

天主教輔仁大學英國語文學系學士班畢業成果
ENGLISH DEPARTMENT, FU JEN CATHOLIC UNIVERSITY
GRADUATION PROJECT 2020

指導教授：周德嫻老師

Prof. Lynn Chou

Game-Based Programming: Cupid and Psyche

學生：李欣潔 撰

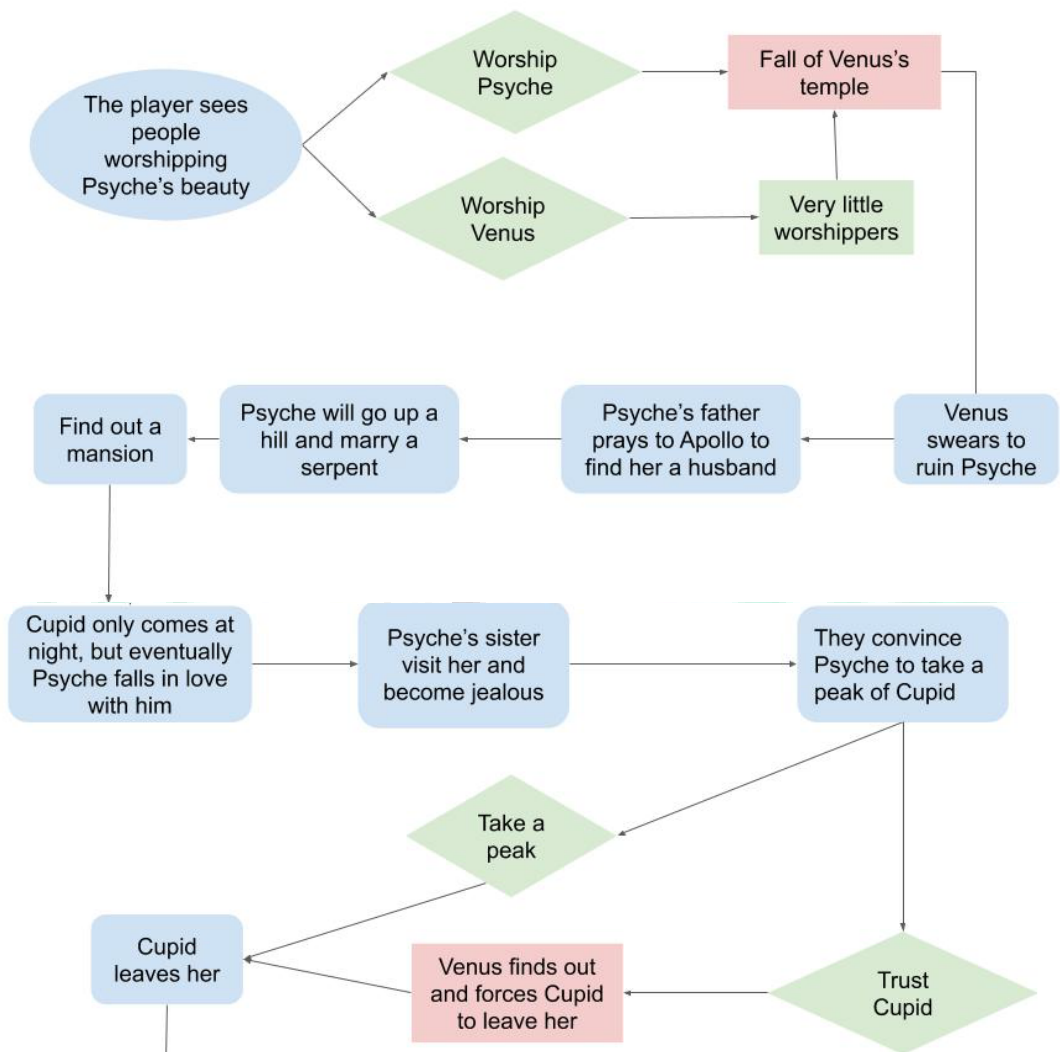
Rita, Hsin Chieh Li

Game Design



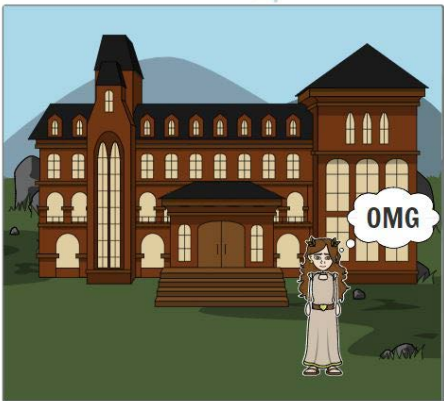
Student ID: 405110313 Name: Rita Li

Topic	Cupid and Psyche	Teammate(s)	Jodie
Theme	Love and betrayal	Location	ES601
URL	https://cospac.es/4tBC		
Target Users	Teenagers with basic English skills		
Purpose	To give players the basic understanding of Cupid and Psyche's story and to attract their interest in Mythology.		
Character(s)	Cupid, Psyche, Venus		

Flowchart



Storyboard

Scene	Image		Sound
	Screen shot (Storyboard & Game Play)	Description	Narration/ Sound effect/ Background music
	Storyboard screenshots		
Chap.1 Beginning	  	<p>When Psyche comes to the town, the villagers turn to worship Psyche's beauty. Even when the player chooses to follow Venus, there are very less of the villagers worshipping Venus, and thus it causes the fall of Venus's temple. As a revenge, Venus swears to ruin Psyche.</p> <p>Meanwhile, Apollo answers the prayer of Psyche's father and grants Psyche a husband. Psyche climbs the hill in order to meet her husband, but she finds a mansion instead. She finds out that there are full of luxurious decoration and unlimited food and drinks in the mansion, but most importantly, she falls in love with Cupid even though he never shows his appearance.</p>	<p>Narration: text</p> <p>Background music: harp music in the mansion scene</p>



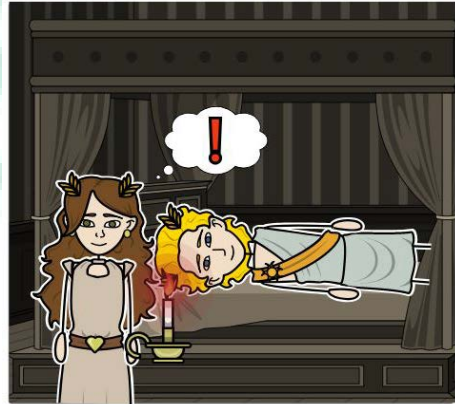

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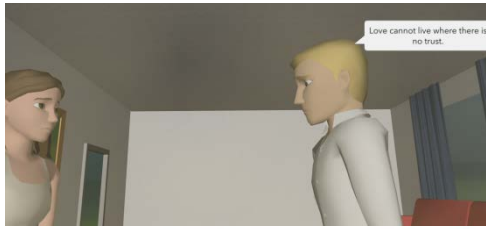
VERITAS



Game Play screenshots



	 <p>I'm Cupid, and this is my mansion. Well, now it's OUR mansion. This place will fulfill whatever you desire, and I hope you'll be happy staying here.</p>		
	Storyboard Screenshots		
Chap.2 Conflict	  <p>Game Play Screenshots</p>  <p>You know what? You should really take a peak at night. I mean, who knows if he is a monster or not.</p>	After a while, Psyche feels lonely living in the mansion by herself, so she invites her sister to visit her. When her sister see the luxurious life Psyche is living, she feels jealous and wants Psyches to lose what she has by convincing her to take a peek at Cupid. Psyche, who cannot resist the curiosity, light up the candle when Cupid is sleeping; Cupid finds out her unfaithful action and decides to leave her.	Narration: text



QC Checklist

Student ID: 405110313

Name: Rita Li

No.	Item	Module	Result			Decision
			Major	Minor	Pass	Pass/Hold
1	When the character “fancy man” is clicked, the following story line will be triggered, and Psyche will be introduced.	Scene 1	V			pass
2	When player chooses to follow Venus, a dialogue between the characters will be triggered, and eventually it would lead to the fall of Venus’s temple.	Scene 1		V		pass
3	After the animation of the temple’s fall, switch to the third camera and then to the next scene.	Scene 1	V			pass
4	When switch to scene 2, the animation will run automatically.	Scene 2		V		pass
5	The road paths are all hidden.	Scene 2		V		pass
6	When all animations are over, the perspective will switch to Psyche’s first point of view.	Scene 2	V			pass
7	When the player chooses to investigate the jungle, Psyche will walks along the jungle path.	Scene 2	V			pass
8	When Psyche enters the jungle, it will switch to the camera on the hill, and the animation of the T-Rex will run automatically.	Scene 2		V		pass
9	When switch back to Psyche’s perspective, the player can click the Axes to hit the dinosaurs.	Scene 2	V			pass
10	After the investigation of the jungle, Psyche will switch her animation to running.	Scene 2			V	pass
11	Psyche will walk along the “rock path” and stop in front of the talking horse. The dialogue will be triggered automatically.	Scene 2		V		pass
12	After the dialogue, the character “Psyche” is deleted, and the perspective switches to the horse’s point of view.	Scene 2	V			pass
13	After the horse walks along the path to the hill, the item “horse” will be deleted and the opacity of character “Psyche 3” should be set to 100%.	Scene 2	V			pass
14	When Psyche finishes her dialogue, set Psyche’s animation to sleeping, have the mansion grow three times bigger, and switch to the next scene.	Scene 2	V			pass

15	When switch to scene 3, the text narration of Psyche should run automatically.	Scene 3		V		pass
16	After the narration ends, switch to the camera facing the room and delete Psyche.	Scene 3	V			pass
17	When the chair is hovered, show the text “sit here.”	Scene 3			V	pass
18	When the treasure box is hovered, show the text “check me out.”	Scene 3			V	pass
19	When the chair is clicked, switch the perspective to the table camera.	Scene 3	V			pass
20	When the “back” buttons of the table and the book shelf are clicked, switch back to the main camera.	Scene 3	V			pass
21	When the treasure box is clicked, show the text board, wait for two seconds, and switch back to the main camera.	Scene 3	V			pass
22	After clicking the treasure box, the player is then able to click and collect diamonds.	Scene 3		V		pass
23	When each diamond is clicked, the number of the counting board will change by 1.	Scene 3	V			pass
24	When the treasure box is clicked, set the opacity of the timer and counting board to 100%.	Scene 3	V			pass
25	When the time is over, set the opacity of the texts to 0%.	Scene 3			V	pass
26	When the door is clicked, show the text “You need to find the key first.”	Scene 3		V		pass
27	Only when the player clicks the hint “knowledge is the key” will the player be able to click the book shelf.	Scene 3	V			pass
28	When the book of key is clicked, make the item disappear.	Scene 3	V			pass
29	When other books are clicked, show the narration “nope”.	Scene 3			V	pass
30	After the player clicks the book key, the door narration will change to “You find the key!”.	Scene 3	V			pass
31	When the door is clicked again, set the animation of the door to open and switch to the next scene.	Scene 3	V			pass
32	When cut to scene 4, characters’ animations will run automatically.	Scene 4			V	pass
33	The characters will wait 1 second between each	Scene 4			V	pass

	line of the dialogue.					
34	When Cupid leaves the setting along the path, delete Cupid.	Scene 4		V		pass
35	After Cupid leaves, the opacity of “hearts” should be set to 100%, and cut to scene 5 automatically.	Scene 4		V		pass
36	When cut to scene 5, Psyche and sister’s animation will be set to “hug.”	Scene 5			V	pass
37	After three seconds of the animation, the perspective will be switch to the “sofa camera.”	Scene 5		V		pass
38	When the sister’s animation is set to “talking angrily,” switch the camera to the one above the sofa.	Scene 5			V	pass
39	When the dialogue is finished, the sister will walk along the path and be deleted.	Scene 5		V		pass
40	When Psyche finishes her line, cut to the next scene.	Scene 5	V			pass
41	When cut to scene 6, Psyche should walk along the path into the room.	Scene 6		V		pass
42	The lit candle should be attached on Psyche’s hand.	Scene 6			V	pass
43	When the player chooses to take a peek of Cupid, switch to the camera facing the bed, delete the item “candle,” and set the opacity of “lit candle” to 100%.	Scene 6	V			pass
44	When the player chooses to keep the promise, switch to camera 2, and set the opacity of Venus to 100% after 2 seconds.	Scene 6		V		pass
45	After the decision is made, switch to the candle camera.	Scene 6	V			pass
46	When the dialogue between Psyche and Cupid is finished, Cupid will run along the path and be deleted.	Scene 6	V			pass

Programming Journal

- Articulate your thoughts
- Free up your mind and improve your concentration.
- Records the history of your progress and development

Date: 2016/6/27

Student ID: 405110313

1. Project goal/ scope.

- To give players the basic understanding of Cupid and Psyche's story.
- To attract their interest in Mythology through the interactive storybook.

2. My task(s)

- Finish the scenes 1-6
- Build the main stage settings
- Combine games into the story to make it more interactive
- Insert additional story plot to the story when the player chooses different options

3. Progress.

#.	Task description	Done
1	Finish the scenes 1-6	V
2	Build the main stage settings (the village, the hill, the rooms of the mansion)	V
3	Combine games into the story to make it more interactive (the jungle investigation, the treasure hunt of the diamonds, the escape room game of the mansion)	V
4	Insert additional story plot to the story when the player chooses different options (choosing Psyche vs. choosing Venus; the jungle investigation vs. the normal path; keep the promise vs. take a peek)	V

4. Problem solving solutions

#	Problem encountered	Solution(s) tried/ other possible solutions
1	There isn't the building model of any kinds of Greek temple.	Use different shapes, materials, and textures to build one.
2	When the camera is attached to the characters, the perspective would not face the front.	Rotate and adjust the camera perspective.
3	The timer of the treasure hunt would not stop by itself.	Check out others' works on the gallery and remix part of the codes into the project.
4	The number of the collecting board would not change when the diamonds	Watch CoSpaces tutorial on YouTube and adjust the variable as well as the strong functions.

	are clicked.	
5	When editing the project with the partner, the saving progress will be partly lost.	Copy the original codes, characters, and settings into my free space. Adjust the item names in the codes and share it to the teacher.

5. Lesson(s) learned.

a. From trial and error

- A project always needs several times of trials to see which aspects can still be adjusted, for some details might not be easily discovered during the coding process.
- Others' works can inspire you to make the game more detailed and more interactive. Even if your own coding doesn't work, others' coding examples can help you achieve the effects you want.
- A story should not be too complicated, for the player might lose their attention easily. Interactive games are always an effective way to seize the player's attention.

b. From team member(s)

- Using the right background music can help build up the atmosphere of the story.
- Think of the target audience when typing the narration texts.

c. From other team(s)

- The players can be more engaging by playing with the first point of view.
- Different storylines and endings can enrich the game.

6. Most impressive conversation/ event.

The most impressive conversation occurred during the first demonstration section. Since our group were supposed to present at the final week, we still have some time to adjust our project. When I briefly introduced my responsible parts to other classmates, they complimented about the character animations, saying that all the characters moved naturally; I was quite surprised and encouraged by their comments. Since there were a lot of first point-of-view narrations in my parts, they also suggested me to adjust the game play and let the player explore the story setting; I found the suggestions quite useful. The classmates' feedback really encouraged and inspired me to improve my work.

