

# Studio 4 – Prototype Appraisal Report

**Project Name:** Boggo road Gaol

Group 9

Initial impression is that it's kind of dark. The lighting is very repetitive; maybe make a bit more randomness if possible, otherwise very nicely done, it sets the mood accordingly. The mouse overs aren't too bad but sometimes become slightly sensitive with locations of mouse overs. In prison life: The light to dark flashing is too quick and can be distracting. The movement navigation is really nicely done. Clear navigation with the "light panels" is awesome work. History section needs clearer

navigation; the paper panels maybe could be brightened like the other panels. Altogether this is top work, looking forward to seeing finished product.

**Project name:** Art with streets and things?

Group 12

First impression is a very professional quality presentation. The sound matches very well and the music isn't obtrusive. Good work with the options i.e. volume. In the example menu, try brightening the mouse overs; make it a bit easier to see when you have each one selected. Maybe even a back button. Same with the working navigation using signs needs to be clearer when each is selected. When selected the divided screen is very nicely done and thank god for being able to turn down the voice. The car driving along adds a nice touch in the last section. (however in moves in front of the red car on the left) The three buttons seem out of place with the rest of the presentations style, consider making them more realising (signs, real buttons, keep in touch with the rest of your sections which work so very well)

**Project Name:**

I like how each civilization/culture has it's own distinct design that allows the viewer to recognize which time/location it came from without having to read the text (eg pillars and artworks belonging to the Greeks). Each individual page on their own are consistent in the sense that each civilization will have the title at the top, the body of text in the centre and some kind of graphic in the background, which depicts an art or style from that specific culture. My only main concern would be the fact that because they are from different cultures, when clicking through each of the pages, it's hard to recognize each separate piece as being a part of the same project. Perhaps you could use some sort of border or graphic around the outside, which will remain constant throughout the entire project as some sort of a signature or indication. Another point would be, the Egyptian page seems to be the only one with a little animation and it appears to be more 3d looking than the others. Try to be consistent with this.

In terms of navigation and usability, I quite like how the main buttons are clearly displayed on the bottom. Very easy to navigate. Well Done.

**Project Name:**

I really liked your design. It's noticeable that a lot of time and effort was put into creating your background and interface. My main concerns would be the menu bar that appears after selecting one of the options on the main page. It takes a bit of time popping up and so you'll have to wait for it to appear before you can actually choose anything. Some people may tend to get impatient with waiting for that sort of thing so maybe you could make it appear a little faster – after the first time you open it, is new an interesting, but the more you go back to it, or reopen it, it becomes more of a drag to wait for. The interface itself works well with the style but the images on the

buttons seem a little out of place because most of the assets in your project take on a realistic/3D feel to it whereas the images on the button look like something from a 2D cartoon – so maybe you could do something with that. However, on the whole, you did a great job in terms of the looks and style, well done.

### **Group Name – Group 7 -**

I could not find a way to open anything in this folder except for the menu jpeg and mov files. The mov files were interesting but I cant really critique design or anything from them. The menu jpeg looked good but as I couldn't actually find a way to use it im not sure what to say. Im sure this is due to my lack of knowledge and so I will find you in person to look at your work. But the menu jpeg was designed quite well I thought. Nice colour style makes it seem old, and the tattered look of the buttons helps with this effect immensely. This project seems like it would be quite interesting so it would be pretty cool to see the actual navigation and things. I'll make sure I meet up with you three sometime this week.

### **Group Name – Group 8**

I couldn't open the projector file so I tried to open the director file. It couldn't find and neither could I the VR file that was missing and when I ignored that and hit play in director the playhead wasn't moving at all. So I'm not sure how to critique this assignment. It would be really cool if I could see yours in person and then write a critique from there or tell you in person. I feel slack that I'm not helping but I don't know how to. The background I can see in the director file looks good but as there are no moving buttons or anything I'm not sure what does what. So I'll contact you some time in the week.