

- ▶ **Outline of authoring steps—wk. 03—day 1 (storyboard phase 2)**
 - ▶ **Storyboard**—as described in Phase 1 handout
 - ▶ **Content Selection**
 - ▶ List Contents—as described in Phase 1 handout
 - ▶ Work Orders (division of labor)
 - ▶ Acquisition
 - ▶ Editing/Conversion
 - ▶ Yield Director-compatible castmembers
 - ▶ Naming Conventions
 - ▶ Careful compliance with these rules for naming media files is essential to work with efficiently-created Lingo scripts (which avoid hard-coded filenames)
 - ▶ **Reconcile 3 areas of storyboard**
 - ▶ Link loose ends (links crossing into another area)
 - ▶ Design entry to CD-ROM as a whole, including:
 - ▶ Linear self-playing promotional segment of the CD-ROM
 - ▶ Credits
 - ▶ Help
 - ▶ **Decide on user-interaction metaphor**
 - ▶ ex.: tabbed notebook, 3-D museum environment, file cabinet, etc.
 - ▶ Create a “Tour Guide” character that viewers interact with?
 - ▶ **Decide on graphic and audio “look”**
 - ▶ Choose a basic appearance: formal, playful, trendy, zany... that will be maintained consistently throughout CD-ROM
 - ▶ Color scheme that will translate well into an 8-bit palette
 - ▶ Audio needs to be broken up in brief segments so it will not interfere with user-interface responsiveness.
 - ▶ **Decide on specific user-interface devices**
 - ▶ Hardware issues:
 - ▶ Forgo keyboard if we anticipate that the CD-ROM may have to play in a public kiosk. On-screen soft keyboard?
 - ▶ Reliability of sound playback. Should we assume MIDI capabilities?
 - ▶ Quantity/complexity of options
 - ▶ few/simple: on-screen buttons
 - ▶ many/simple: pop-up or pull-down menus
 - ▶ many/complex: scrolling lists allowing multiple selections; editable text entry fields (for search commands)
 - ▶ Iconic vs. Text labeling of user interface controls
 - ▶ Sliders/Dials for continuously-variable quantities
 - ▶ May also be useful for large numbers of discrete items, like “pages”.
 - ▶ **Implement user interface**
 - ▶ Create User Interface graphic elements
 - ▶ Draw with Illustrator then rasterize with Photoshop
 - ▶ Paint with Photoshop
 - ▶ Model then render with 3-D programs
 - ▶ Create User Interface audio elements
 - ▶ Lingo programming

- ▶ Make effort to avoid ad-hoc code that must be rewritten at every new button (see Naming Conventions above).
- ▶ Cross-platform issues
 - ▶ XCMDs (Mac) and DLLs (Windows) must be avoided unless a close equivalent on the other platform can be identified.
 - ▶ Installation procedure on each platform
- ▶ **Load in actual media as Director castmembers**
 - ▶ Optimize color palette using DeBabelizer
 - ▶ Cross-platform issues
 - ▶ Color palettes
 - ▶ Fonts
 - ▶ Audio and graphics file formats
- ▶ **Initial testing running off hard drive**
- ▶ **CD-ROM mastering & one-off burning**
- ▶ **Final testing running off CD drive**
 - ▶ Can we get a relevant test population?
- ▶ **CD replication**