

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

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真善美聖

Game-Based Programming: Dungal

學生：許銘純撰

Milly, Ming-Chen Hsu

Interactive Storybook/ Game Design

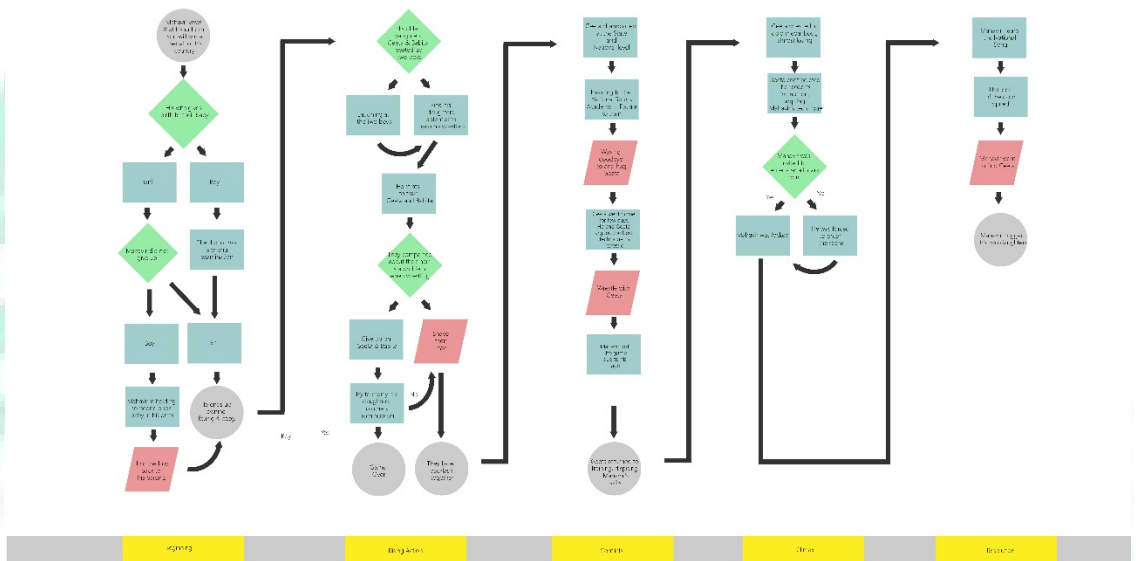
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Group ID:

Topic	Dangal	Teammate(s)	Milly										
Theme	The adaption of Dangal (Hindi: दंगल, lit. 'Wrestling competition'), a 2016 Indian Hindi-language biographical sports drama film.	Location	CoSpaces										
Target Users	Six-grade elementary school students												
Purpose	This is an interactive story book, which can be served as attached teaching materials in class. It helps the students to understand the historical and cultural background of India. What is more, it aims to eliminate gender stereotype and to support Feminism with entertainment.												
Character(s)	<ol style="list-style-type: none"> The Father: Mahavir Singh Phogat His two daughters: Geeta Phogat and Babita Phogat 												
Plot	<div style="border: 2px solid #8B4513; padding: 10px;"> <p style="text-align: center; color: #8B4513; font-weight: bold;">Plot</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr style="background-color: #FFD700;"> <th style="padding: 5px;">Begining</th> <th style="padding: 5px;">Rising Actions</th> <th style="padding: 5px;">Conflicts</th> <th style="padding: 5px;">Climax</th> <th style="padding: 5px;">Resolution</th> </tr> </thead> <tbody> <tr> <td style="padding: 5px;">Mahavir vows that his unborn son will win a medal for his country but end up having four daughters</td> <td style="padding: 5px;">He find his daughters potential when they beated up two boys</td> <td style="padding: 5px;">Geeta had a wrestle with Mahavir. She despised the skills Mahavir taught him.</td> <td style="padding: 5px;">Geeta fights with Rusian ,adpting what Mahavir had taught her.</td> <td style="padding: 5px;">Geeta won in the Commonwealth Games. The family reunite.</td> </tr> </tbody> </table> </div>			Begining	Rising Actions	Conflicts	Climax	Resolution	Mahavir vows that his unborn son will win a medal for his country but end up having four daughters	He find his daughters potential when they beated up two boys	Geeta had a wrestle with Mahavir. She despised the skills Mahavir taught him.	Geeta fights with Rusian ,adpting what Mahavir had taught her.	Geeta won in the Commonwealth Games. The family reunite.
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Game Play and mechanics	Dimensions of the interactive story design framework (multimedia, interface, education, cultural), or game elements (motivational, interactive, fun, multimedia). E.g. Challenges/ Activities/ Rewards/ Progression/ Game rules/ Skills												
User Interface Design	Tool used CoSpaces Music download form YouTube Sound effects download form												

Flowchart





SANCTITAS BONITAS

PILCHRITUDO

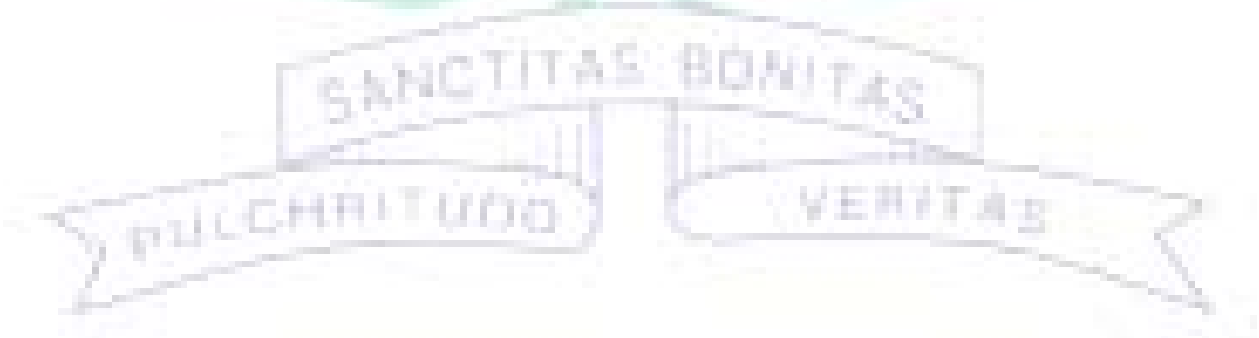
VERITAS

Storyboard

Scene	Image	Sound
	Screen shot	Description
Chap.1 Beginning		<p>Show info in the beginning to briefly introduce the plot to users. Then, by showing “click Mahavir” to interact with the user. Also, by this setting, the user is able to control the pace they want to read the story.</p> <pre> 1 When Play clicked 2 play sound Magic_Chime.mp wait until finished false 3 show info with title text Mahavir vows that ... image no image 4 wait for 1 sec. 5 set animation of Mahavir to Walking masculine 6 move Mahavir on path 直道 in 5 sec. 7 set animation of Mahavir to Agree 8 set opacity of Text to 100 % 9 when Mahavir is clicked 10 Mahavir say "Only my sons can f..." for 5 seconds 11 go to scene Scene2 Clinic </pre>
Chap.2 Conflict		<p>By switching the cameras, the user can follow the father’s perspective, accessing to closer and closer to the scene. Trying to imitating the giving birth scene by setting the opacity of the baby and the path.</p>



```
When Play clicked
switch to camera Camera
when Regular man #1 is clicked
set animation of Regular man #1 to Walking masculine
play sound walking_in_a_house2.mp
wait until finished false
move Regular man #1 on path Straight path
in 3 sec.
switch to camera Camera1
set animation of Regular man #1 to Dance bop
Regular man #1 say "It must be a boy ba..." for 4 seconds
set animation of Nurse to Agree
set animation of Doctor to Sitting chair
switch to camera Camera2
when Mother is clicked
Mother say "Ahhhh" for 15 seconds
play sound Babies_Cry.mp
wait until finished false
set opacity of Child to 100%
move Child on path Child Path
in 2 sec.
set opacity of Circle to 100%
set animation of Doctor to Handshake
Doctor say "What a healthy and ..." for 4 seconds
set animation of Regular man #1 to Shocked
Nurse say "Congrats!" for 3 seconds
play sound surprise.mp
wait until finished false
set animation of Regular man #1 to Sad
go to scene Scene3
```



Chap.3
Challen
ge



```
When Play clicked
  switch to camera Camera
  Geeta say " Ahh... The training i..."
  play sound obake.mp
  wait until finished false
  Babita say " We must find out so..."
  wait for 5 sec.
  set opacity of New text to 100 %
  when Babita is clicked
    set opacity of New text to 0 %
    switch to camera Camera1
    set animation of Babita to Clapping
    Babita say " Ah-Ha!"
    play sound crrect_answer2.mp
    wait until finished false
    turn Babita clockwise by 120° in 1 sec.
    switch to camera Camera2

  switch to camera Camera2
  set animation of Babita to Run
  play sound walking_in_a_house2.mp
  wait until finished false
  move Babita on path Straight path1
  in 3 sec.
  Babita say " Papa, the boys tend..."
  switch to camera Camera3
  set animation of Babita to Confused
  wait for 2 sec.
  Regular man #1 say " Then let me have y..."
  play sound surprise.mp
  wait until finished false
  wait for 5 sec.
  go to scene Scene5
```



Chap.4
Climax



```

When Play clicked
  switch to camera Camera
  Geeta say " Ahh... The training I..."
  play sound obake.mp
  wait until finished false
  Babita say " We must find out so..."
  wait for 5 sec.
  set opacity of New text to 100 %
  when Babita is clicked
    set opacity of New text to 0 %
    switch to camera Camera1
    set animation of Babita to Clapping
    Babita say " Ah-Hai "
    play sound crrect_answer2.mp
    wait until finished false
    turn Babita clockwise by 120° in 1 sec.
    switch to camera Camera2
  
```

```

switch to camera Camera2
set animation of Babita to Run
play sound walking_in_a_house2.mp
wait until finished false
move Babita on path Straight path1
in 3 sec.
Babita say " Papa, the boys tend..."
switch to camera Camera3
set animation of Babita to Confused
wait for 2 sec.
Regular man #1 say " Then let me have y..."
play sound surprise.mp
wait until finished false
wait for 5 sec.
go to scene Scene5
  
```

n



Showing a text board to illustrate the plot clearer to the user.
 Make the balloons upward.
 Switching cameras from far to near.
 Play the theme song to immerse to



```

When Play clicked
  play sound [correct_answer2.mp3]
  wait until finished [false]
  show info with title ""
  text "After years of tough..."
  image [no image]

  run parallel
    play sound [Crowd Talking.mp3]
    wait until finished [false]

    play sound [我和我的冠军女兒-Dangal (Title Track) 冠軍之路(中英印字幕)English subtitles.mp3]
    wait until finished [false]

  repeat 1 times
    move Balloons 2 meters up
    in 0.5 sec.
    move Balloons1 2 meters up
    in 0.4 sec.

    in 0.6 sec.
    move Balloons4 2 meters up
    in 0.3 sec.
    move Balloons5 2 meters up
    in 0.5 sec.
    move Balloons4 2 meters up
    in 0.4 sec.

    turn Geeta counterclockwise by 90°
    with radius 1 meters in 1 sec.
    set animation of Geeta to Run
    Geeta say "Papa! Papa!"
    move Geeta on path Straight path
    in 3 sec.
    switch to camera Camera2
    set animation of Geeta to Holding
    set animation of Regular man #1 to Holding
    Regular man #1 say "I'm so proud of you..."
  
```

