

Dreamhaus Storyboard

This document provides a storyboard walk-through for level 1 of Dreamhaus.

LEVEL 1: BUILDING AN EARTHQUAKE RESISTANT STRUCTURE.

Meeting the client

The client Gwenethka is a Hollywood starlet, deeply influenced by New Age ideas. In order to feel protected both psychologically and physically, she wants her LA pied a terre to be oval. "I don't want you to cut corners, because I don't want any corners at all," she tells the player.



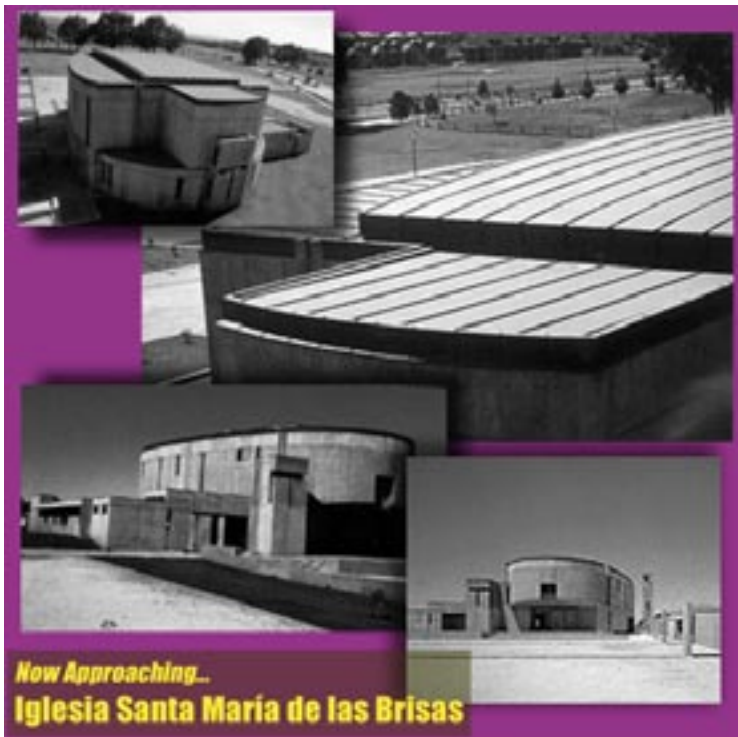
The player doesn't really know where to begin, so she begins by exploring her environment. Using her PDA, the player calls Skipper into her office to discuss the mechanics of building a house with no corners. Skipper keeps referring back to her weekend in Chile and her fascination with eggs.



These are clues dropped to point the player in the direction of a landmark egg shaped Church built in Chile to withstand earthquakes. In The player's book case is a book on Chilean Architectural Breakthroughs. (There may be a few other plants here as well).If the player clicks on the book, it will open to a page featuring an egg-shaped Church in Chile. Aha! The player knows immediately that this is the target building.



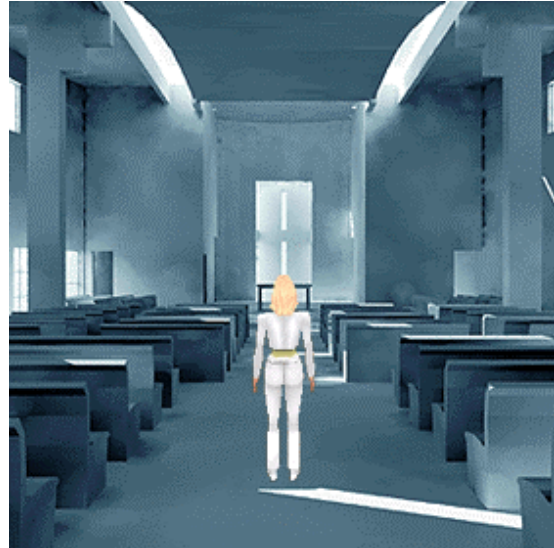
If the player does not work it out from Skipper's clues, she has two ways of discerning the target building. She can play a true or false game with Skipper where she determines whether science concepts presented by Skipper are accurate/not. The player must choose from four choices as to why the concept is inaccurate. Or she can have Kevin bring in the mail. (This is the easy way out). In the mail delivered by Kevin will be a postcard of the target building.



The player travels through her PDA to Chile to the egg-shaped Church. The architect greets her and gives her clues about the target concepts and where to go next to get to the next stage in the puzzle.

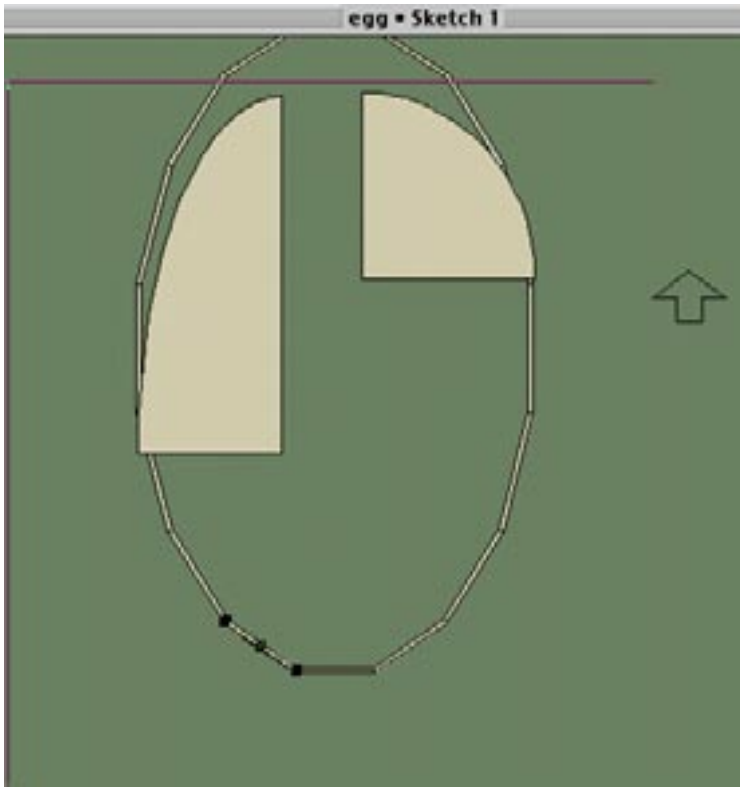


In the first clue, the architect challenges the player to find the safest place to stand in the building in the event of an earthquake. When the player finally reaches the correct spot, the room lights up, showing the points of stress in the buildings. The architect talks to the player. Look around you. Where are the points of most stress on the building? What parts are the strongest? Quick! Go find what you believe to be the weakest spot.

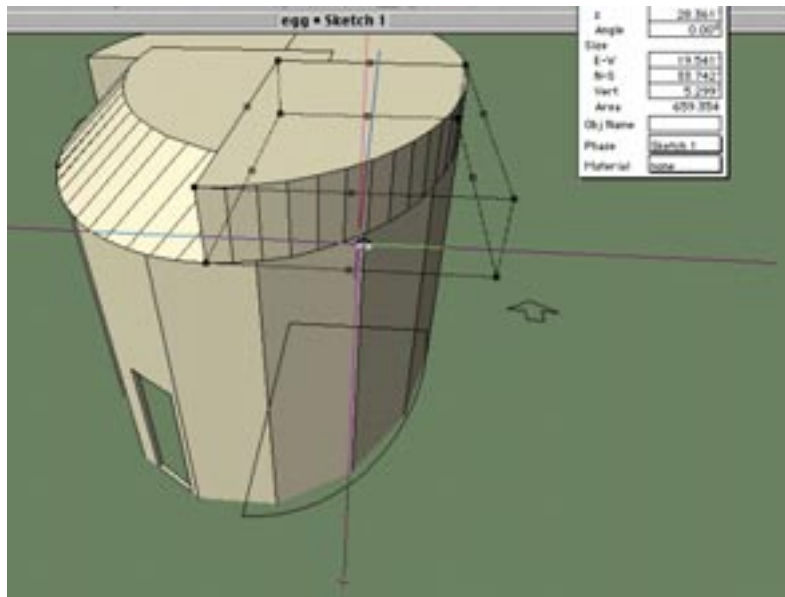


The player solves six more puzzles (making seven total). In one puzzle, she must put together pieces of an egg so that it fits together. In another puzzle, she builds an arch by putting together blocks. This allows her to see how the two sides of an arch produce forces that counter-balance one another. At the end of the level, the player has “mastered” the building. She can now see the stress points in the building and import the building into her CAD software program. As the ghost bids the player farewell, he offers to explain any last concepts. Throughout this experience, the architect plays the role of a tutor, providing scientific explanations for the concepts at hand.

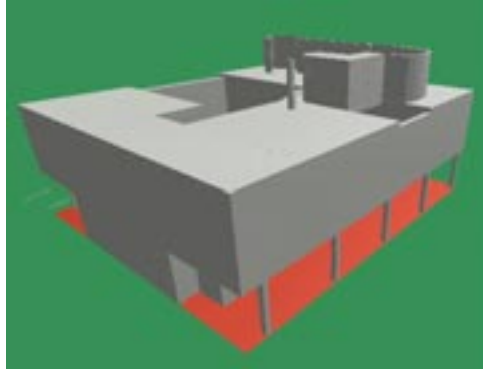
Having completed the puzzles, the player is now back in her office. She enters the CAD space. “Hmmm. The building is supposed to have no corners, so I had might as well start with a circle.” She finds the 2D interface simpler, so she starts with the floor.



“Ok, for the ceiling, I remember that part about arches being strong...so I’ll start by building some arches,” she thinks to herself. She selects an arch from the pallet and puts it in the middle of the screen. Do I stack them? Hmm...I guess I’ll need more than that,” she thinks as she continues. Next, she jumps back to 3D view and realizes that she has no floor, so she builds a floor, and then walls. Examining her design, she notes that the sides of her building is shaped more cylindrical than circular.



She decides to look up an earlier building that she had worked with, the Villa Savoye to examine the some of the angular and curved surfaces in that building.



After several iterations of design and review through the CAD software, the player has a design that she's happy with. She submits the design for review. It is uploaded to the *DreamHaus* website where her teacher has selected 3 other students (plus herself) to critique the design. The player downloads the three designs into her program and examines the saved designs. Having struggled with the design of a circular roof, she examines the other designs. She notes that one player created a series overlapping domed roofs similar to the cathedrals, and another did a giant dome, whereas hers was quite derivative of the Chilean egg church.

The player decides to share her comments via the web forum. She enters her comments on the "architect" (e.g. the player's) web page. While there, she notices some interesting underwater buildings. She tries to download the files, but the program won't let her; looks like she'll have to complete the next level before she can see the designs. Her curiosity piqued, the player returns to the game to unlock the secrets behind Falling Water.