

Script

INFO Elements	INTERACTIONS	STORY
<ul style="list-style-type: none"> DATE LOCATION (and maybe in a Google Earth fashion) IMAGE/AUDIO of LEONARDO as he mutters to himself about the concept he is wrestling with PRINCIPLE ANALYZER gives readout of key concepts of math, physics, and tools they need to take with them to assist. 	<ul style="list-style-type: none"> Manipulation of the HISTORY SCANNER Comments to each other through NPC dialog Manipulation of PRINCIPLE ANALYZER 	<p>The Incredible Kids are hanging out in their special lab-lounge and a signal is broadcast to them from their HISTORY SCANNER. They run over to this to find out where the need is this time to "help history" continue on its projected path.</p> <p>This time the signal is coming from the 16th century and specifically from Leonardo DaVinci's Lab in Italy. The scanner has picked up a "Concentration Center" where Leonardo is working on a concept of gravity, but seems to be having problems. THIS IS THE TIME FOR THE iKIDS TO BEAM THEMSELVES THERE TO HELP.</p>
<ul style="list-style-type: none"> Costumes of each of our iKIDS automatically change period. 	<ul style="list-style-type: none"> PC must locate and begin interaction with LEONARDO 	<p>The iKIDS are transported in, of course a very neat fashion to Italy, and specifically into Leonardo's Lab</p>

Scenes

NAME	CODE	DESCRIPTIONS by ACTION AREAS
iKids ₀ Lab	IKL	(Beginning of new game) <u>Lounge Area</u>
iKids ₀ Lab	IKL	<u>Resource Area</u>
iKids ₀ Lab	IKL	<u>Control Room Area</u>
Leonardo's Lab	LLA	<u>Atrium</u>
Leonardo's Lab	LLW	<u>Workshop</u>

States

CODE	DESCRIPTIONS of STATES
A	New Game and no Character Selection
B	Character Selection and no familiarity with iKids ₀ Lab
C	Familiarity with iKids ₀ Lab but no interactions with fellow iKids ₀
D	Familiarity with iKids ₀ Lab and interactions with fellow iKids ₀
E	Familiarity with Resources
F	Jumped in time to Scene X
(Each SCENE has separate player states plus some global learning states)	

Programmers Design Base

CHARACTER MODEL	3D biped	MoCap Data	James is a white Anglo-Saxon 16 year old who is particularly good with Mathematics. He is somewhat introverted and quiet, but has a dry humor and wit.
OBJECTNAME	James [JMX] functioning as NPC		
PLAYER STATE	C	Familiarity with iKids ₀ Lab but no interactions with fellow iKids ₀	
PLAYER STATES	C.1	C.2	C.3 C.4
SCENE:	iKids ₀ Lab Lounge	IKL-Lounge	
Initial ACTION:	JMX raises head (or turns head) smiles and says:		
EVENT ID	PLAYER'S POSSIBLE RESPONSES	SCRIPT of OBJECT'S RESPONSES	SOUND FILE
C.1a	(upon 1 st collision detection)	Hey there [MAX or RAX], you look pretty relaxed in our lounge here, but have you checked out the Resource Area or Control Room yet?	C1aJMX-MAX.aif C1aJMX-RAX.aif
C.1b	Where is the Resource Area?	Through that door to your right [JMX points to SE corner of Lounge]	C1bJMX.aif
C.1c	What can you do here in the lounge?	Well, besides just hanging out and talking, there are some History Magazines, and a small media library over there [JMX points to N wall of bookcases]	C1cJMX.aif
C.1d	Where is the Control Room?	Through that door to your left [JMX points to NW corner of Lounge]	C1dJMX.aif

NPCs

NAME	CODE	DESCRIPTIONS by STATE	AUDIO
James	JMX	IKL: A1 A2 A3 A4 B1 B2 B3 B4 C1 C2 D1 D2 E1 E2 -- LLA: -- F1 F2 ---	Yes
Maria	MAX	IKL: A1 A2 A3 A4 B1 B2 B3 B4 C1 C2 D1 D2 E1 E2 -- LLA: -- F1 F2 ---	Yes
Leonardo	LEO	LLA: LL1 LL2 LL3 LL4 LD1 LD2 LD3 ---	Yes
LEO-Servant	LSV	LLW: LL1 LL2 LL3 LL4 LD1 LD2 LD3 ---	Yes

Objects

NAME	CODE	DESCRIPTION by SCENE & STATE	AUDIO
History Scanner	HSC	IKL only: <u>OFF ON ALERT SEARCH DETAILS</u> ---	Yes
Principle Analyzer	PAZ	(same in all scenes:) <u>MOTION WEIGHT TRAJECTORY MEASUREMENT</u> ---	Yes
Sextant	SXT	(same in all scenes:) <u>MOVING PARTS DETAIL VIEWS SIGHTING VIEW DATA</u>	No
(continues for all Objects)			

Script

INFO Elements	INTERACTIONS	STORY
○ .	○ .	
○ .	○ .	
○ .	○ .	
○ .	○ .	
○ .	○ .	
○ .	○ .	
○ .	○ .	
○ .	○ .	

Scenes

NAME	CODE	DESCRIPTIONS by ACTION AREAS

States

CODE	DESCRIPTIONS of STATES
A	
B	
C	
D	
E	
F	
(Each SCENE has separate player states plus some global learning states)	

Programmers Design Base

CHARACTER MODEL	3D biped	MoCap Data	
OBJECTNAME	_____ [] functioning as _____		
PLAYER STATE			
PLAYER STATES	__1	__2	__3
SCENE:	_____		
Initial ACTION:	_____ and says:		
EVENT ID	PLAYER'S POSSIBLE RESPONSES	SCRIPT of OBJECT'S RESPONSES	SOUND FILE
__1a	(upon 1 st collision detection)		
__1b	(upon 2 nd collision detection)		
__1c	(upon 3 rd collision detection)		
__1d	(upon 4 th collision detection)		

NPCs

NAME	CODE	DESCRIPTIONS by STATE	AUDIO

Objects

NAME	CODE	DESCRIPTION by SCENE & STATE	AUDIO
(continues for all Objects)			