

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

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真善美聖

**Interactive mini Game Design**  
**Early European Gardens: Autumn Grapes to**  
**Wine-Illuminated Manuscripts 1530**

SANCTITAS BONITAS

PULCHRITUDO

VERITAS

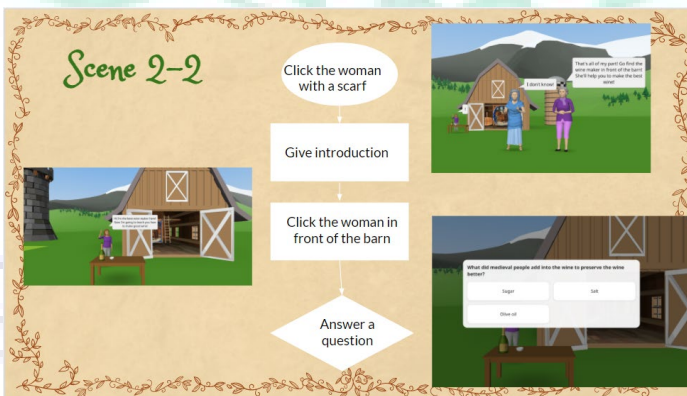
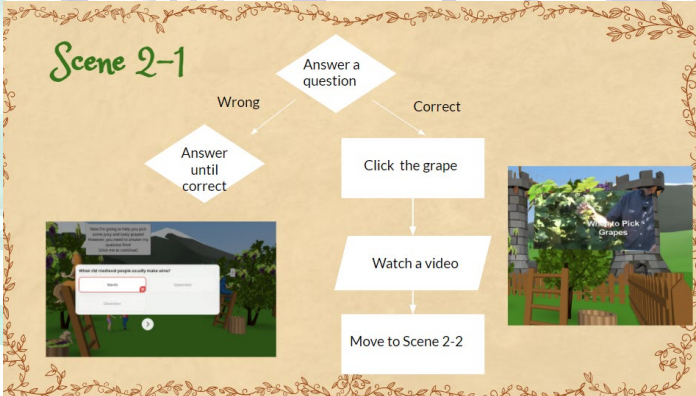
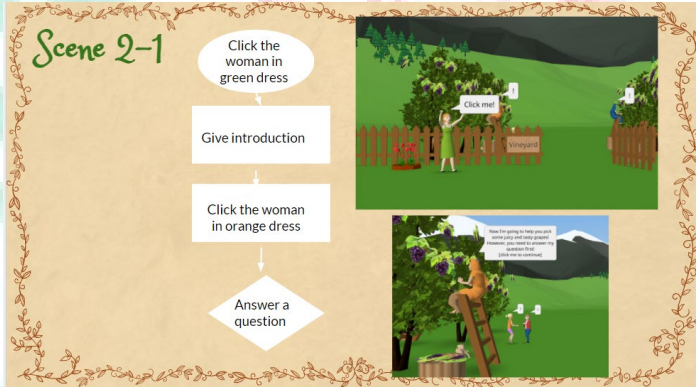
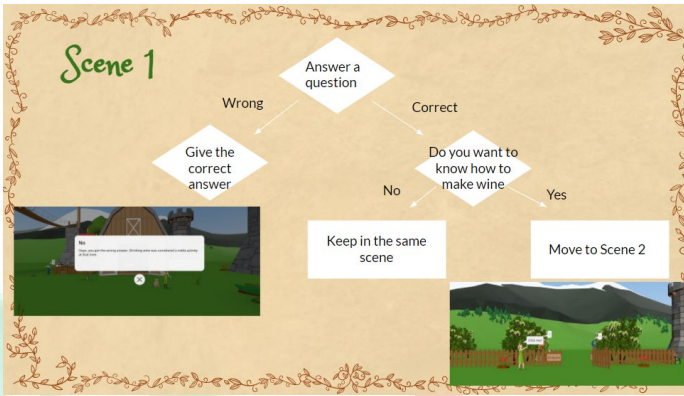
學生：李若榆 撰

Sandy Ruo-Yu Lee

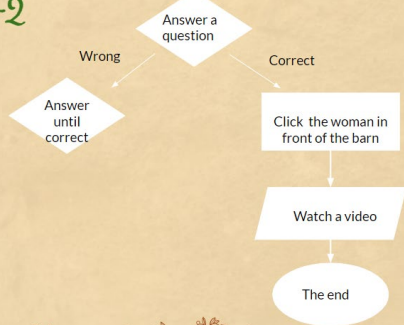
## Interactive mini Game Design

Student ID: 408110560    Name: Sandy    Group ID: Group 4

Topic	Early European Gardens: Autumn Grapes to Wine-Illuminated Manuscripts 1530 Link: <a href="https://edu.cospaces.io/Studio/Space/XLfe2jQPbnzB9Pf0">https://edu.cospaces.io/Studio/Space/XLfe2jQPbnzB9Pf0</a>	Teammate(s)	Amy Shen, Joanne Lin
Theme	Wine Making	Background	The process of wine making during medieval times.
Target Users	People who are interested in medieval times or wine producing.		
Purpose	Using an easy and interactive way to help the users learn more about medieval times and wine making.		
Character(s)	the man dresses in green, the goat, the woman dressed in green dress, the woman dressed in orange robe, the grape, the woman with a scarf, the woman standing in front of the barn		
Plot	The user will first walk through a bridge and come to the farm. The farmer will give the introduction of the function of wine in medieval times. After users answer the question asked by the farmer correctly, they will be guided to the second scene – the grape yard. In the grape yard, a woman will introduce the grape picking in medieval times. The users are also required to answer the question to move on to the next scene. The last scene is about winemaking. After the introduction and the question-answering part. The users will watch a video and end the game.		
Game Play and mechanics	<p>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</p> <ol style="list-style-type: none"> <li>1. Multimedia: We added two videos related to grape picking and winemaking into our game, and also some songs to make the game more vivid.</li> <li>2. Interface: We had some banners for the users to click and give them more instructions.</li> <li>3. Education &amp; Cultural: We focused on introducing knowledge about winemaking in medieval times.</li> <li>4. Motivation: Our goal is to make the users learn knowledge in an easy and interactive environment.</li> <li>5. Progression: The users will read the knowledge and introduction first. Then answer some related questions to review what they've just learned. After answering the question correctly, they can move on to the next scene to learn more knowledge.</li> </ol>		
Flowchart	<pre> graph TD     A([Click the man]) --&gt; B[Give introduction]     B --&gt; C[Click the goat]     C --&gt; D{Answer a question}     </pre>		



Scene 2-2



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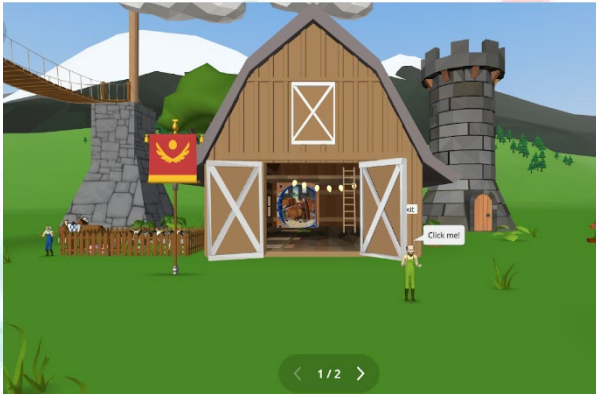





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## Storyboard

Scene	Image		Sound
	Screen shot	Description	
1		<p>The introduction of the function of wine in medieval times. There will be a question about the function of wine in medieval times for users to answer.</p>	<p>Narration/ Sound effect/ Background music</p> <p>Background music: Happy Life</p>
2-1-1		<p>Grape picking in medieval times. After the introduction, there will be a multiple-choice question for the users to answer.</p>	<p>Background music: "La Traviata" Drinking song</p>
2-1-2		<p>After answering the question correctly, the users will go and find the biggest grape. When they find the biggest grape, they will watch a video about grape picking.</p>	<p>Background music: "La Traviata" Drinking song Video: Grape Picking</p>
2-2-1		<p>After watching the clip, the users will come to the last scene. There will be two women introducing the process of winemaking. Then, there will be the last question which is about winemaking.</p>	<p>Background music: "La Traviata" Drinking song</p>
2-2-2		<p>The user will watch</p>	<p>Background music:</p>



		<p>a video about winemaking and be guided to the barn after then.</p>	<p>"La Traviata" Drinking song Video: Wine making</p>
<p>Ending</p>		<p>Users can walk around the barn to admire the painting. If they want to leave, just click the banner with Exit on it.</p>	<p>Background music: "La Traviata"</p>



## QC Checklist

Student ID 408110560

Name:

Group ID:

No.	Item	Module	Result			Decision
			Pass	Minor issue	Major issue	Pass/Hold
1.	Click the topic you want to know.	S1	v			Hold
2.	Choose the correct answer. (If wrong, show the correct answer directly.)	S1	v			Hold
3.	Do you want to go the next scene? (Yes <input type="checkbox"/> go / No <input type="checkbox"/> stay in the same scene)	S1	v			Hold
4.	Click the woman with orange dress. (Click the correct one <input type="checkbox"/> questions /Wrong <input type="checkbox"/> some interesting replies)	S2-1-1	v			Hold
5.	Answer the question related to grape picking. (Correct <input type="checkbox"/> go find the biggest grape/ Wrong <input type="checkbox"/> answer until correct)	S2-1-2	v			Hold
6.	Click the Biggest grape (Click the correct one <input type="checkbox"/> video /Wrong <input type="checkbox"/> some interesting replies)	S2-1-2	v			Hold
7.	Click the woman with a scarf <input type="checkbox"/> Instructions and question	S2-2-2	v			Hold
8.	Answer the question related to wine-making. (Correct <input type="checkbox"/> go find the woman in front of the barn / Wrong <input type="checkbox"/> answer until correct)	S2-2-2	v			Hold
9.	Click the woman in front of the barn <input type="checkbox"/> play the wine-making video	S2-2-2	v			Hold
10.	Click Exit <input type="checkbox"/> End the game	Ending	v			Hold



# Programming Journal

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

Date: 2022/01/18 Student ID: 408110560 Group ID: Group 4

1. Project goal/ scope.

Accomplish an educational game about wine in medieval times by using Cospaces.

2. My task(s)

1. Plot design
2. Coding
3. PPT design
4. Finding videos and music

3. Progress.

#.	Task description	Done
1.	Design the plot, characters and the questions in the game.	v
2.	Design the dialogue and the actions	v with teammates help
3.	Design the PPT for the final presentation	v
4.	Find music and videos fit the game	v

4. Problem solving solutions

#	Problem encountered	Solution(s) tried/ other possible solutions
1	Can't find much information about the painting.	Turn to do a research on wine in medieval times
2.	Fail to add the video into the Cospaces	Search further information on the Internet
3.	Mixed up the process of coding	Ask my teammates for help

5. Lesson(s) learned.

a. From trial and error

I'm really poor at 3D concepts. Hence, I accidentally put build several houses in the same place and deleted some of my teammate's work. Instead of scolding me, they taught me to lock the object I built and checked the object list. I also made I mistake in coding. There is a function that can repeat the action forever. Yet, I didn't get its logic; hence, I just duplicated the actions several times. Thanks to my teammates help me fix the problem. I learned that always checking the object list and fully understanding the logic of coding is extremely important in designing Cospaces.

b. From team member(s)

My teammates Joanne and Amy are good at designing and coding. I've learned lots of things by working with them. They built several beautiful scenes. Amy even built a yard of grape trees which weren't the object given by Cospaces. Joanne is not only good at designing but also at coding. She helped me with coding a lot. She contributed the most to our work since she had already taken the course about Cospaces before. Though she had more experience than us, she still tried many codes in her free time. I think she has taught me that practice makes perfect. Additionally, they always help me when I'm in trouble. They taught me patiently instead of scolding. I sincerely appreciate their patience and friendliness.



c. From other team(s)

I found several different games used by the other teams. The one that impressed me the most is a maze game. It's very cool and well-designed! The other group that designed a big ship also did an awesome job! The boat is so vivid and the music fits the scene so much. From their works, I learned that besides asking questions there are also many games that are more intriguing and can leave a stronger impression in learners' minds.

6. Most impressive conversation/ event.

I still clearly remember the first time I sketch a scene in Cospaces. It was a catastrophe! I couldn't find things there and always placed things in the wrong place due to my poor 3D concepts. I even felt dizzy after that class. I was panic after then. Thanks to my teammates' aids that make me finish my first sketch. The other thing that impressed me a lot is the experience of using VR glasses to view our work. I found it very hard to control and I always got lost in the place. I felt dizzy after using it. I admire people who design Cospaces well after this experience since I realized how hard it is. I view this process of designing Cospaces as a worthy experience. I would like to gratitude my teammates again for cooperating with me to finish this hard work.

