

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 2021

指導教授：周德嫵老師

Dr. Lynn Chou

真善美聖

**Applied Computer Technology and Programming:
The Census at Bethlehem**



學生：黃襄悅撰

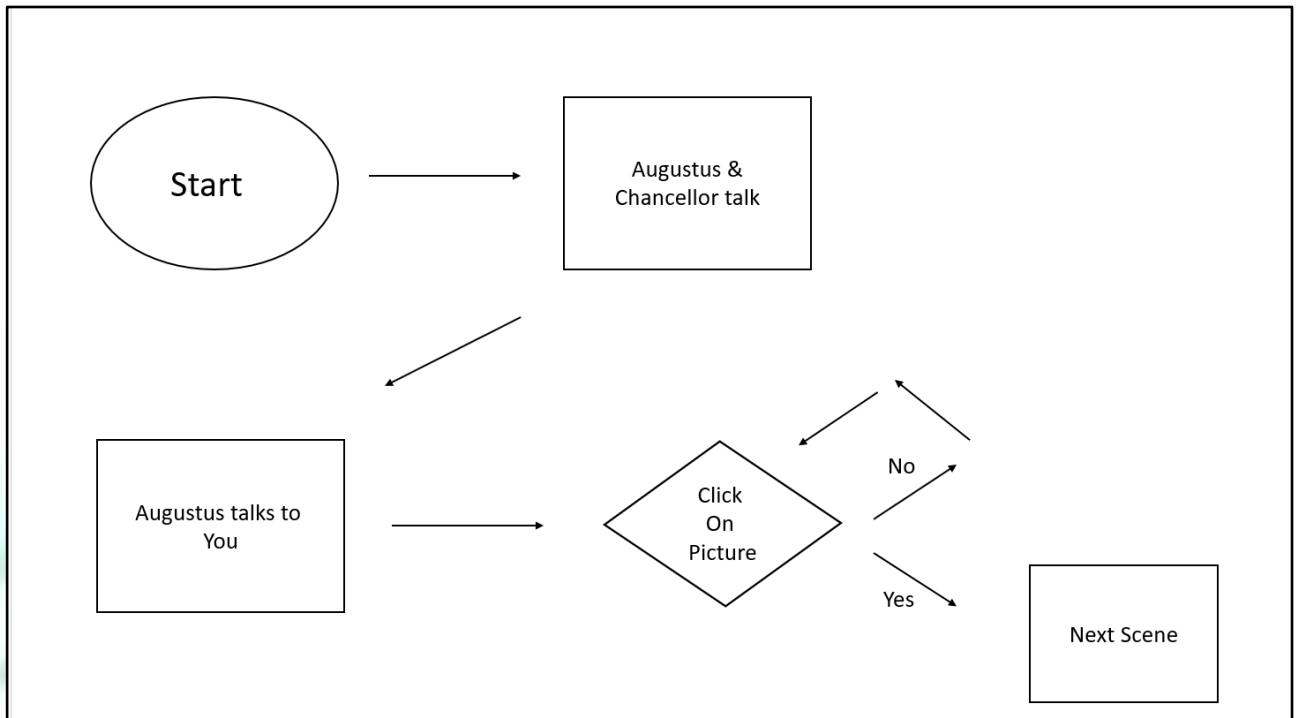
Joshua, Hsiang-Yueh Huang

Interactive In-Game Design

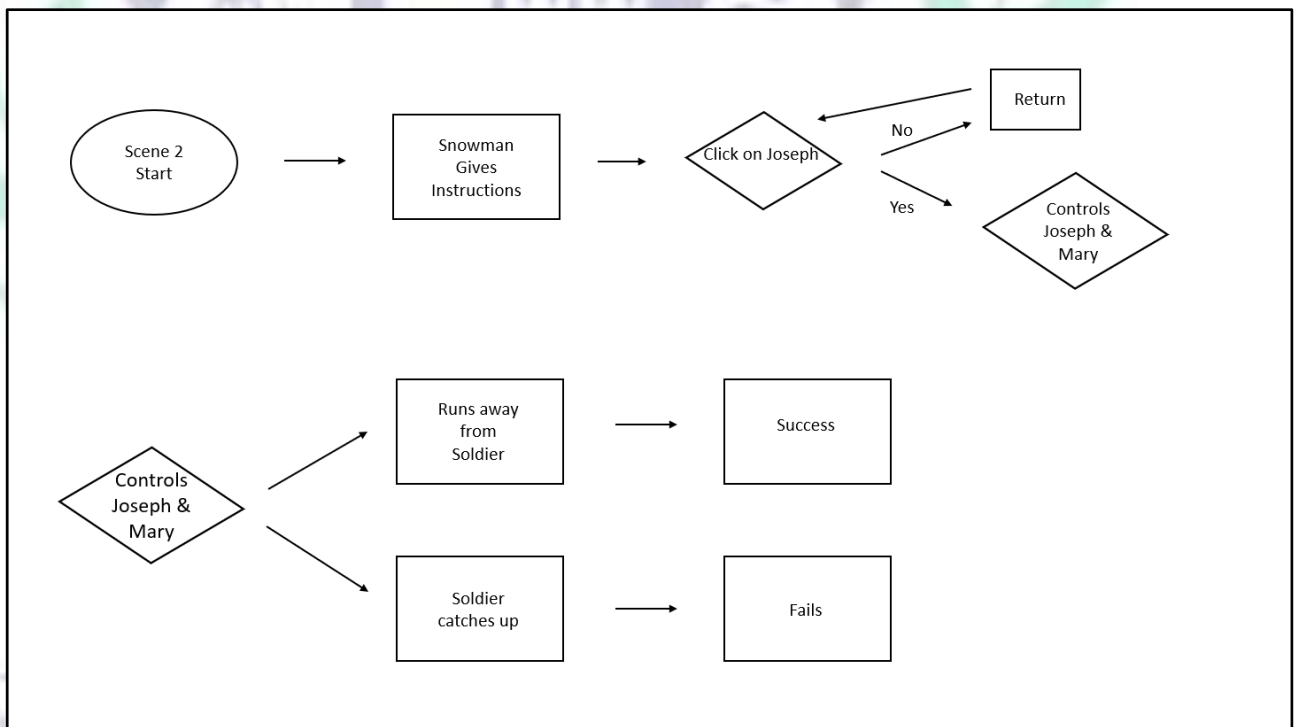
Student ID: 406110102 Name: Josh Huang

Topic	The Census at Bethlehem	Teammate(s)	季鑠佳 405110088 許家瑋 405200572 鄭蕙翎 405012200
Theme	Painting: The Census at Bethlehem (1566) By Pieter Bruegel the Elder	Location	
Target Users	People who wants to experience this artwork in another median and people who want to learn more about the story behind the artwork.		
Purpose	Unlike westerners who grew up hearing stories about Bible stories, Taiwanese might have a harder time analyzing Western artworks. Through this project, it will be a cool way to experience this story in a unique median.		
Character(s)	Scene 1: Caesar Augustus / Augustus' chancellor / Soldiers Scene 2: Mary / Joseph / Soldiers		
Plot	<p>Scene 1: Caesar is in his palace with his chancellor. He is advised to carry out a census in order to get more taxes. The soldiers are ordered to go immediately.</p> <p>Scene 2: Mary and her husband Joseph are late for the census in Bethlehem, run away from the soldiers trying to get them.</p>		

Scene 1:


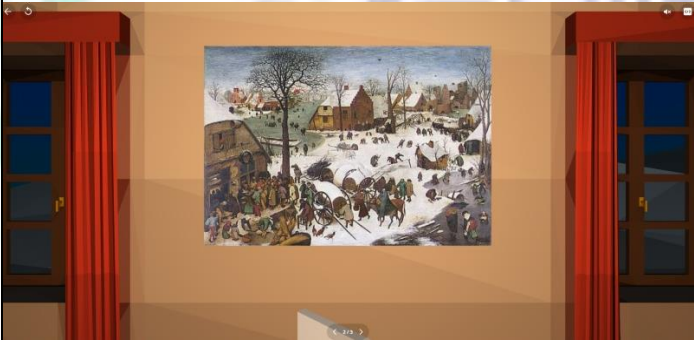




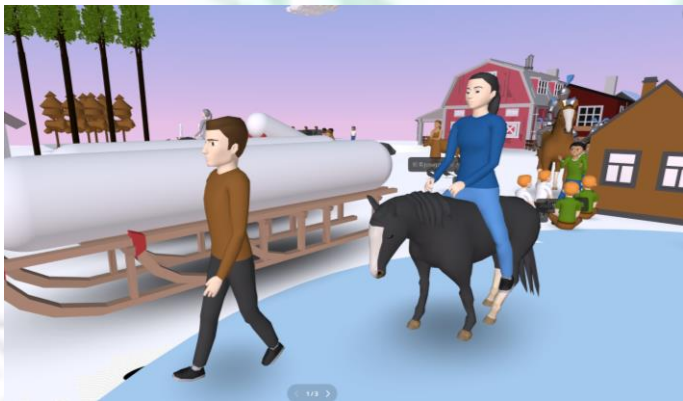
Scene 2:



Flowchart

Storyboard

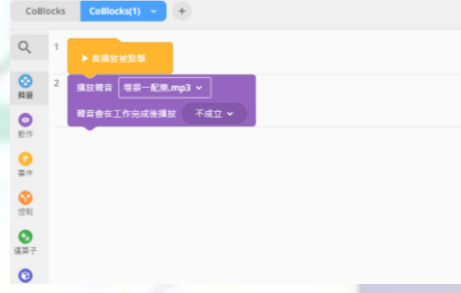
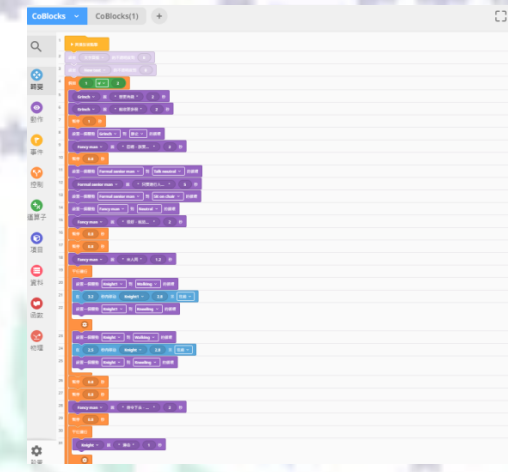
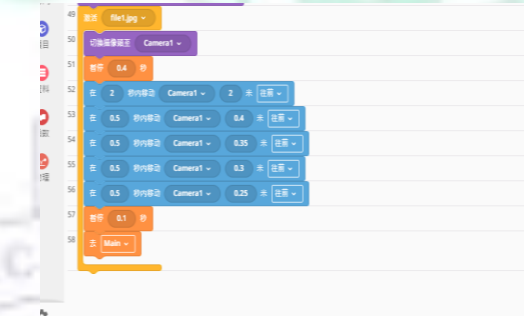
Scene	Image		Sound
	Screen shot	Description	Narration/ Sound effect/ Background music
1.1		<p>Perspective being one of the soldiers of the roman emperor Ceasar Augustus.</p> <p>Emperor orders a census to be carried out.</p>	<p>Background music: 配樂 1</p>
1.2		<p>Board prompts player to click on picture.</p> <p>After clicking the picture, Camera turns toward picture of “Census of Bethlehem” on wall, zooms in and teleports player into the setting of the painting.</p>	<p>Background music: 配樂 1</p>

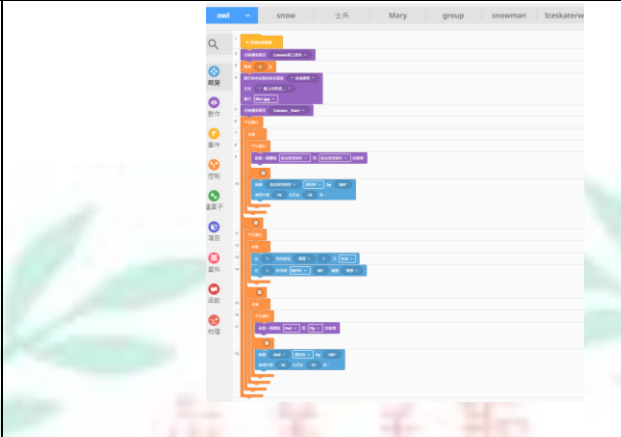
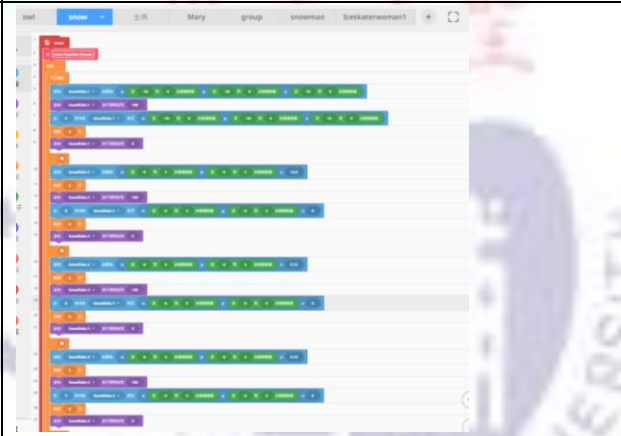
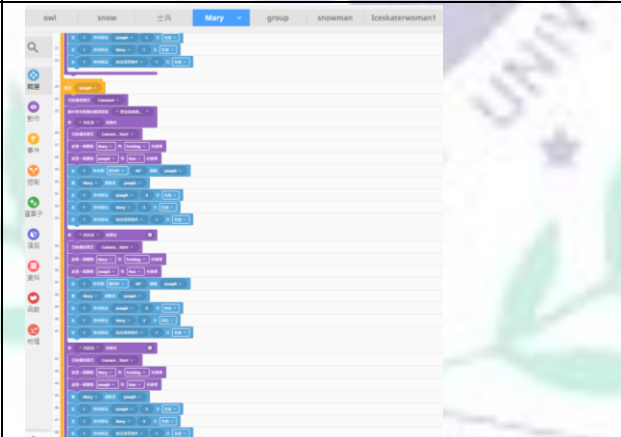
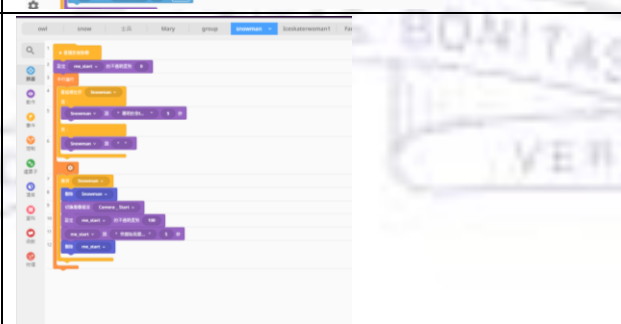
2.1	 <p>任務一：點擊的顯示名稱之人物，觸發各處線索，找出Mary及Joseph 任務二：幫助Mary及Joseph躲避士兵的查緝 任務三：找別天使，幫助他們躲避結米人口查緝</p>	A snowman will give you instructions on how to start your journey in helping Joseph and Mary.	Background music: O Holy Night
2.2		Find people that will give you hints that lead you to Mary and Joseph	Background music: O Holy Night
2.3		Find Mary & Joseph, Click on them to activate question and guide them to safety	Background music: O Holy Night

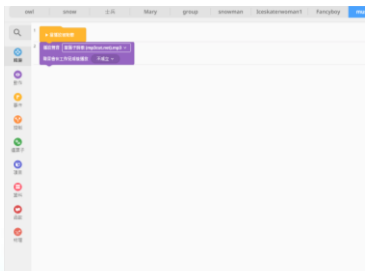
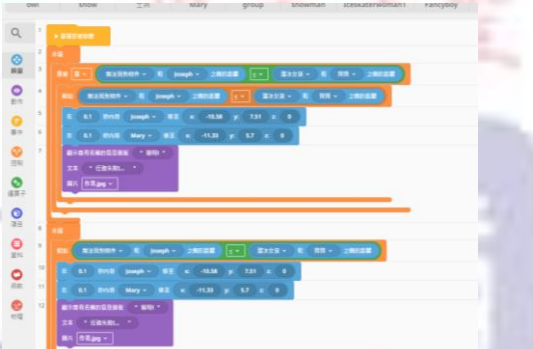
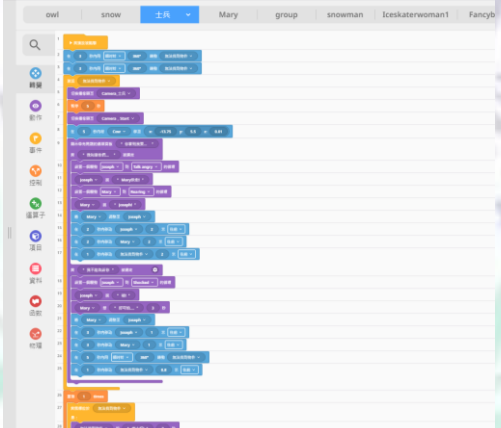
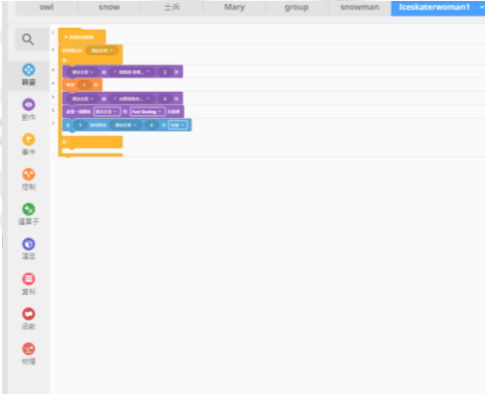
QC Checklist

Student ID 406110102

Name: Josh Huang

No.	Item	Module	Result			Decision
			Pass	Minor issue	Major issue	Pass/Hold
Scene 1						
1	Auto-play music		Pass			Hold
2	Animation runs properly		Pass			Hold
3	Camera focuses/zooms on picture when picture is clicked.		Pass			Hold

Scene 2							
1	Owl flies in circle while flapping wings		Pass				Hold
2	Snows		Pass				Hold
3	Joseph & Mary responds & moves when clicks		Pass				Hold
4	Snowman Appears		Pass				Hold

5	Music plays		Pass			Hold
6	Ends when Joseph and Mary arrive at house		Pass			Hold
7	Soldier walks around to find Joseph & Mary		Pass			Hold
8	Ice skater woman skates around and gives hint		Pass			Hold

Programming Journal

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

Date: 109/1/20 Student ID: 406110102 Group ID: Census in Bethlehem

1. Project goal/ scope.

Transforming the “Census in Bethlehem” into a 3-D interactive story

2. My task(s)

Moderating progress, main person to code and plan.

3. Progress.

#.	Task description	Done
	Moderating progress throughout course.	Done
	Code and job division	Done

4. Problem solving solutions

#	Problem encountered	Solution(s) tried/ other possible solutions
	Owl couldn't fly in circle	Intense coding (Solved)
	Snow couldn't fall continuously like normal	Intense coding and asking help from others (Solved)
	Mary & Joseph goes everywhere	Through all kinds of tests, we figured it out.

5. Lesson(s) learned.

a. From trial and error

(Detail)

There is a lot to learn in this project, you can be extremely efficient with a short code or be extremely inefficient using a lot of code, but both are good methods as long as you understand the fundamental concept of your code.

b. From team member(s)

(Detail)

We worked hard together, it is definitely a team project and they showed me what teamwork can achieve.

c. From other team(s)

(Detail)

The other teams amazed me with their project, they created some projects that are so complicated coding-wise and I am very very impressed.

6. Most impressive conversation/ event.

I spent almost three or four hours per session to finish this project, and later started another one in another class because it's so fun.

