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：周德嬚老師
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Game-Based Programming: Cupid and Psyche

學 生 ： 趙 柏 雅 撰
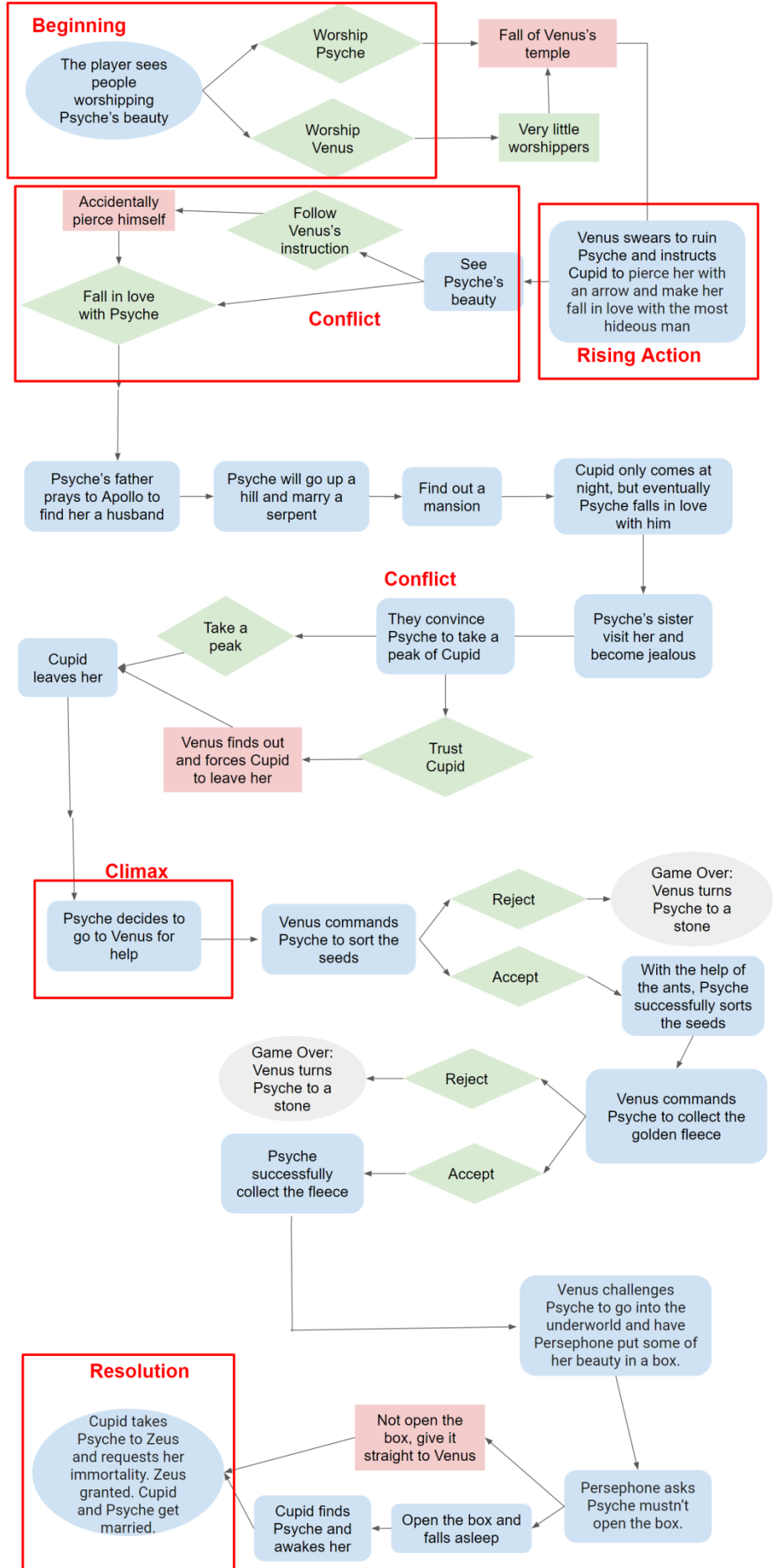Jodie, Po-Ya Chao

Interactive Storybook/ Game Design

Student ID: 405110430   Name: Jodie Chao   Group ID:

| Topic	Cupid and Psyche	Teammate(s)	Rita Li
Theme	Greek mythology, Love and betrayal	Location	ES601
URL	https://cospac.es/51JX		
Target Users	Teenagers with basic English skills		
Purpose	By interacting with the project, we hope that users will gain knowledge of the story in Greek mythology, Cupid and Psyche.		
Character(s)	Cupid, Psyche, Venus, Apollo, Psyche's father, Zeus, and other		
Plot	I am responsible for the second half of the story, which is mainly composed of three parts: Psyche asks Venus for help and forgiveness, then Venus gives Psyche three tasks and claims that Psyche must prove that she deserves Venus's help and forgiveness by fulfilling these tasks. Psyche finishes the tasks and then gains immortal life and gets married to Cupid.		
Game Play and mechanics	This game is designed to attract the target users to learn something the story of Cupid and Psyche of Greek mythology, and we hope that after playing this interactive VR/AR storybook, the target users will grow more interest in Greek mythology and thus willing to read the original story. We designed some games in the interactive storybook and revise some plot of the original mythology to intrigue the users' interest in reading and interacting with the storybook. The users have to make decisions during their reading and each choice they make will lead them to different endings and plots.		
User Interface Design	CoSpaces		

Flowchart

Beginning

The player sees people worshipping Psyche's beauty

Worship Psyche → Fall of Venus's temple

Worship Venus → Very little worshippers → Fall of Venus's temple

Rising Action

Venus swears to ruin Psyche and instructs Cupid to pierce her with an arrow and make her fall in love with the most hideous man

Conflict

Accidentally pierce himself ← Follow Venus's instruction ← See Psyche's beauty ← Venus swears to ruin Psyche...

Accidentally pierce himself → Fall in love with Psyche

See Psyche's beauty → Fall in love with Psyche

Fall in love with Psyche → Psyche's father prays to Apollo to find her a husband → Psyche will go up a hill and marry a serpent → Find out a mansion → Cupid only comes at night, but eventually Psyche falls in love with him

Conflict

Cupid only comes at night, but eventually Psyche falls in love with him → Psyche's sister visit her and become jealous → They convince Psyche to take a peak of Cupid

Take a peak ← They convince Psyche to take a peak of Cupid → Trust Cupid

Take a peak → Cupid leaves her

Trust Cupid → Venus finds out and forces Cupid to leave her → Cupid leaves her

Climax

Psyche decides to go to Venus for help → Venus commands Psyche to sort the seeds

Reject → Game Over: Venus turns Psyche to a stone

Accept → With the help of the ants, Psyche successfully sorts the seeds → Venus commands Psyche to collect the golden fleece

Reject → Game Over: Venus turns Psyche to a stone

Accept → Psyche successfully collect the fleece → Venus challenges Psyche to go into the underworld and have Persephone put some of her beauty in a box.

Venus challenges Psyche... → Persephone asks Psyche mustn't open the box.

Not open the box, give it straight to Venus → Cupid takes Psyche to Zeus...

Open the box and falls asleep → Cupid finds Psyche and awakes her

Resolution

Cupid takes Psyche to Zeus and requests her immortality. Zeus granted. Cupid and Psyche get married.

Storyboard

Scene	Image		Sound
	Screenshot	Description	Narration/ Sound effect/ Background music
Chap.1 Beginning		The player sees people worshipping Psyche's beauty and has to decide whether to worship Psyche or not.	
Chap.2 Rising Action		Venus swears to ruin Psyche and instructs Cupid to pierce her with an arrow and make her fall in love with the most hideous man.	
Chap.3 Conflict		Cupid sees Psyche's beauty and falls in love with her.	

Chap.4 Climax		Psyche asks Venus for help and forgiveness. Venus agrees but asks Psyche to prove that she deserves the goddess' help and forgiveness by completing some missions.	Music: Sad Violin https://www.youtube.com/watch?v=QuNhTLVgV2Y&t=185s
Chap.5 Resolution		Cupid takes Psyche to Zeus and requests her immortality. Zeus granted. Cupid and Psyche get married.	Music: Mendelssohn's Wedding March https://www.youtube.com/watch?v=4tDYMayp6Dk
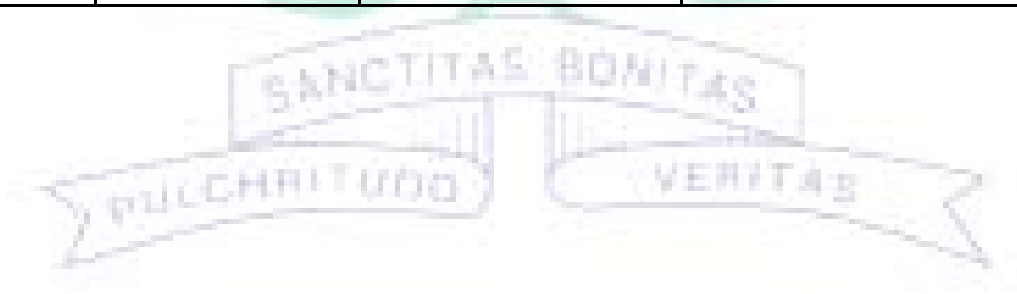
QC Checklist

Student ID   405110430   Name: Jodie Chao   Group ID: 405110430

No.	Item	Module	Result			Decision
			Major	Minor	Pass	Pass/Hold
1	When goes to the scene "ask for help", Psyche walks toward the temple. The soundtrack "Sad Violin [HQ]" plays.	Scene 1	V			pass
2	The user clicks on Psyche, Venus appears and talks to Psyche.	Scene 1		V		pass
3	After the conversation at the temple finishes, goes to the scene "sort the seeds" and goes into the barn.	Scene 2		V		Pass
4	Venus asks Psyche if she accepts the task of sorting the seeds.	Scene 2		V		Pass
5	If the user accepts (click on the cube "Yes"), the mice come out. The soundtrack "Mouse_Squeaking" plays.	Scene 2	V			Pass
6	Clicks on the mice, then the seeds move automatically, then goes to the scene "collect golden fleece."	Scene 3	V			Pass
7	If the user rejects (click on the cube "No"), goes to the scene "Psyche turns to stone".	Scene 6	V			Pass
8	Goes to the scene "collect golden fleece," Venus asks if Psyche accepts the task of collecting golden fleece.	Scene 3		V		Pass
9	If the user accepts, clicks on the golden fleece and the counter start to countdown (10 seconds). The soundtrack "羊聲" plays.	Scene 3			V	Pass
10	If the user rejects, goes to the scene "Psyche turns to stone".	Scene 6			V	Pass
11	Goes to the scene "finish two tasks." Venus talks to Psyche.	Scene 4			V	Pass

No.	Description	Scene				Result
12	Goes to the scene "the underworld."	Scene 5	V			Pass
13	Psyche wakes up and talks to the mouse.	Scene 5	V			Pass
14	Psyche walks through the first dinosaur. The soundtrack "Yee" plays.	Scene 5	V			Pass
15	Psyche walks through the second dinosaur. The soundtrack "DINOSAUR SOUND EFFECT IN HIGH QUALITY" plays.	Scene 5			V	pass
16	Psyche stops. Persephone appears and talks to Psyche.	Scene 5	V			Pass
17	Persephone puts her beauty into a box and gives it to Psyche.	Scene 5	V			Pass
18	The question board popped up: Q: "Aren't you curious about the stuff inside the box? If you open it, you will gain more beauty!" A1: Oh sure, I want to be more beautiful. A2: No, thanks. I'll give the box to Venus ASAP.	Scene 5		V		pass
19	If the user chooses A1, go to the scene "the end 2." Psyche gives the box to Venus and talks. Shift to the wedding. The soundtrack "Mendelssohn's Wedding March" plays and the text "The End" and a picture of Cupid and Psyche pop up at the same time.	Scene 10		V		pass
20	If the user chooses A2, goes to the scene "Psyche fall asleep." The soundtrack "Johannes Brahms – Lullaby (cut)" plays.	Scene 7	V			pass
21	Venus appears, laughing at Psyche. Psyche sleeping on the ground.	Scene 7			V	Pass
22	Cupid appears and says something. Goes to the scene "Psyche gain immortal life."	Scene 8		V		Pass
23	The soundtrack "咖啡蘇打" plays. Cupid holding Psyche and talks.	Scene 8		V		Pass

24	Cupid sitting. Psyche sleeping. The magic removes. Psyche awakes.	Scene 8	V			Pass
25	Cupid and Psyche hugging and talking.	Scene 8		V		Pass
26	Cupid and Psyche meet Zeus. Cupid and Psyche ask for Psyche's immortality. Venus appears. Zeus persuades Venus to forgive Psyche. Venus agrees. Zeus points at Psyche. Psyche gains immortality. Goes to the scene "the end 1."	Scene 8			V	Pass
27	The soundtrack "Mendelssohn's Wedding March" plays and the text "The End" and a picture of Cupid and Psyche pop up at the same time.	Scene 9			V	pass

Programming Journal

1. Project goal/ scope.

    1. Goal: To make an interactive and interesting storybook "Cupid and Psyche."
    2. Scope: To complete the second half of the interactive storybook "|Cupid and Psyche," which starts from Psyche go to Venus for help to the end.

2. My task(s)

Main task: To revise the plot and to design the interactive games.
Subtasks:
1. Revise and design the "sorting seeds task."
2. Revise and design the "collecting golden fleece task."
3. Revise and design the "go to the underworld to collect Persephone's beauty task."
4. Revise and design the "Cupid finds Psyche falls asleep scene."
5. Revise and design the "Cupid asks Zeus to give Psyche immortality scene."
6. Revise and design the "end scene".

3. Progress.

#.	Task description	Done
1	Psyche goes to Venus to ask for help and forgiveness	done
2	Sorting seeds task	done
3	Collecting golden fleece task	done
4	Psyche asks Venus that whether she can gain Venus' help and forgiveness	done
5	Go to the underworld to collect Persephone's beauty task	done
6	Cupid finds Psyche falls asleep scene	done
7	Cupid asks Zeus to give Psyche immortality scene	done

8	End scene	done
9	Bad end scene: Psyche rejects the tasks given by Venus and thus turned to stone by Venus	done

4. Problem-solving solutions

#	Problem encountered	Solution(s) tried/ other possible solutions
1	In the scene of sorting seeds task, I could not let the players click and drag the seeds.	I revised the code, now the scene is clicked on the "Yes" cube, then mice come out of the cube, click on the mice, then the seeds move automatically.
2	Because I used a panorama photo in the scene of the underworld, it is hard for me to measure the distance and the direction of the characters when coding. I wanted to let Psyche pass by the dinosaurs but failed.	I set the dinosaurs to semitransparent and let Psyche walk through the dinosaurs. During the demo, I told the users that the dinosaurs are spirits so Psyche can walk through them.
3	I wanted to play the sound effect of dinosaurs as Psyche walks, but it was too difficult for me to get the perfect timing.	I set two actions to play at the same time- "walk through dinosaurs" and "play the sound effect."

5. Lesson(s) learned.
   a. From trial and error

I learned that coding is tiring and exciting at the same time. On the one hand, there are several ways to combine the blocks and thus make the characters move as I wish. However, the problem is I had difficulties to combine the correct blocks and to make the character do what I want them to do. For example, in the scene of "Sorting seeds task," what I supposed is to let the players sort the seeds by dragging them, however, I failed to write workable codes for this action, therefore I gave up this plan, and revised it to "click on the mouse, then the seeds would move automatically." On the

other hand, the exciting part is that I can actually see the characters moved as I command, which brings me a sense of satisfaction and achievement.

b. From team member(s)

I learned a lot from my team member, Rita. I was impressed by her shifting of the cameras, which makes the story more vivid as if I was watching a film. Also, her time management is impressive. She always finishes the assignments long before the deadline, while I finish them right before the deadline.

c. From other team(s)

"The Very Persistent Gappers of Frip" and "Harry the dirty dog" are my favorite interactive storybooks. Both of them include complicated coding and splendid visual designs. I revise some of my storybook by using their codes as references.

6. Most impressive conversation/ event.

The most impressive event is the first time I run through the whole storybook. Before taking this class, I have never thought that I am able to make a game-like storybook on my own by coding. The moment I play the storybook and it runs smoothly without big mistakes touched me and I am proud of this interactive storybook to create and written by me and my group member. Besides, I gain more confidence than ever and now I believe that coding is not that difficult as I thought.