Project: Student Leadership

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Overview

Positives: Having the client provide the storyboards in the Microsoft PowerPoint format was very helpful. One of the things we designers hate to do is type text; being able to copy the text straight from the PPT slides into Flash was very helpful. The same was true with the images, being able to just copy and paste them really expedited the development process.

Negatives: No stage size was specified. The client requested bullets in their text. For the solid circle bullets this was not much of an issue as I used ASCII character encoding (149) for those. The arrowheads on screen 6 weren't available as ASCII characters so I had to do a screen capture of the PowerPoint images, past the bitmap into Flash and then trace over them using the Flash drawing tool. There was some confusion in directions and I think that the button placement requests on screens 9 and 10 violate good interface design practices, but I followed the client's directions as shown in their storyboards.

Screen by Screen

Screen 1: Since no stage size was specified, I took the size properties of the box used by the client in their storyboards, which was 5.67" X 5.33", and translated that into a stage size of 403.15 pixels X 392.4 pixels. Client's comments provided clear instructions except that "rectangular borders for headings with a light blue background" was requested, yet none was shown visually on any of the storyboards. Also, no color or line thickness was specified for the border, I applied a darker shade of blue than the background color, and a 1 pixel thickness. The green arrow seemed to be a bit of a rudimentary button as a navigation device, and hard for users to click on due to the thinness of the lines which is all Flash sees as the button's hit area. I added a rectangular hit area to make it easier for users to click on the button.

Screen 2: Client's comments provided clear instructions. Heading type point size was reduced from 24 pts. on the previous screen to 20 pts. on this screen. All of the buttons used in this project are on a buttons layer in Keyframe 1, for this screen the buttons: exit, back and next are made visible. Client describe process for making buttons, but I was able to just copy them directly from PowerPoint into Flash.

Screen 3: Client's comments provided clear instructions; except they requested that I use "user interface components codes for the light green box" which is not possible using the Flash built-in UI components, so I created the input box using an input type TextField object and colored accordingly. No object name was defined for the input box by the client, I made it txtUsername,

and it is not used elsewhere in the program. In addition to the Exit, Back, and Next buttons, the Home button was made visible.

Screen 4: Client's comments provided clear instructions. Client requested display heading text be changed to 22 pts. and instructions changed from 18 pts. to 14 pts. Circular bullets were requested, ASCII (149) was used. Button visibility remained the same.

Screen 5: Client's comments provided clear instructions. Client requested display heading be changed back to 20 pts. and instructions to 18 pts., although instruction text on PPT slide was 12 pts. Three banner icons were copied from PPT slide into Flash, client requested that "What makes a good leader?" be activated – not sure what this request meant, it was not indicated visually in storyboard or by instruction, except client stated that icons "should be action embedded buttons which will change color when completed" and that the "background 2 – 25%". I took this to mean that the icon's background color should be 25% lighter when activated and that each icon would change as user completed a category. I followed instructions to make icon one to go to screen C1, icon 2 to go to C1, icon 3 to go to M1, and quiz button to go to screen Q1, but commented out in code to prevent throwing a Flash compilation error. In addition to the Exit, Back, Next, and Home buttons, the Help button was made visible.

Screen 6: Client's comments provided clear instructions, except that they requested that "every bullet should appear on mouse click". I did not do this because there are no instructions to user to click their mouse to make text appear and I was afraid users would click on the Next button without ever seeing the bulleted text. In the storyboards the Help button moves position from where it was in the previous screen. In the next three screens the Help button remains in this position, so I adjusted the position of the help button on the previous screen, in my design, to make its position consistent throughout the program. Client requested 14 pt. instruction text, but I had to make it 13 pts. to fit the available space. In addition to the Exit, Back, Next, Home and Help buttons, the Menu button was made visible.

Screen 7: Client's comments provided clear instructions, except they requested that I made two changes to specs, 1) I had to reduce instruction type size to 13 pts. to fit in available space, and 2) I continued using the heading format and position of the previous screens to provide a consistent user interface experience. Also, the client requested that "every bullet should appear on mouse click". I did not do this because there are no instructions to user to click their mouse to make text appear and I was afraid users would click on the Next button without ever seeing the bulleted text.

Screen 8: Client's comments provided clear instructions. I made two changes to specs, 1) I had to reduce instruction type size to 13 pts. to fit in available space, and 2) I continued using the

heading format and position of the previous screens to provide a consistent user interface experience. Also, the client requested that "every new sentence should appear on mouse click". I did not do this because there are no instructions to user to click their mouse to make text appear and I was afraid users would click on the Next button without ever seeing the bulleted text.

Screen 9: Client's comments provided clear instructions, except no color spec was provided for the blue "answer" text. I made two changes to specs, 1) I had to reduce instruction type size to 13 pts. to fit in available space, and 2) I continued using the heading format and position of the previous screens to provide a consistent user interface experience. Also, the client requested that "every scenario and answer should appear on mouse click". I did not do this because there are no instructions to user to click their mouse to make text appear and I was afraid users would click on the Next button without ever seeing the bulleted text. Button re-positioning was done at client's request. I assumed that this represents the end of a "category" so I added code to change the color appearance of the "category" buttons on the menu screen if the user clicks on the :Next" button on this screen.

Screen 10: Client's comments provided clear instructions. I made two changes to specs, 1) I had to reduce instruction type size to 13 pts. to fit in available space, and 2) I continued using the heading format and position of the previous screens to provide a consistent user interface experience. Button re-positioning was done at client's request. It is not made clear as to whether or not the color of the "category" buttons on the menu page change if the user clicks on the Menu button on this screen. No coding was done to affect any changes on "Menu" screen.