

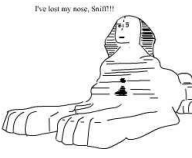
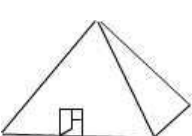


THE NOSE


Storyboard

PART F : Flying over the landscape

User's view	action	dialogues	sound	duration
 <p>F01 View on the Landscape</p>	<ul style="list-style-type: none"> > The <u>user</u> is on the flying carpet > He flies over the desert landscape > The <u>user</u> is controlling the carpet by voice and with the stick. 		> Wind	(depending on <u>user</u> ...)
 <p>F02</p>	<ul style="list-style-type: none"> > He can land at different places: wherever a human is making big gestures with his arms. e.g. Near the Nile. 		> Water	
 <p>F03 View of the speaking Sphinx</p>	<ul style="list-style-type: none"> > The user continues to explore > As he is approaching the <u>Sphinx</u>, he hears him complaining about the loss of his nose > The <u>user</u> lands near the Sphinx <p>Interface changes: - the dictionary appears on screen</p>	<p><u>Sphinx</u>: <i>Bououhh! I've lost my nose, please find it... Sniff! Sniff!</i></p> <p><u>Sphinx</u>: <i>Take this dictionary, it might help you</i></p>		10 sec
 <p>F04 View of the Pyramid entrance</p>	<ul style="list-style-type: none"> > The user is supposed to find the nose. He takes the flying carpet to find the pyramid where the labyrinth is hidden. > He lands near the entrance. > Quits the carpet to explore on foot. > He controls his direction with the stick <p>=> to L01</p>		> Wind	(depending on <u>user</u> ...)

minimun time				1 min
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PART L : Finding the nose in the Labyrinth

User's view	action	dialogues	sound	duration
<p>L01 INTRO</p>  <p>View on the door of the NoseRoom</p>	<p>> In front of the <u>user</u> is the door of the NoseRoom with its explicit hieroglyphs explaining that the nose is behind</p> <p>> To open it the <u>user</u> has to find 3 objects and encrust them into the corresponding symbol on the door.</p> <p>Interface changes: - map of the labyrinth appears on screen</p>		<p>> background noises, murmurs, etc.</p>	10 sec
<p>L02 EXPLORATION</p>	<p>> The user start to explore the labyrinth. As long as he's exploring he's in NavigationMode</p> <p>=> to P01 or R01 or A01 depending on the encounter</p>		<p>> when approaching one VH's room, we hear the specific sounds attached to this room.</p>	(depending on <u>user</u> ...)


minimun time				50 sec
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NavigationMode

5 stick tracking postures: left - right - front - back - up (=stop)

> whenever there is a crossing, the possible choices appear as arrows on the screen (or on the wall)


Interface. permanently on screen:

- map of the labyrinth with User's position and also the position of already encountered VHs
- 3 ankhs  (symbols of life)
- arrows indicating the possible movement while in navigation mode
- symbols of the objects that User has received (Bone, Feather, Handbag)
- a clock when needed (**Puppet**)

Rules:

> User goes around the labyrinth in **NavigationMode** and encounters the VHs (**P**uppet, **R**iddle, **A**erobic)

> when arriving in front of a VH, system switches automatically to the specific mode of the sequence

> for the whole demo, User has only 3 "lives" (symbolised by the 3 ankhs  on screen);

whenever he fails one specific task, he loses one ankh

if he loses all 3 ankhs, the Game is over => **ZF01**



if he finds the 3 objects, he wins => **ZS01**


<i>User's view</i>	<i>action</i>	<i>dialogues</i>	<i>sound</i>	<i>duration</i>
PS01 SUCCESS	<p><u>Anubis</u> gets encrusted into the hieroglyph on the wall</p> <p>the wanted object (Bone) comes out of the wall (opt: Anubis takes it from a nearby mummy),</p>	<p><u>Anubis</u>: <i>mmmh, I feel better now!</i> <i>Congratulations!</i></p>	<p>> sucking noise</p> <p>> spitting noise</p>	10 sec
PS02 SUCCESS	<p>The bone flies towards <u>User</u></p> <p>interface changes: the icon of the object (bone) gets lighten</p> <p>=> Back to L02 NavigationMode, <u>User</u> can go on to his next encounter in the labyrinth</p>	<p><u>Anubis</u>: <i>Thank You! Here comes the key object You were looking for. Please pay my respect to the Sphinx when you'll meet him again.</i></p>	<p>> applause</p>	10 sec

PF01 FAILURE	<p><u>User</u> looses one ankh. <u>Anubis</u> goes back to the starting posture.</p> <p>Interface changes: - one ankh disappears</p> <p>if some ankh left => P02 if no more ankhs => ZF01</p>	<p><u>Anubis</u>: <i>Wrong, try again!</i></p>	<p>> disapproving noise</p>	5 sec
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minimun time				1 min
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PART R : THE RIDDLE VH (OWL GOD + FEATHER)


User's view	action	dialogues	sound	duration
<p>R01 INTRO</p> 	<p>Just around the corner stands the almighty <u>Owl God</u>. With his piercing yellow eyes and square glasses, he somewhat reminds you of Ann Robinson.</p> <p>The Feather's symbol is clearly visible on him.</p> <p>Interface changes: - a symbol marks OwlGod's position on the labyrinth map</p>	<p><u>User</u>: <i>Hello.</i></p> <p><u>Owl God</u>: <i>Hoo hoo.</i></p> <p><u>User</u>: <i>Feather, please.</i></p>	<p>> music from "The Weakest Link"</p>	<p>5 sec</p>
<p>R02 INTERACTION</p> 	<p>interface changes: the riddle and the 3 possible answers appear on the screen.</p> <p>3 voice keywords: "your father" - "yourself" - "your son" (or "A" "B" and "C"?)</p> <p>1 stick tracking postures: up (to specify when he's giving the answer)</p> <p>=> if <u>User</u> gives correct answer ("your son"): RS01 => if <u>User</u> gives wrong answer: RF01</p>	<p><u>Owl God</u>: <i>Hoo hoo. Answer this riddle to get the Feather.</i></p> <p>Brothers and sisters I have none but that man's father is my father's son. Who is it?</p> <p>> Opt : randomly change word order (e.g. "that man's son is my son's father")</p> <p>if <u>User</u> takes too much time, <u>Owl God</u>: <i>Hoo hoo. Hurry up!</i></p>		<p>10 sec + time for reflection</p>

<i>User's view</i>	<i>action</i>	<i>dialogues</i>	<i>sound</i>	<i>duration</i>
<p>RS01 SUCCESS</p>  <p>Owl God in the corner, and the Feather.</p>	<p>The <u>Owl God</u> fetches the Feather from behind his back.</p> <p>He gives the Feather to the <u>User</u>.</p>	<p><u>Owl God</u>: <i>Hoo Hoo. Correct !</i></p>		10 sec
<p>RS02</p>	<p><u>Owl God</u> walk away and disappears in the maze.</p> <p>=> Back to L02 NavigationMode, <u>User</u> can go on to his next encounter in the labyrinth</p>			5 sec

<p>RF01 FAILURE</p>	<p><u>User</u> looses one ankh.</p> <p>Interface changes: - one ankh disappears</p> <p>if some ankh left => R02 if no more ankhs => ZF01</p>	<p><u>Owl God</u>: <i>Hoo hoo. Wrong! Try Again.</i></p>		10 sec
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<p>minimun time</p>				45 sec
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PART A : AEROBIC VH (Sobek + Handbag)

User's view	action	dialogues	sound	duration
<p>A01 INTRO</p>  <p>Sobek in the starting posture with his stick</p>	<p>User comes into the Aerobics room In front of him, there is the crocohead <u>Sobek</u></p> <p>Interface changes: - a symbol marks <u>Sobek</u>'s position on the labyrinth map</p>	<p><u>Sobek</u>: <i>Long time ago I was Cleopatra's personal aerobics teacher... I want to know if I'm always the best teacher in the whole Egypt Empire... let me show you some choreography I created and try to reproduce it ... Then maybe I'll give you what you want. Watch on my stick carefully...</i></p>	<p>> background disco music .</p>	<p>20 sec</p>
<p>A02 MULTIMODAL INTERACTION</p>	<p>(choosing between three random animations) <u>Sobek</u>'s making a choreography and saying keywords.</p> <p>Then <u>Sobek</u> asks the user to reproduce it...</p> <p>User reproduces Sobek's choreography and repeats the keywords in the right order:</p> <p>6 stick tracking postures: forward - backward - up - down - left - right</p> <p>6 voice keywords: "one" - "two" - "three" - "four" - "five" - "six"</p> <p>=> if <u>User succeeds</u>: AS01 => if he fails: AF01</p>	<p><u>Sobek</u> says the keywords in the right order</p> <p><u>Sobek</u> : <i>Maestro, Show me now!</i></p> <p><u>Sobek</u> : <i>And one, two, three</i> Or <i>padam, padam, pa pa, padam</i> Or <i>So pretty!</i></p>	<p>> Music starts: Bee Gees, <i>Staying alive</i> ..</p> <p>> Same tune again: Bee Gees, <i>Staying alive</i> . . .</p>	<p>40 sec</p>
<p>AS01 SUCCESS</p>	<p><u>Sobek</u> is dancing and applauding</p> <p>the wanted object (Handbag) comes out of the wall,</p>	<p><u>Sobek</u>: <i>you showed me I'm always at the best of my art... I give you Cleopatra's bag made by hand with my own skin...</i></p>	<p>> the clap clap of Sobek's hands</p>	<p>10 sec</p>

<i>User's view</i>	<i>action</i>	<i>dialogues</i>	<i>sound</i>	<i>duration</i>
AS02 SUCCESS	The Handbag flies towards <u>User</u> interface changes: the icon of the object (Handbag) lightens => Back to L02 NavigationMode, <u>User</u> can go on to his next encounter in the labyrinth	<u>Sobek</u> : <i>See you and best regards to the Sphinx.</i>	> applause	10 sec



AF01 FAILURE	Sobek goes back to the starting posture => back to A02 (another animation on the same music)	<u>Sobek</u> : [<i>Crying at big sanglot</i>] (<i>in frenglish in the text</i>) <i>I am such a bad teacher! I could just work for star academy...</i> <i>Try again!</i>	> disapproving audience	5 sec
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minimun time				1 min
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PART ZF : End of the game – FAILURE

<i>User's view</i>	<i>action</i>	<i>dialogues</i>	<i>sound</i>	<i>duration</i>
<p>ZF01 GAME OVER</p>	<p>> a huge blinking “GAME OVER!” appears on screen</p> <p>Interface changes: - huge blinking “GAME OVER!”</p> <p>=> back to F01</p>		<p>> factory alarm siren and disappointed crowd noise</p>	<p>5 sec</p>

PART ZS : End of the game - SUCCESS

<i>User's view</i>	<i>action</i>	<i>dialogues</i>	<i>sound</i>	<i>duration</i>
<p>ZS01 FIND NOSE</p>  <p>View on the opening door</p>	<p>> The <u>user</u> is back, in front of the door of the NoseRoom > He points with the stick and names the symbol he has found.</p> <p>Interface changes: - labyrinth map and ankhs disappear</p> <p>3 voice keywords: “Bone” - “Feather” - “Handbag” 3 stick tracking postures: left - middle - right (to specify position of object)</p>		<p>> Opening door</p>	<p>15 sec</p>
<p>ZS02 GIVE NOSE</p>  <p>View of the dancing Sphinx</p>	<p>> The door opens > An animation is played: the <u>user</u> gives the nose back to the Sphinx. > The <u>Sphinx</u> has recovered his nose, he’s really happy and dances for the user</p>		<p>> Music to dance</p>	<p>10 sec</p>

<p>Minimum time for the whole demo (successful)</p>	<p>5 min</p>
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