

THESIS PRODUCTION SCHEDULE (Spring 2006)

Mon. 1/8 – Sun. 1/21

DATABASE:

- Password protect
- Fill with core set of words
- Conduct survey-test to categorize core set of words with emotions

DESIGN DOCUMENT: Revise

Mon. 1/22 – Sun. 1/28

INTERFACE: Add worldview beneath mindview

THOUGHT-FORMATION:

- Revise code using Objects and Classes
- Eliminate grammar guide
- Change mouse mechanic to solve word overlapping

Mon. 1/29 – Sun. 2/4

DATABASE:

- Plan ratings for emotions and mapping to facial expressions
- Discuss setting up a table of complete thoughts
- Create new tables and fields

THOUGHT-FORMATION:

- Develop new concepts for mechanic
- Develop and test in-Flash versions of new concepts
- Test out a timer

Mon. 2/5 – Sun. 2/11

USER SCENARIOS: Create new illustrated storyboards

THOUGHT-FORMATION:

- Continue developing and testing new mechanic in Flash
- Research connotative/ emotional dictionary

DATABASE: Work on planning and setting up tables; code into browser with Coldfusion

Mon. 2/12 – Sun. 2/18

DATABASE: Continue working on tables and Coldfusion

AVATAR FACE:

- Shoot video clips of head/face
- Create image sequences; bring into Flash
- Write code to map emotions to changing facial expressions

Mon. 2/19 – Sun. 2/25

AVATAR FACE: Continue coding dynamic facial expressions

DATABASE: Fill with words (from dictionary, other source, or manually) and categorize

THOUGHT-FORMATION:

- Write to and retrieve words from database with Flash Remoting
- Program interaction mechanic
- Trigger facial changes with words

Mon. 2/26 – Sun. 3/4

DATABASE: Continue categorizing or auto-filling

THOUGHT-FORMATION:

- Program interactions between positive and negative words
- Continue programming user input and validation

Mon. 3/5 – Sun. 3/11

THOUGHT-FORMATION: Finish coding

USER TEST: Finished Mindview (single-user)

Mon. 3/12 – Sun. 3/18

DATABASE: Continue working on table of practical (useful) thoughts

LIFE VIEW:

- Create new temporary graphics for life structures
- Program structure formation from thoughts

Mon. 3/19 – Sun. 3/25 (SPRING BREAK)

LIFE VIEW:

- Program avatar (placeholder) to move between, in and out of life structures, and to jump off clouds (end scenario)

LIFE VIEW/ DATABASE:

- Program system to keep track of user variables, incl. current life structures and in-audio characters
- Program system to save and retrieve current game state from database

* Reserve Blue Screen Studio for Video Shoot (week of 4/16)

Mon. 3/26 – Sun. 4/1

AUDIO/ DATABASE:

- Record audio clips
- Edit/ prepare audio clips
- Catalog audio clips in database; map to emotions and categories

Mon. 4/2 – Sun. 4/8

AUDIO:

- Write code to generate unique audio segments based on emotions/ categories
- Write code to link audio segments to life structures

LIFE VIEW: Integrate with words in cloudstream

Mon. 4/9 – Sun. 4/15

SERVER: Add multi-user component

USER TEST: Finished Alpha Prototype (multi-user)

Mon. 4/16 – Sun. 4/22

GRAPHICS:

- Shoot video clips of avatar against blue screen for Life View
- Create image sequences; bring into Flash

Mon. 4/23 – Sun. 4/29

GRAPHICS:

- Integrate finalized avatar sequences in Life View
- Create photographic elements for life structures

- Integrate life structure elements

Mon. 4/30 – Sun. 5/6

GRAPHICS:

- Create realistic clouds in motion for interface
- Integrate clouds in interface
- Create intro sequence (avatar emerging out of veil of clouds)
- Create miscellaneous graphics, incl. preloader

USER TEST: Finished Beta Prototype (multi-user)

Prepare Presentation for Final Review

Mon. 5/7 – Sun. 5/13

Prepare Presentation for Final Review

INTERFACE: Add Obituaries Page (Optional)

DEBUG Prototype

Mon. 5/14 – Sun. 5/20

DEBUG Prototype

REFINE, MAKE CHANGES