Zoo Project
November 2012
Phase Three – Populate the Zoo

There is no programming involved at this phase. You are finding the objects that you will need and locating them in the world. Programming will begin in the next phase. This is your “blueprint” of the zoo that you will follow to create a portfolio describing your zoo.

1. On your assigned USB, design the gate of your zoo. (Entrance) This is where the program will start every time it is opened. Drop a dummy camera here. Print out a picture (in color) and create a cover page for your project. (Example was shown in class.)

2. With your team members, discuss the animals you have chosen for your zoo; where in the zoo they will be placed, and the motions that they will perform. The duplicate animals can go together in the same enclosure. Each zoo should contain a minimum of 6 different animals. Then,
   a. Each zoo member will write a report on their enclosure, the animals, and what will be happening at the section of the zoo.
   b. Each member will design their enclosure on the USB drive, populating it with all the animals (These are dummy animals, you are training the animals that will replace these), landscaping, and interactive buttons needed to make the world interactive.
   c. Print out a picture of the enclosure that you created on the USB drive.
   d. Type up and print out: textual storyboards for the animation/interactive methods you will be writing for your animals/objects in the enclosure.

3. Create a portfolio that will contain the following:
   a. Cover page that shows the entrance of the Zoo and lists all the team members, and the words: Fall 2012.
   b. An index of the Zoo Habitats. (Where to find each report)
   c. Chapters: These will be the descriptions of each habitat. The chapter should start off with the written report of the habitat, then a picture or map of the enclosure, followed by the storyboards for all animations/interactive methods that the animals will perform in that enclosure.
   d. Concluding Chapters: These will be the “specialty areas” of the zoo. For example: picnic area, amusement ride area, petting zoo, food court, game area, fountains or gardens, or any other “extra” you have added to make your Zoo unique. Include a report on what is located in this area, a picture, and any storyboards for objects that are animated.
   e. All of the above information is to be bound into a notebook. You may use my binding machine to complete this part of the project. Make sure all of your information and maps are on 8 ½ by 11” paper. I have card stock for you to use for a cover and back to make it sturdy.

4. Make sure that each member of your team includes their name on their work placed in the portfolio.

Your Completed Portfolio is due on
November 21st, 2012
NO EXCEPTIONS ! ! !