OPERATION OVERLORD

Dangerous Missions

LCC 6311

Visual Design Final

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For

DEMO
• First person text and graphics based adventure game set on D-Day.

• Interactive experience designed for the constraints of the present day mobile handset (phone).
*Choose your own adventure* conceit

*Uses interactor’s knowledge and wisdom to navigate challenges drawn from the personal experiences of soldiers.*
OODM

Audience:
Subscribers to the WWII IPTV Product /Younger History Channel Demo with access to J2ME handsets

- Male? 25-45, World War II Aficionado /Collector
OODM

Design Challenges:
small screen constraints (~128 pixels by 128 pixels display) that transport the interactor to World War II in the early hours of D-Day, June 6th 1944, on German occupied Normandy
OODM

Dozens of graphical elements to create

• Animations
• Interface design
• Evoke sense of place

Visually re-inforce presence and agency of interactor
OODM

Timeline:
November 2- Functionality, Wireframes for each screen; Graphical Element list created; Responsibilities divided and deadlines set;
November 9- Usability testing of thematic elements; Production ensues
December 5 - Graphics completed
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Dangerous Missions

On D-Day, they were all dangerous missions.