

Edmonton Public Library

Project Proposal



Spread the words.



The Digital Wall

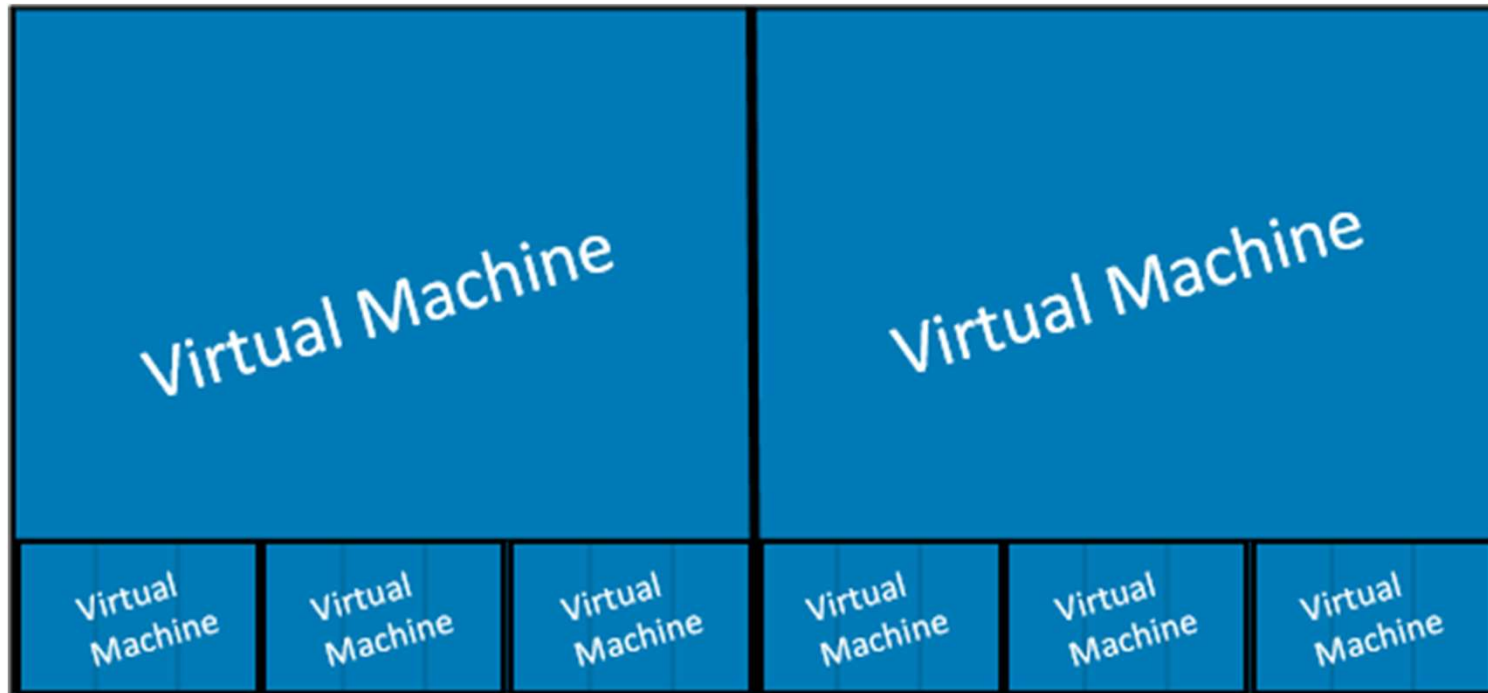
Zone A



Zone A



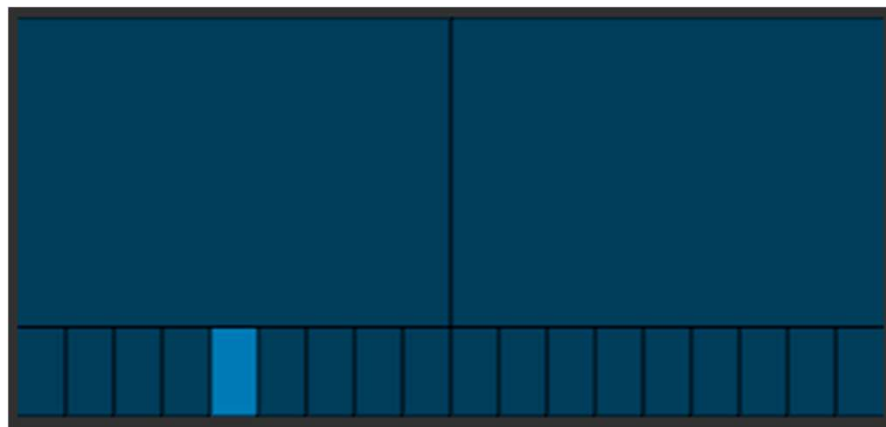
Milner Digital Wall



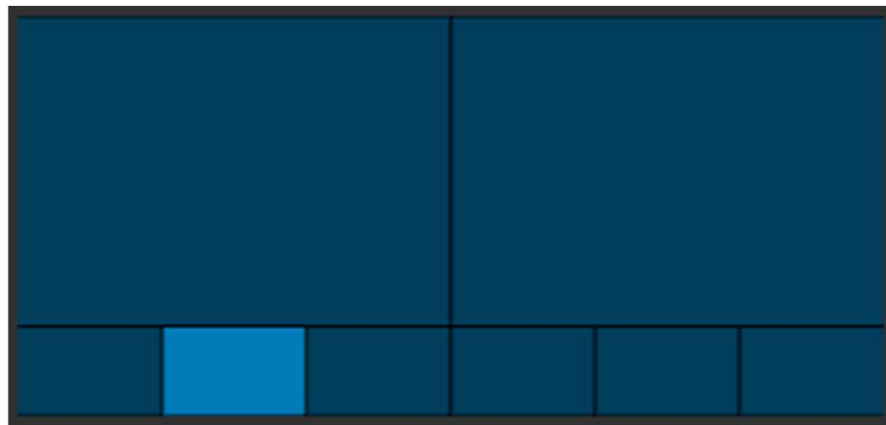


MultiTactions

Screen	Resolution
1 MultiTaction	Full HD 1080x1920



Screen	Resolution
3 MultiTactions	Full HD 3240x1920



DEVELOPMENT IN PROGRESS

We're still working on this exhibit. Feel free to interact and test things out! Don't be alarmed when you run into errors or bugs. Finding and testing them is an important part of making a new exhibit.



Project Requirements

EPL Project

- **Touch interactive Unity game**
- **For display on the Stanley A. Milner Digital Wall**
- **Content is wide open**

Users

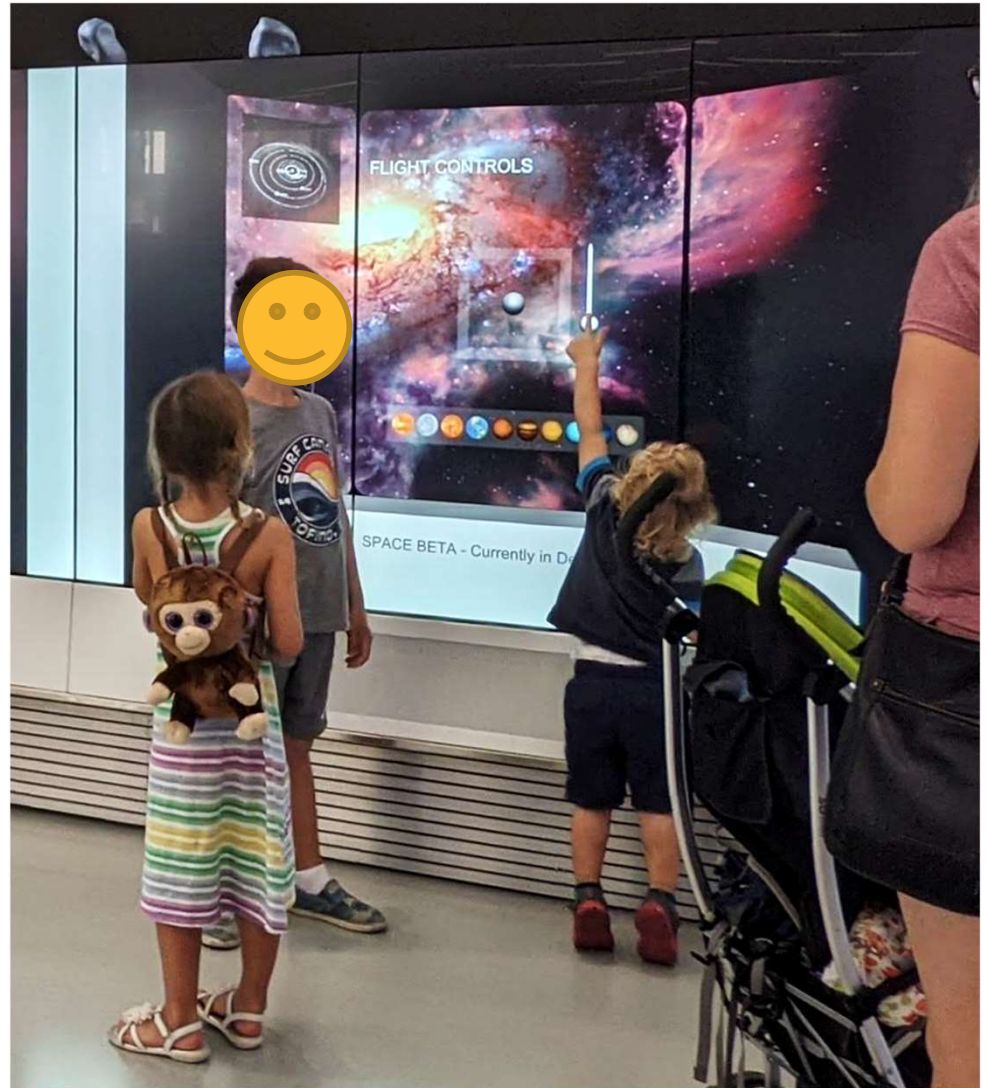
- Suitable for “the public”
- Users as young as 5, as old as 100
- Very wide range of reading levels, languages, abilities, expectations

Quick and Easy

- Enjoyable failures
- Easy startup, replay value
- Minimal instructions/tutorial required
- 5-15 minute gameplay sessions

Display Informs Design

- Rule of thirds
- Quadrant determines audience
- Visuals AND sound

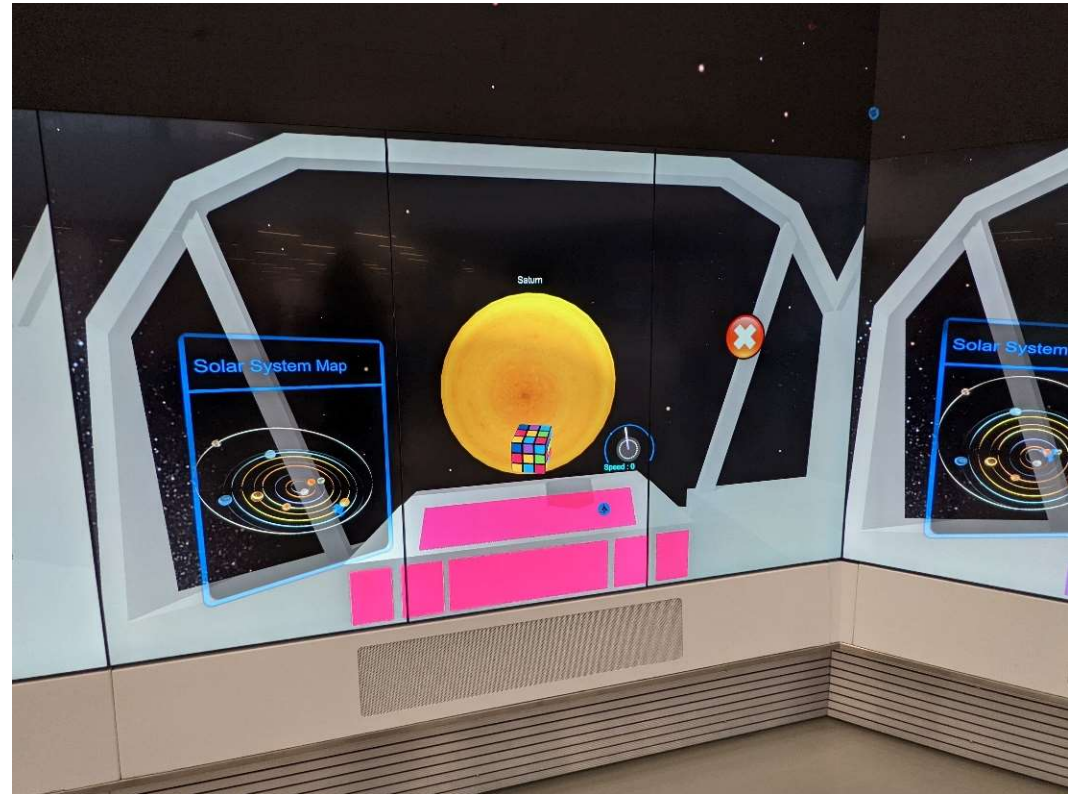


Touch

- Touch input without delay or errors
 - MultiTactions use TUIO touch input, not Unity touch inputs
 - Touch can be simulated using a mouse if you don't have a touch screen

Look and Feel

- Prioritize visual elements over text
- Prioritize darker, saturated colours
- Minimal menu buttons



EPL Branding

- **NOT REQUIRED**
- If used, must match brand guidelines
- Brand colours can be eye-searing in combination
- Ask Amanda for brand files if you want to use them (please don't guesstimate)



Iterative Testing

- Two options for Wall testing:
 - Virtual: send files via GitHub
 - In Person: files via GitHub, USB for on-site iterative testing
- Schedule in advance

Final Product

- Touch interactive Unity game that runs on a single VM (3 screens)
- Trailer/sizzle reel that will run on the upper screens



<https://github.com/EPLibrary/UnityWallPackage/wiki/Student-Project-Guide>

