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Capstone proposal (Draft 1)
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Introduction:

Raising a child is a very hard job. Parents face so many challenges down the road thinking and worrying about how to teach their precious kids the right and the wrong, and which way will be better to deliver and pass this knowledge to them. Many studies have proven that teaching children through a story is one of the most effective way of learning. Every family is unique and each parent have so many different things to teach to their children things about life, school, religion, culture, and many more. However, there is so many good stories in the market, you can not really find something that fit all parent needs. So I believe that the digital world can provide this tool. As a media student in my last year I will be creating a website for children's books where the users can create their own stories through it.

Overview:

There is so many companies and individuals who have websites that allow the users to create their own books or stories. One of the most interesting is a website called <u>Bookemon</u> that provides the users with so many features to help them creating their unique stories. Another one is called <u>StoryJumper</u> that is allowed the user to create their stories using many different stickers and uploaded pictures.

Significance of this Project:

What is new and unique about my project is the illustrated characters which will give the users a whole different experience of what we already have in the market. With this illustrations the users will be able to create so many connected lessons for a book series. Also having the illustrations done for the users will make it much easier and proficient, because so many people cannot draw and using stickers or photos from the internet will not give them the same output that the well drawn characters will do.

The project Goals and Proposes:

- This website will give many parents the opportunity to create their own learning book series.
- It will provide the tool and technology for everyone to create a professional book.
- It is a very useful and beneficial learning tool that will allow the parents to help their children to cope with their own feelings and problems.
- This project designs to fulfil all parent's need of children's books with the opportunity to be able to create what you think is good and helpful for their families.
- This project will not only stimulating and expand the children imaginations, but it will allow the parents to be creative and passionate about the way they use to teach their children.
- The parents will have a great advantage of language use. With the option to add more than one language in their stories or add familiar words and phrases that is special for them.

- A great way for both the parents and he children to develop a favorable attitude toward books and reading as an enrichment to their lives.

Target audience:

The audience can extend to include everyone that is interested in creating a professional children's story. But mainly this project will help all parents to create and have a learning series for their children that looks great and serve the lessons they want to teach.

Project Description:

I will be creating a flash document that is published in a website. The flash document will have all the elements such as the graphics, the drawing, and background prepared for the user, and the only thing the user has to do is come up with the story, type the text, then organize the selected graphics they need on each page.

Methods:

This project will be divided into two major sections. The first one will be the prep stage. In the prep stage I will be designing and drawing the whole graphics starting with creating the logo, leading to draw the story characters, backgrounds, and stickers. Also this stage should include designing the interface for this project. I will use for this part hand drawing, Photoshop, Adobe illustrator. The second major section is the coding part. In this part I will be doing all the required coding for this project using Adobe Flash CC, and HTML pages. After finishing all the coding the project will be 90% complete which will lead to the final stage. In the final stage I will add the final changes, prepare the website and the project for the final presentation.

Designed Elements:

1- The logo:
I will design and create a logo for the website that presenting the purpose of it. The logo will contain the name for this project.

2- The website:
The website will have three pages only: the homepage, the designing page, and about us page.

3- The book characters:
This project will have seven main characters that are mom, dad, boy, girl, baby, cat, dog.
Each characters will have many different reaction and facial expressions divided as below:
Mom: happy, sad, surprise, tiered, angry, sleep, normal, busy.
Dad: happy, sad, surprise, tiered, angry, sleep, normal, busy.
Boy: happy, sad, surprise, tiered, angry, sleep, normal, playful.
Girl: happy, sad, surprise, tiered, angry, sleep, normal, playful.

<u>Baby:</u> awake, sleep, crying.
<u>Cat:</u> sleep, awake, laking herself, playful, scratching.
<u>Dog</u>**:** sleep, awake, tongue out, playful, eating bone.

4- Backgrounds:
 I will provide nine different Backgrounds that presenting different places which are kitchen, living room, 2 different bed rooms, class room, yard, park, mall, and car. Also the users will be able to create their own backgrounds using stickers and colors.

Project Timeline:

From January 29th until February 8th:	• The proposal final draft, and secure the advisor and the reader approvals. • Get all the flash codes. • Decided which website and the interface material should be used. • Start the graphics. • Sign the reader and advisor form.
From February 9th to18th:	• Finish all the background graphics. • Start the characters drawing. • Start designing the templet.
From February 19th to 28th:	• Design the logo. • Design the flash interface. • Finish 30% of the characters. • Start coding.
From March 1st to 10th:	• Finish 50% of the drawing. • Coding.
From March 11 to 20th:	• Coding.
From March 21st to 30th:	• Coding. • Finish the drawing.
From March 31st to April 9th:	• Start designing the project interface. • Finish up all the coding.
From April 10th to 20th:	• The project final touches. • The promo video.
From April 21st to 30th:	Do all the necessary changes.