafoam to.



Gameplay.



Kite piece collected at 5k score.

```
function generateCorals(count) {
  const newCorals = [];

  const randomImage = coralImages[Math.floor(Math.random() * coralImages.length)];
  for (let i = 0; i < count; i++) {
    let x = Math.random() * (canvas.width - 100);
    let y = -i * 200;
    newCorals.push({ x, y, width: 80, height: 100, image: randomImage });
  }
  return newCorals;
}
```

← This is what choses a random image of coral/shell.

Ocean run's code base is volcano climb in reverse (same function to place platforms is used to place coral).



TUTORIAL & DIALOGUE.

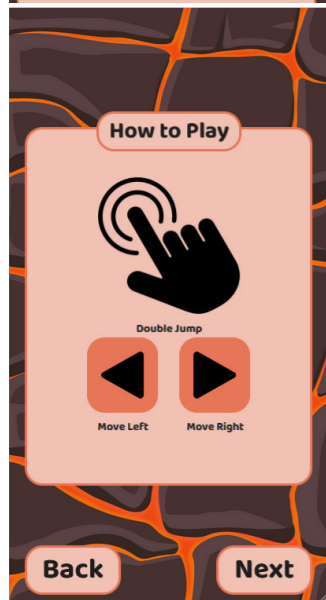
I made 2 files which handle tutorials on all levels. This approach cut down on code repetition.

```
# tut-styles.css
JS tut.js
```

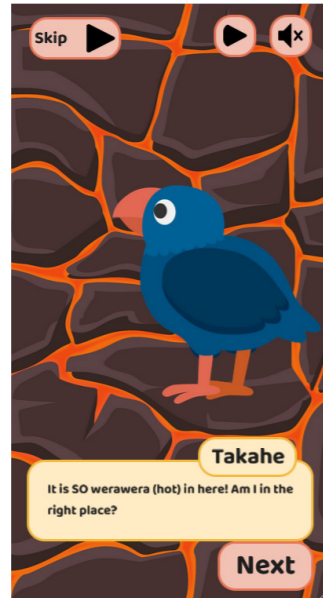
Separate tutorial files.



Working sound controls.



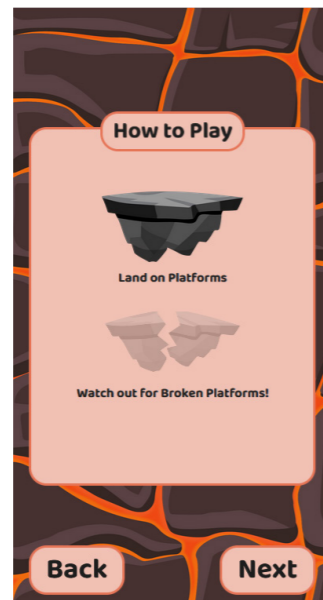
Controls (for mobile & desktop). How to play screen.



Dialogue screen with Takahe.



Dialogue screen with God.



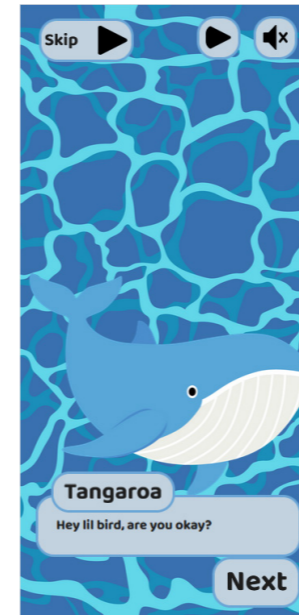
How to play screen (1).



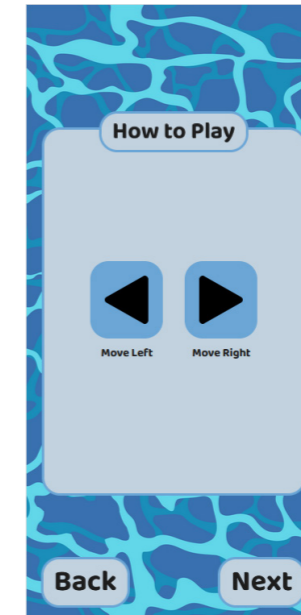
How to play screen (2).



TUTORIAL & DIALOGUE (2).



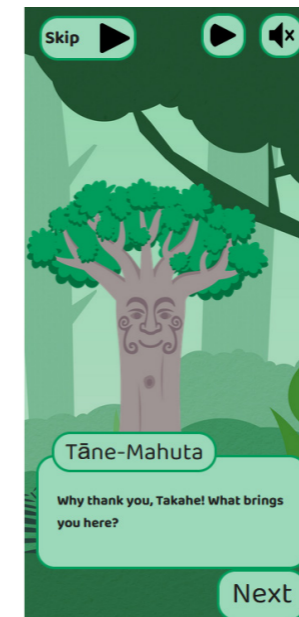
Ocean god.



Ocean tutorial (1).



Ocean tutorial (2).



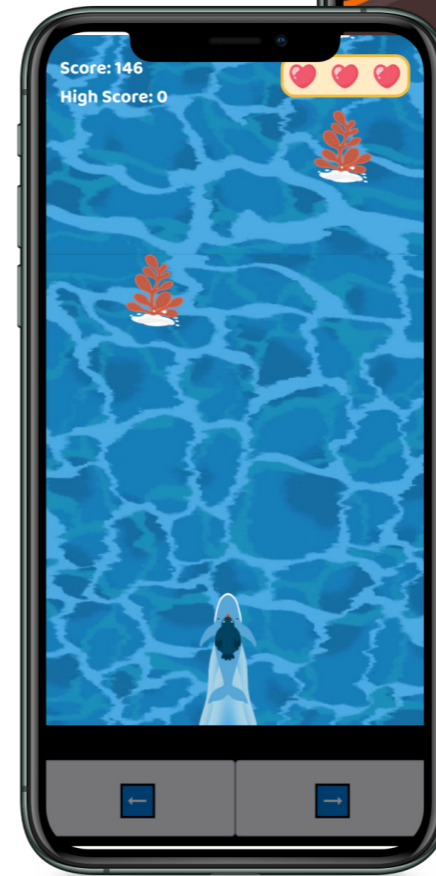
Forest god.



Forest tutorial.



OUTCOME.





REFLECTION.

It was hard to have to go back so many steps based on initial feedback, it was frustrating. But good practice for the real world when clients expectations and requirements change. I continued to hone my coding ability and even branched out into other disciplines like graphic and motion design! The team worked well together and shared a common ambition but was also dynamic and flexible as the goals changed. We also did well to not get beat down from feedback and managed to present something visually and technically impressive in week 8.

REFERENCES.

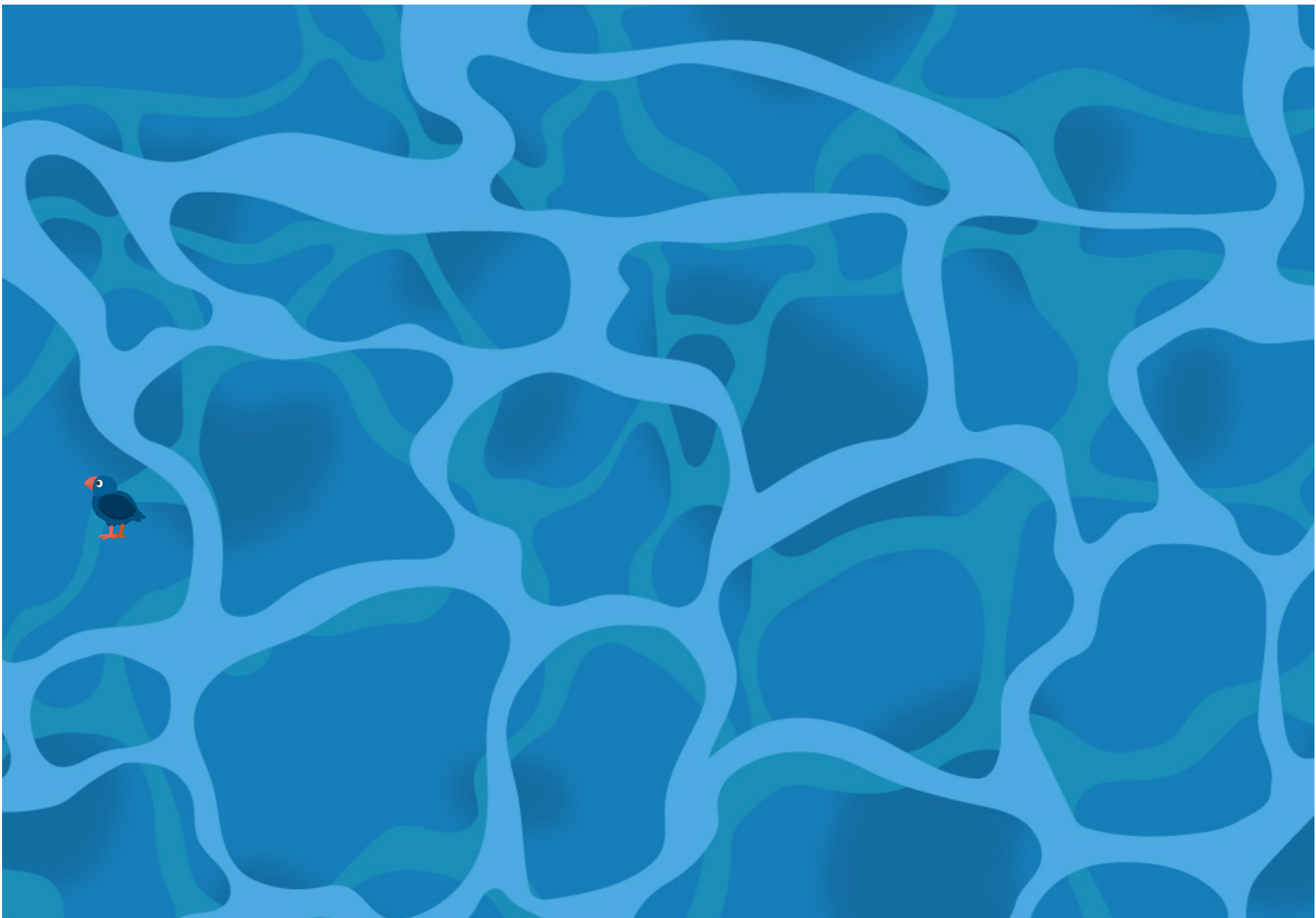
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Miharo

ZAK ALEXANDER

INDIVIDUAL REPORT