

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 2023

指導教授：周德嫵老師

Dr. Lynn Chou

真善美聖

**Interactive mini Game Design**  
**Early European Gardens: Autumn Grapes to Wine**



學生：林育萱撰

Joanne Yu-Hsuan Lin

## Interactive mini Game Design

Student ID: 408110481

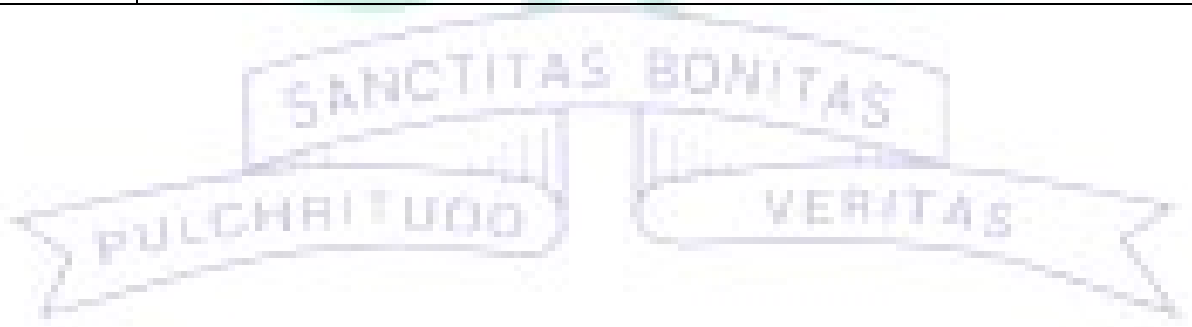
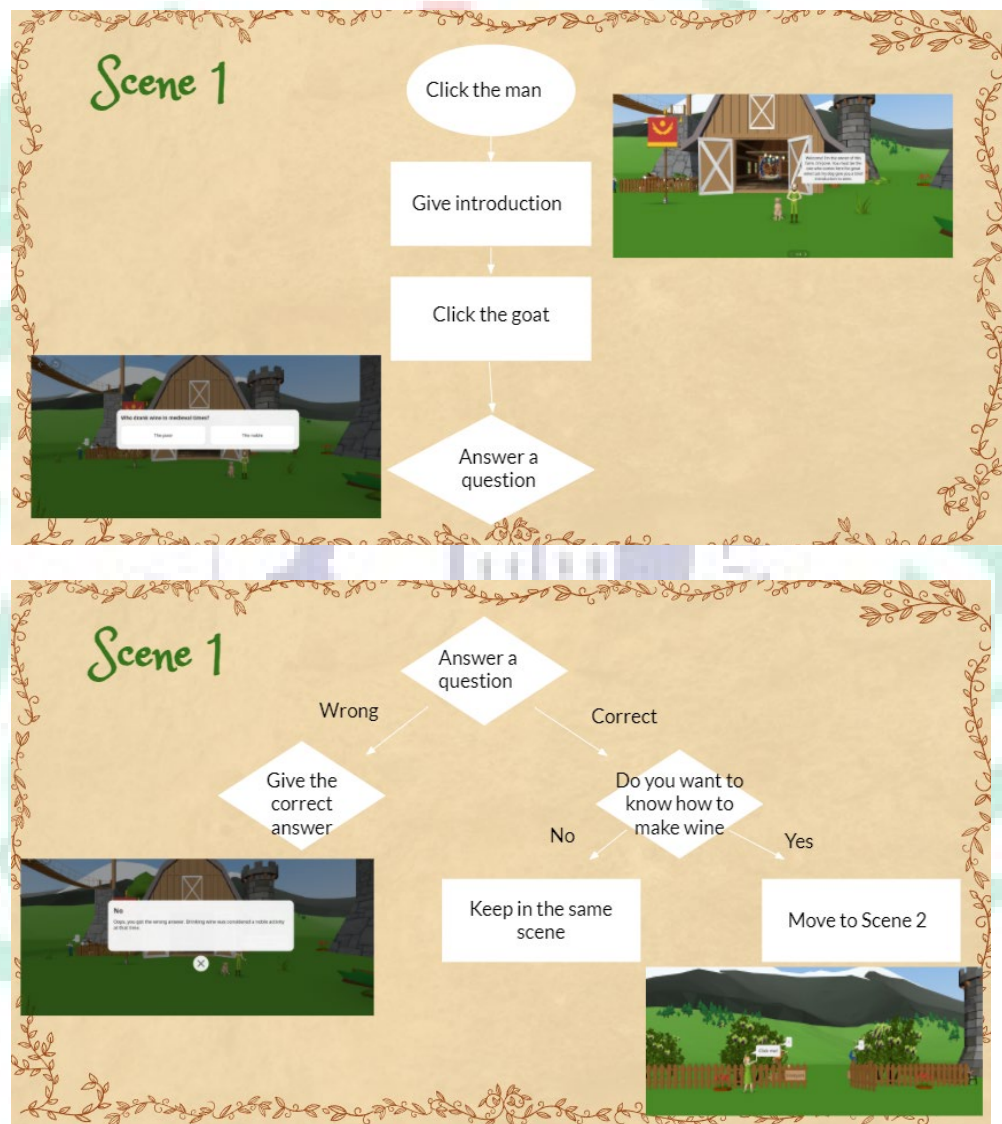
Name: Joanne Lin

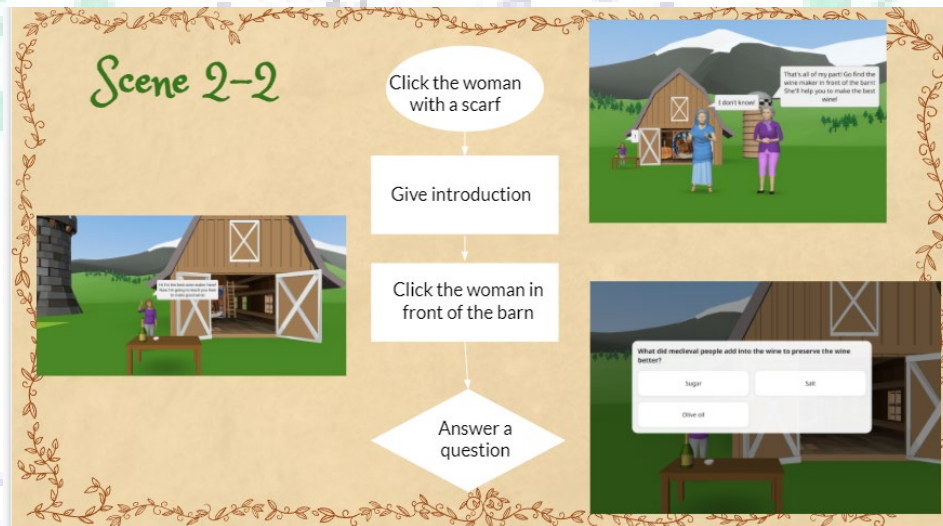
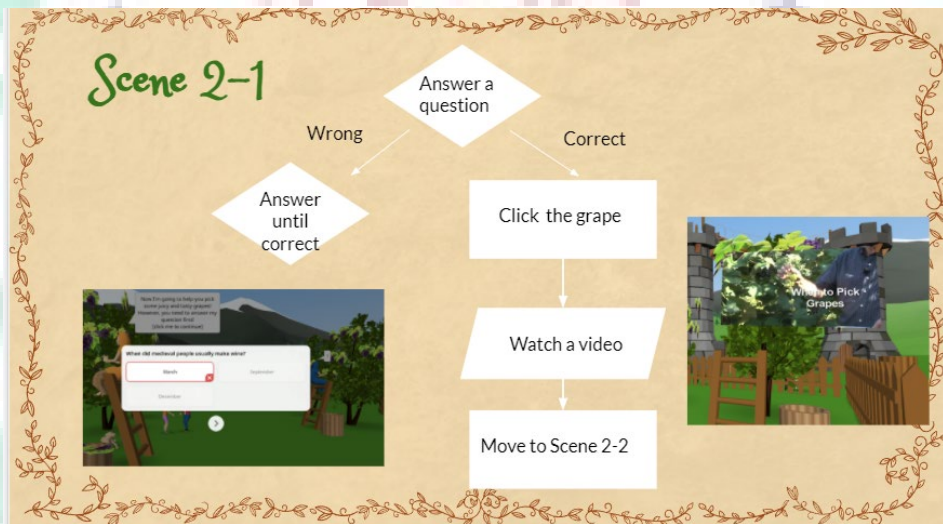
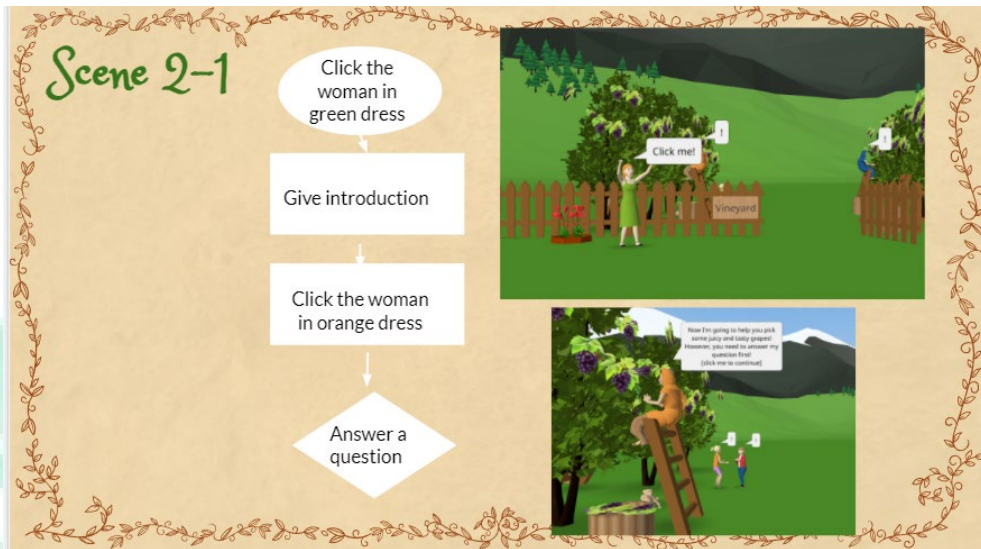
Group ID: 4

Topic	Early European Gardens: Autumn Grapes to Wine	Teammate(s)	Amy Shen, Sandy Lee
Theme	Wine-making	Background	Medieval period
Target Users	People who are interested in medieval times or wine producing.		
Purpose	To help users understand more about medieval time wine-making culture through interactive activities and CoSpaces.		
Character(s)	The farmer of the grape yard, the goat, women collecting grapes, woman making wine, and the elders living near the grape yard.		
Plot	<p>In the beginning players will be given information about wine-making processes at medieval time and they have to answer the question related to the previously given information. After answering the questions, the goat will take the players to the grape yard.</p> <p>In the grape yard, they will be first given the history and cultures of wine-making. Then, they will go into the grape yard to answer questions about the history of wine. After that, the women collecting grapes will tell the players they should go find the biggest grape in the yard. Clicking on the biggest grape in the yard, the players will then watch a video about how grapes are collected and how to choose the grapes that are used to make wines. Last, they will be guided to a barn where the story ends and the NPC will show a video to the players that talk about how to taste wine.</p>		
Game Play and mechanics	<p>Multimedia:</p> <ol style="list-style-type: none"> <li>1. Music is inserted in each scene and is changed as plots advance according to the atmospheres of the plots.</li> <li>2. Videos are used to explain details about how wine is made at different stages.</li> </ol> <p>Interface:</p> <ol style="list-style-type: none"> <li>1. Questions will pop out when the players click on the NPC according to the given instructions.</li> <li>2. The scene will be shifted to the next one, once the players finish the current instructions.</li> <li>3. Characters in each scene will give clues to help the players finish the mission.</li> </ol> <p>Education &amp; Cultural:</p> <p>Through the game the players can learn about wine-making cultures through the instructions and the interactive games.</p> <p>Challenges: It spends time to design each scene and put every element in the right position. The most challenging part is to use codes to make NPCs react and move as</p>		

we expected and to give precise instructions for the players.  
 In this class I not only picked up the coding and designing skills and applied those skills to design a project, but also felt a sense of satisfaction and fulfillment after completing the project because this time-consuming project, after all, turned out to be successful and we received positive comments from the players.

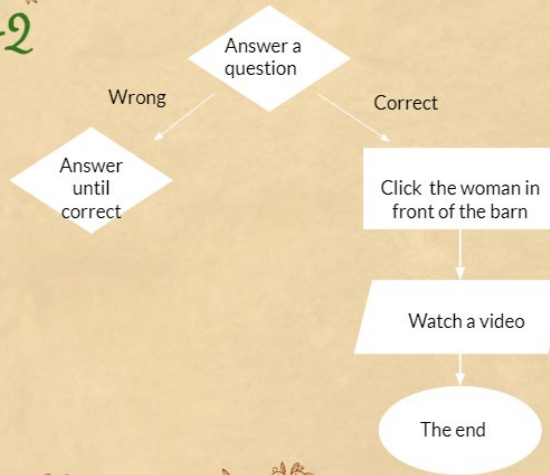
Flowchart




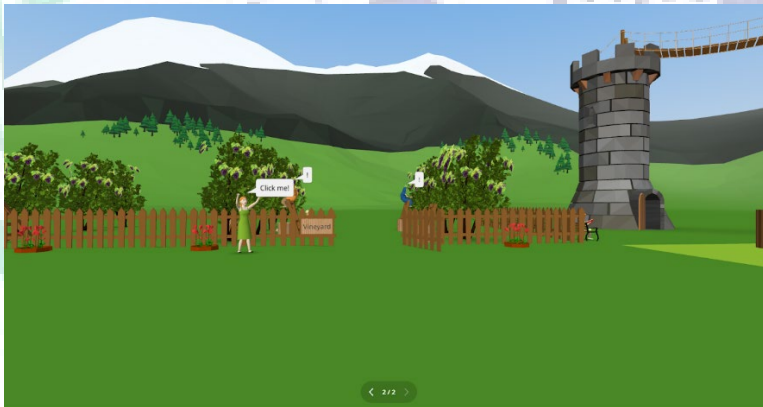
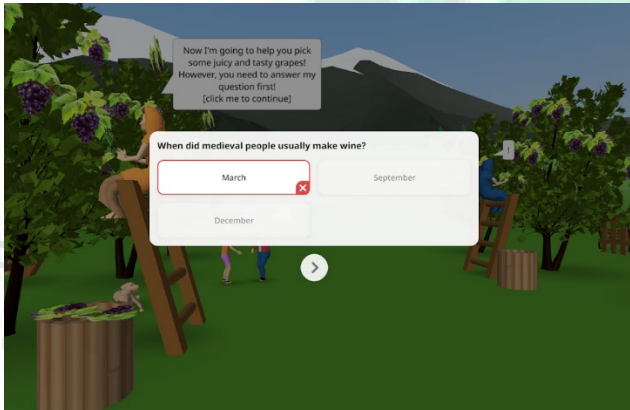







## Scene 2-2



# Storyboard

Scene	Image	Sound	
	Screen shot	Description	
1		<p>The NPC will introduce the history of wine-making and the player have to answer a question related to the history in order to move on to the next scene.</p>	<p>Narration/ Sound effect/ Background music</p> <p>Background music: country music</p>
2 - 1		<p>The NPC, the girl with green dress, will introduce the process of wine making and give instructions to the player.</p>	<p>Background music: harvest music</p>
2 - 1		<p>The player needs to find an old woman with an orange dress to answer a question, and go on to find the biggest grape in the grape yard. After clicking on the biggest grape, the player will</p>	<p>Background music: harvest music</p>

		<p>watch a video introducing how wines are made.</p>	
<p>2 - 2</p>		<p>After watching the movie, he will be guided to the next scene, and go on to taste the wine that is made by the grape the player just collected from the previous scene.</p>	<p>Background music: harvest music</p>
<p>2 - 2</p>		<p>After answering the question related to wine tasting, the player can watch a video introducing how to taste wine.</p>	<p>Background music: harvest music</p>

## QC Checklist

Student ID

Name:

Group ID:

No.	Item	Module	Result			Decision
			Pass	Minor issue	Major issue	
1	The video inserted in the game started playing before the player finishing the interactive game.	coding	I modified the order of the coding in scene 2 and set "wait until finish" true.			Hold
2	The dialogues of the characters in Scene two before and after the plot of finding the biggest grape have mixed up.	coding	I combined all of the characters coding together and put them in particular order.			Hold
3	The goat runs too fast so that the player cannot click on it.	coding	I modified the speed of the goat.			Hold
4	The pillar of the castle keeps falling.	setting	I modified the position of the pillar			Hold





# Programming Journal

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

Date: 2022/1/14

Student ID: 408110481

Group ID: G4

## 1. Project goal/ scope.

We have created an Line official account, 輔大美食報報, which is set to help students get familiar with the campus and introduce the restaurants inside FJU.

## 2. My task(s)

1. Designing the graph and pictures for the official account.
2. Designing Google Questionnaire.
3. Setting messaging API, the interface, and the automatic responses of each option.

## 3. Progress.

#.	Task description	Done
1.	Account icon	Amy
2.	Account graphic menu	Amy, Joanne, Sandy
3.	Selections and text	Amy, Joanne, Sandy
4.	Picker wheel	Sandy
5.	IG account	Amy, Joanne
6.	Google form	Amy, Joanne

## 4. Problem solving solutions

#	Problem encountered	Solution(s) tried/ other possible solutions
1.	When setting auto-response messages, we had to set key words in order to let the messages texted by users be detected by Line bot.	We add several keywords and test whether they work under every situation.
2.	FJU does not provide enough information about all the restaurants on campus.	We went to those restaurants and searched online about their food.
3.	Line does not provide a suitable graphic menu.	We designed a graphic menu by ourselves.

5. Lesson(s) learned.

a. From trial and error

While designing the project we encountered several problems. First, we cannot make the chatbot to automatically respond to the users correctly, so we tried to modify the detecting terms and the selections to make the Line bot worked as we expected. From the error we made, I found that while setting the coding and system of chatbot we had to ensure that every part was logically connected. The most important thing is that if a group of people have to design the coding together, it is best to keep communicate and discuss with each other how the parts assigned to different people are made so that every section can be well organized and connected.

b. From team member(s)

From the cooperation with my team members, I have realized that it is not easy to finish the project on my own, because it takes time to design each selection, part, and graph. Before designing our own project, I considered it was easy to run an official account. However, after this project, I realized that running an official account requires a group of people to keep modifying and improving the system, and it is hard to do them all by one person.

c. From other team(s)

Line official accounts with messaging API can combine with other coding languages, such as python, to design more complicated functions and can also be used for multiple purposes.

6. Most impressive conversation/ event.

Through this project, I learned many features about Line and how to utilize Line bot and messaging API. This is the first time I used chatbot to design a Line official account. At first, I felt it was quite challenging and complicated to design an official account, and my teammates and I spent some time discovering how to effectively use the tools in the official account platform. The most impressive thing while doing the project is that coding is not as difficult as we thought. After taking classes and putting what we learn into practice, we found that Line Bot is interesting and is a powerful tool that can help brands to interact with their customers.

