

Bear Games App

Introduction Scene

Background Audio: TBD

Other Audio: introduction.mp3, book_shake.mp3

The scene starts with no dogs on the screen and introduction.mp3 plays, saying “As the bear reads, the alphabet puppy dogs get ready to help you spell your name.” Then the book in the hands of the bear on top shakes out all of the dogs and book_shake.mp3 plays, and they end up in the position below. At any time during the animation the user can tap the arrow to advance to the personalization scene.



Personalization Scene

Background Audio File : TBD

Other Audio Files : personalization_instructions.mp3,
correct_position_reached.mp3, incorrect_position_reached.mp3,
dog_barks.mp3, **All letter files**

User taps dog and drags into place to write name. During overlay “instructions.m4a” plays. Audio “correct_position_reached.mp3” plays when bear is placed in correct position. Audio “incorrect_position_reached.mp3” plays when bear is in wrong position. “dog_barks.mp3” contains 6 barks, we will use the last 4 barks in the file. When the user touches a dog, a bark will play. **After the bark the letter audio should play (i.e. the user touches the letter a and drags it to the correct position: dog_bark.mp3 plays, then letter_a.mp3 plays...then when correct position is reached, that audio plays)**



Home Scene

Background Audio File : [home_scene_music.wav](#)

Other Audio Files : [bird_tapped.mp3](#), [dove_1.mp3](#), [dove_2.mp3](#), All Button Audio files

The bird on the bear should hop twice (i.e. move up and down X pixels, twice) when it is tapped on and also play [bird_tapped.mp3](#) that says the names Chloe (2x), Calvin (1x), Adelia (1x), and Jaxson (1x). Note: Back button here is larger than in other areas of app. Use back button located in `home_scene` folder NOT back button in `shared_resources` folder. When the dove above bear games is tapped the audio file [dove_1.mp3](#) should play, if tapped again, [dove_2.mp3](#) should play. For all buttons on screen there is an audio file which says which button is being pressed, i.e. [shapes.mp3](#) says “shapes” when the shapes button is pressed.



Bear Facts

Background Audio File : bear_facts_music.mp3

Other Audio Files : None

Static Screen. Display background, implement back button from shared resources.



About Us

Background Audio File : TBD

Other Audio Files : None

Static Screen. Display background, implement back button from shared resources.

About US



About US

Mary Lee and her team of dedicated students, talented musicians, and hard working coder created the Bear Games app along with other titles including the Island Dogs app, and two Island Dog Children's Books. Their hard work hopes to bring greater awareness to the animals featured and not featured in a fun way relatable to the next generation. Through their cooperation and dedication in bringing you this app, they seek to encourage the preservation of this beautiful world for the next generation.

Credits Scene

Background Audio File : credits_music.mp3

Other Audio Files : None

Static Screen. Use back button from shared resources.

Thank You!



Mary T. Lee - Concept, paintings, original watercolors

Rebecca Crose - Micromark Design

Danielle Chudolij - Graphics Design

Emily Chau - Graphics Editing

Zachary Huang - Linguistic Consultant

Gary Kim - Game Consultant

Dillon Le - Game Consultant

Andrew Lee - Sound Designer

Ricardo Ruiz Lopez - App Developer

Ravish Nair - Game Consultant

Sabine Rambaud - Voice Actor

Zachary Seman - Composer and Aux Engineer

Natalie Siddique - Voice Actor

James Simone - Voice Actor

Peter B Smith - Project Manager

Cali Stephens - Voice Actor

Amy Tan - Voice Actor

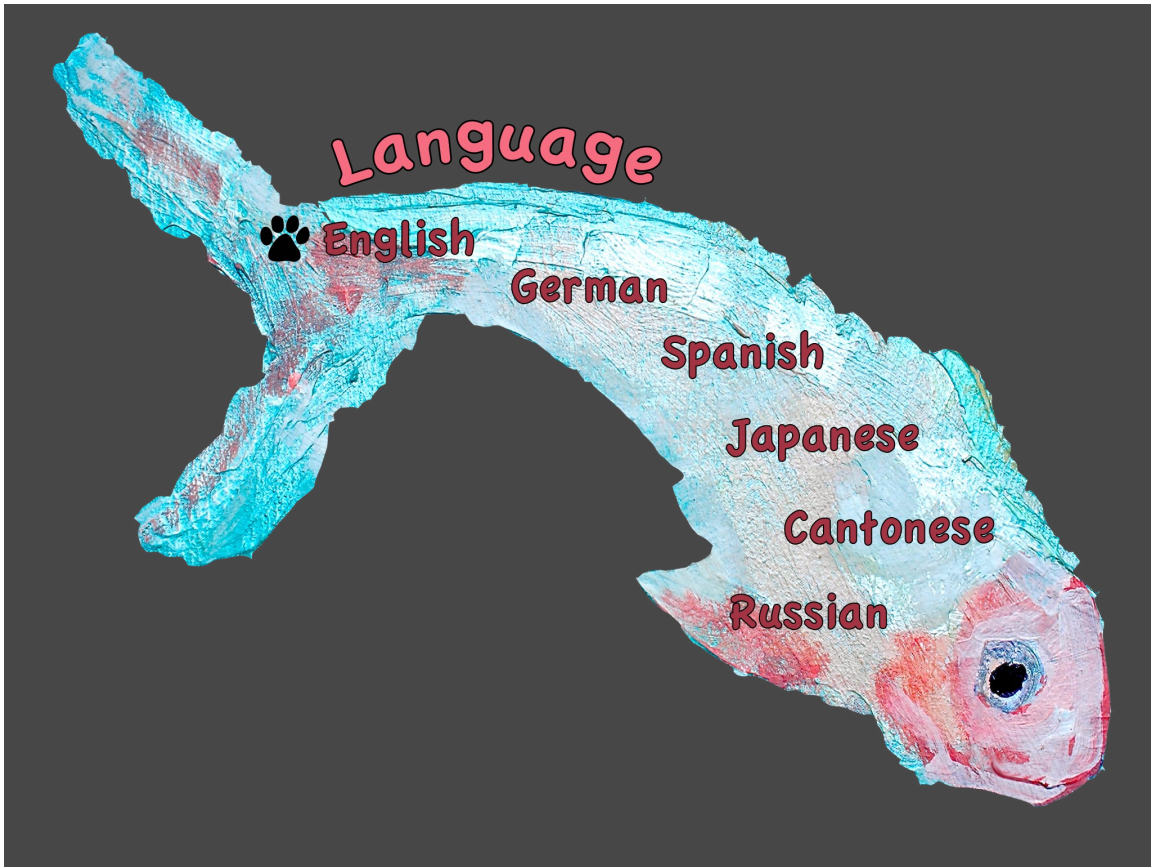
Olivia Wyrick - Storybook Author, Voice, and Graphic Design

Languages Layer

User selects active language.

Background Audio File : None

Other Audio Files : None

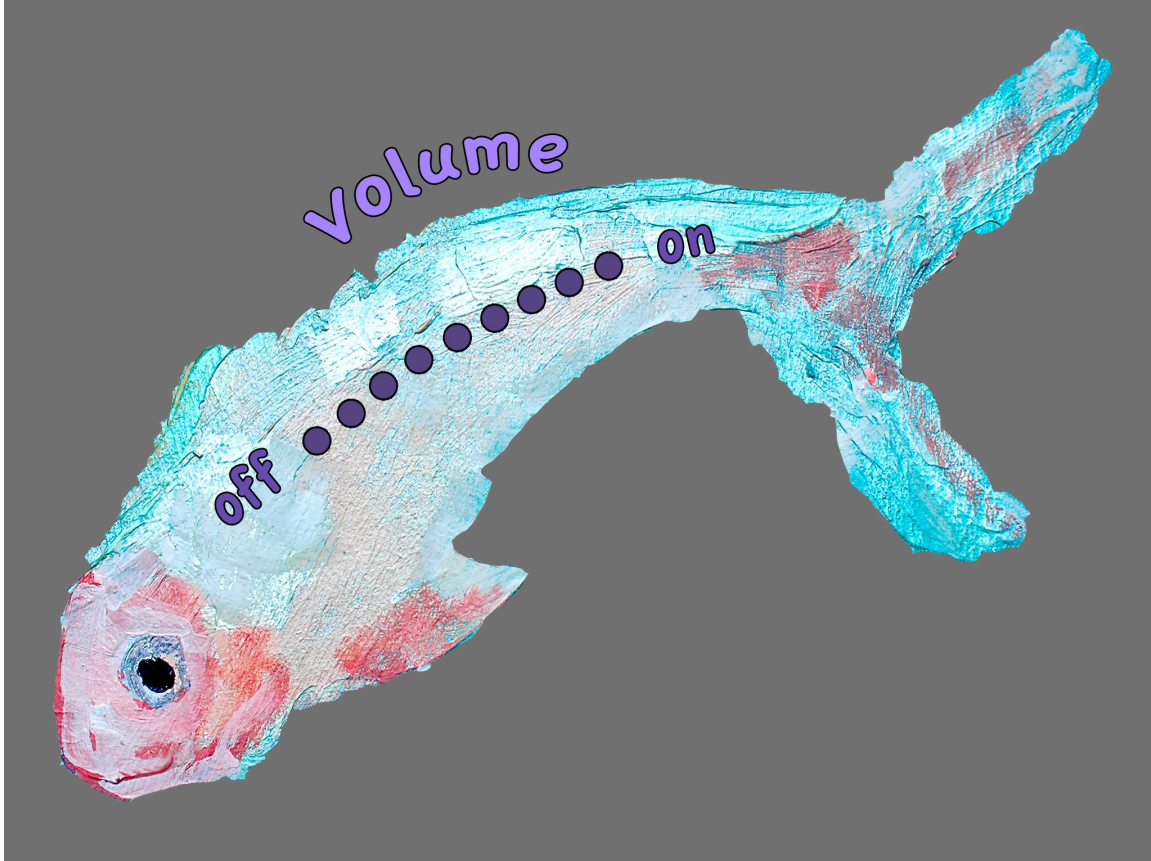


Music Layer

Background Audio File : None

Other Audio Files : None

Light circles = on. Dark circles = off. Default should be 5/9 volume. Tap off to turn volume off. Tap on to turn volume to max.



Ollie's Adventure (Movie) Scene

Background Audio File : [story_music.mp3](#)

Other Audio Files : [story_instructions.mp3](#), All language files

8 Scene movie. Once the user taps Ollie's adventure on the home screen, the overlay appears for 3 seconds then the movie begins and they have no more interaction with the screen. Once the spoken audio for the screen is finished, the movie will go to the next screen. The movie can be played in all of the languages found in the languages screen of the app. Once the movie is over, the user will go back to the home screen. (If Cantonese is the chosen language, the overlay appears, 3 seconds pass, then the first slide appears and [cantonese_slide_1.mp3](#) plays, once [cantonese_slide_1.mp3](#) finishes, the second slide appears and [cantonese_slide_2.mp3](#) plays.... and this continues until all 8 slides are completed and finally the user is returned automatically to the home screen.



Numbers Scene

Background Audio : TBD

Other Audio Files : [numbers_instructions.m4a](#)

Activity where the user taps on the number, it is spoken out loud in whichever language is selected on languages screen. When tapped the fish wiggle (rotates from it's center point a few degrees)



Stars at Night Scene

Background Audio: TBD

Other Audio: leo.m4a, pegasus.m4a, orion.m4a, pisces.m4a, stars_at_night_instructions.mp3, swoosh.mp3, victory.mp3

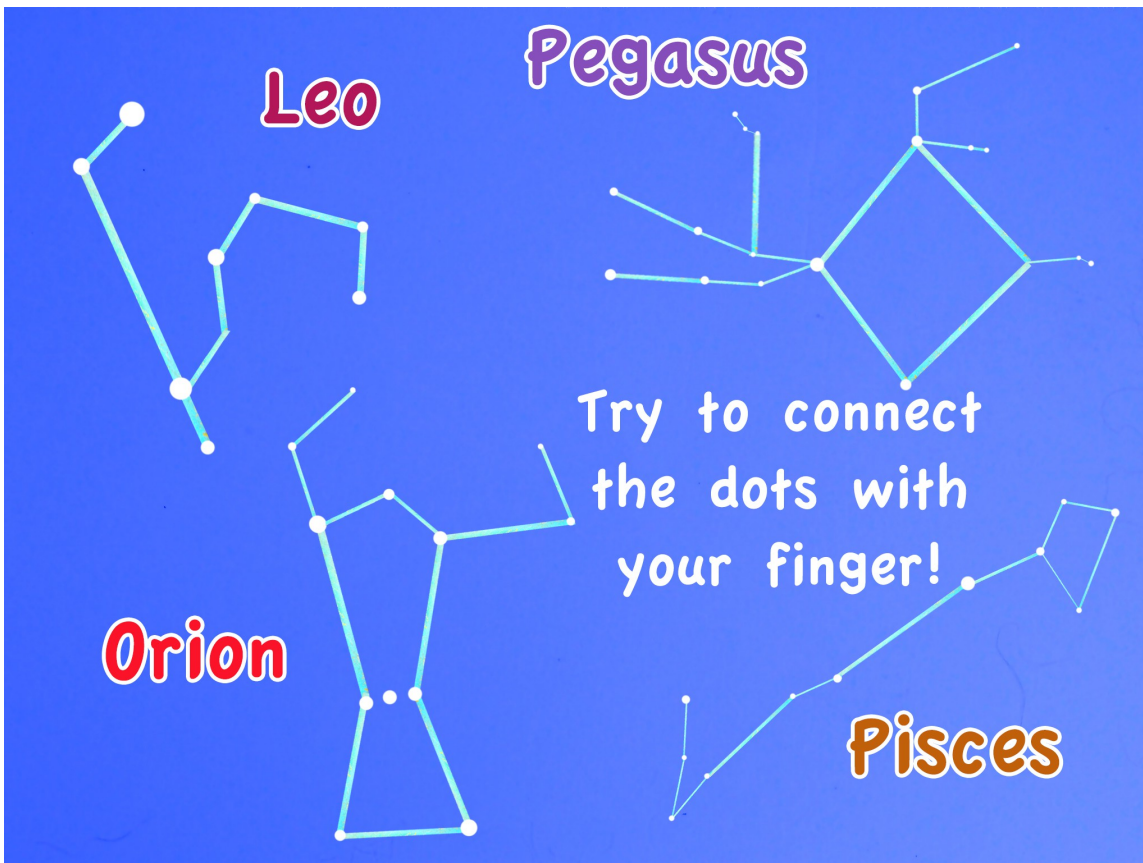
The introduction has a bear swing across the screen on stars, as he reaches the end of the swinging 3 constellations appear in the background: leo, Pegasus, and orion.



The constellations gradually fade in as the bear reaches the end of the swing.



After the bear swing animation finishes the main gameplay screen appears



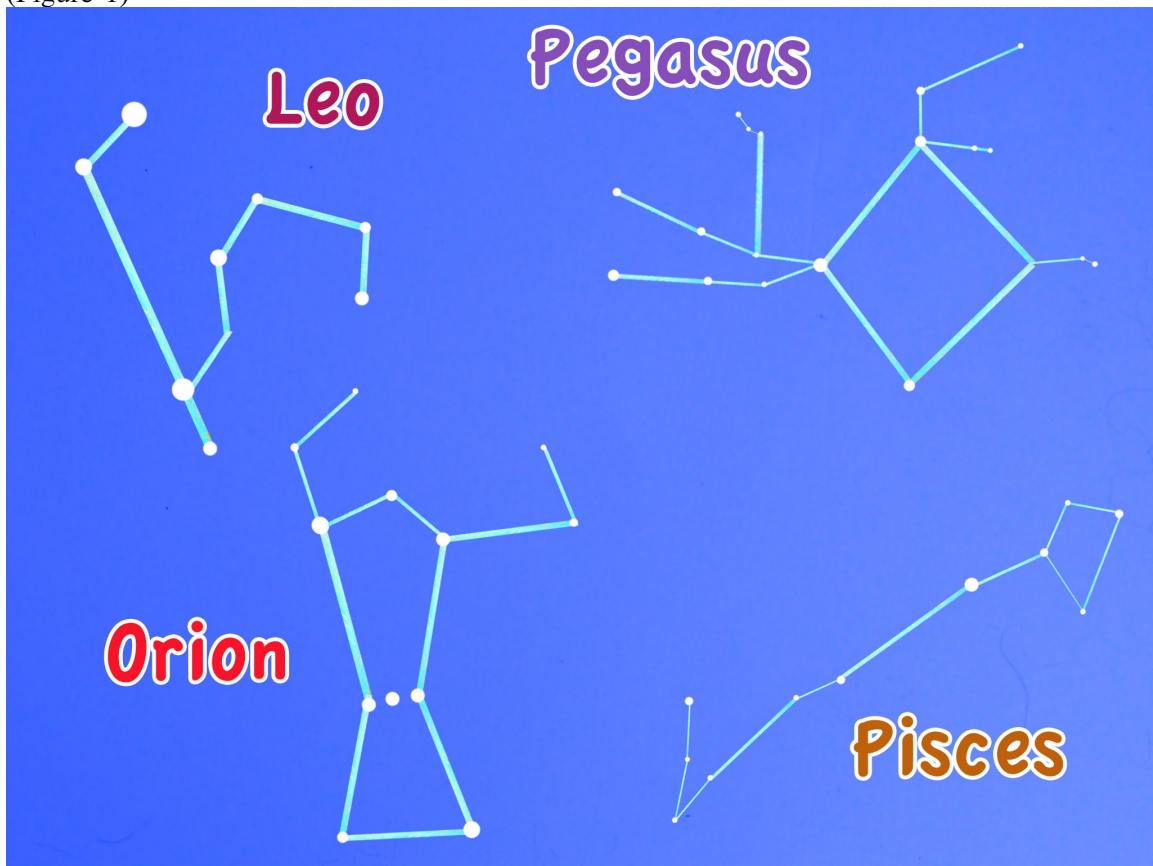
The user taps once and “Try to connect the dots with your finger!” fades away.

Gameplay: The player is presented with a screen of constellations. When they tap on one of the constellations an image of the animal appears. The user is presented with (figure 1). Then they would tap on any of the constellations. Using Leo as an example, once tapped the animal appears, as in (figure 2). When tapping on the constellation swoosh.mp3 plays then the appropriate audio speaking the name of the constellation plays (i.e. when Leo is tapped first swoosh.mp3 plays, followed by leo.mp3). The player taps all 4 constellations until they are shown like in figure 3. Then the you win doves screen appears as in figure 4 and victory.mp3 plays.

Basically the user is presented with the screen in figure one. Then they tap Leo, then the image of leo appears like in figure two. Once they press all four, they win.

Use back button from shared resources.

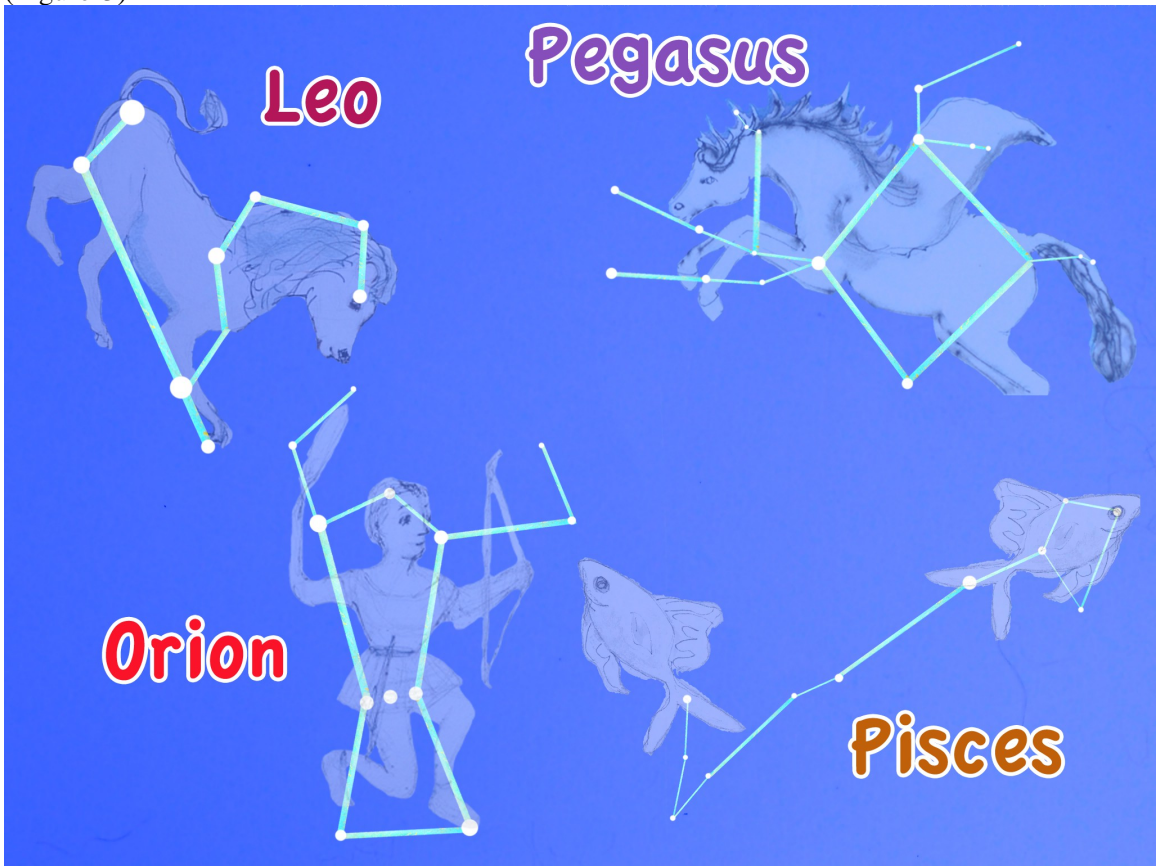
(Figure 1)



(Figure 2)



(Figure 3)



(Figure 4)



Introduction to Shapes Game

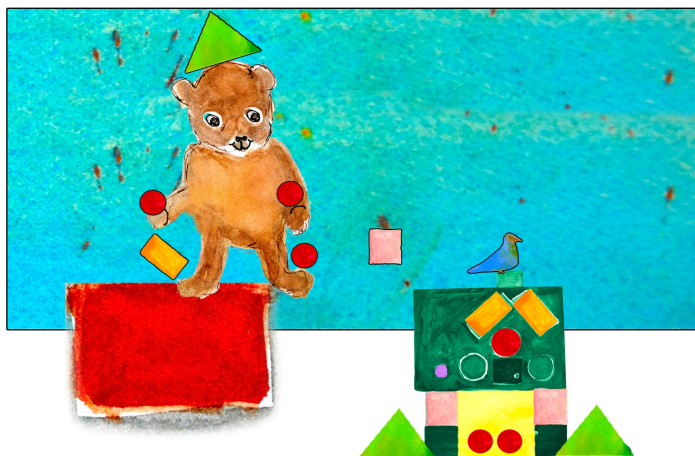
Background Audio: [shapes_game_introduction_music.mp3](#)

Other Audio: TBD

The bear starts off behind the box.



Next he hops up onto the box and juggles 3 red balls using his left hand and right foot. The juggling animation loops until user presses start button in bottom right corner.



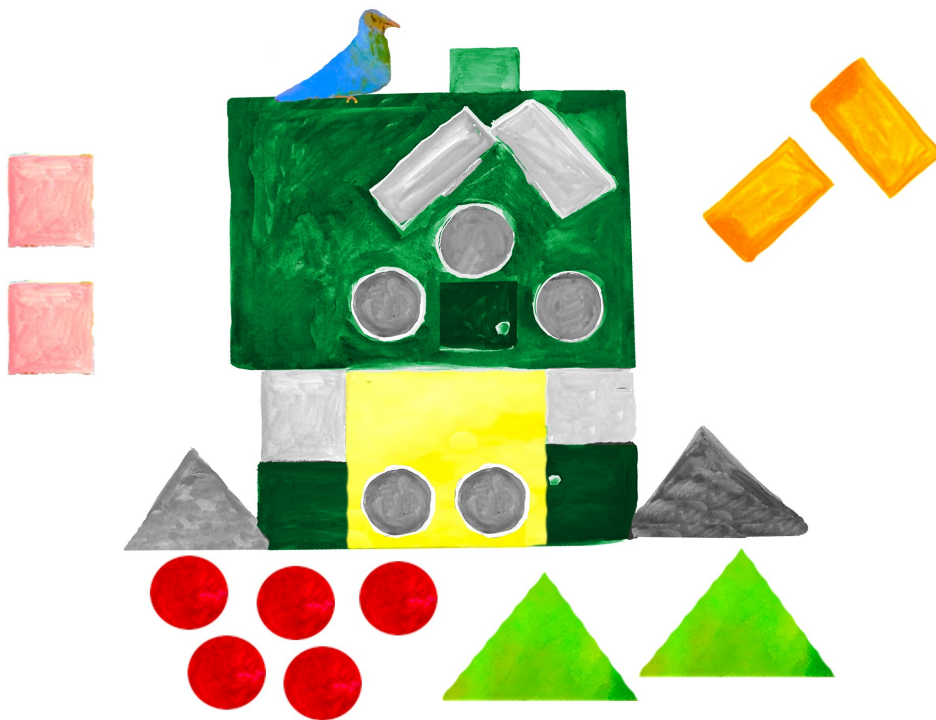
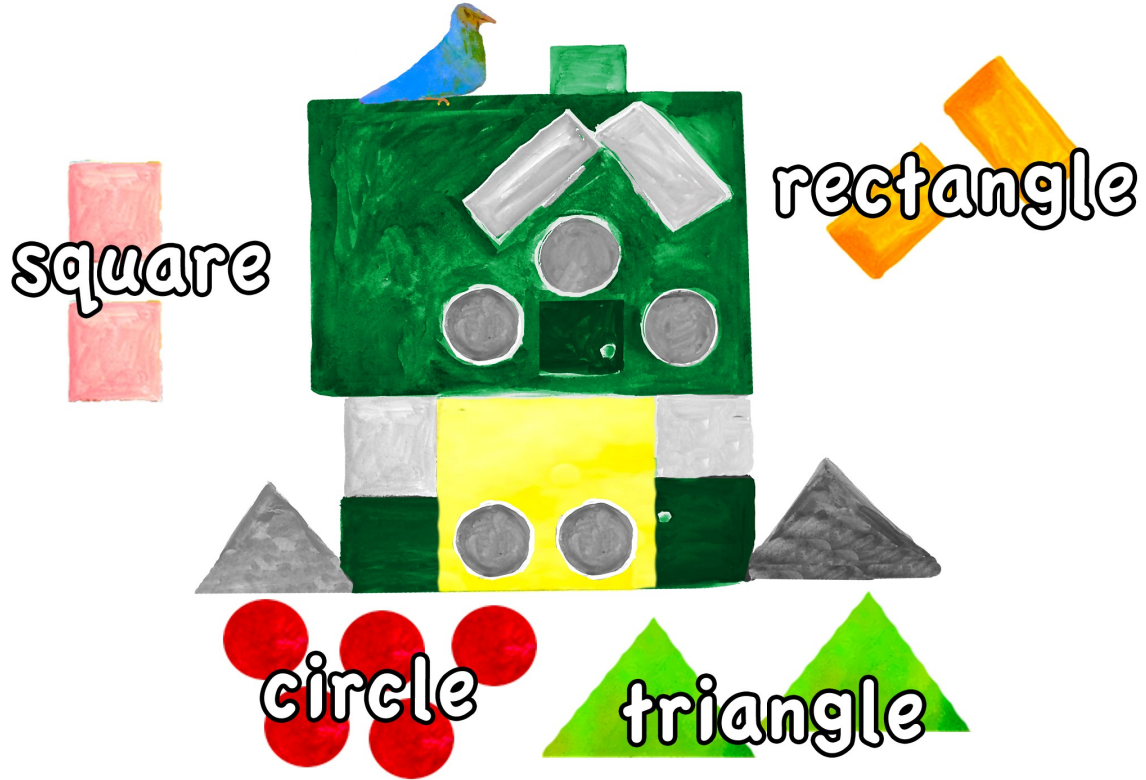
Shapes Game

Background Audio: [shapes_game_music.mp3](#)

Other Audio: [shapes_game_instructions.mp3](#)

[Same mechanics as Island Dogs Scramble Game]

The player moves the shapes from their starting positions into the corresponding spots on the house. The words "square" "rectangle" "circle" "triangle" all fade out at the beginning and shapes_instructions.mp3 plays



Once all shapes are on the house the win screen appears. On the win screen the squares around the edge of the screen shake and the bird on the top of the screen wings flap.



Misc.

button_click.mp3 will play when a back button or next button, or any other button, is pressed.

blue_bird.mp3 will play when the user taps on the blue bird on page 1 of the Ollie's Adventure story and when the user taps on the blue bird in the numbers activity.