

[P] Infinite Shelter - Task #2618

Illustration: the Language Learning room

2022-09-16 04:12 PM - victor piousbox

Status:	New	Start date:	2022-12-04
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	2D Content	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
<p>One of the locations is Language Learning. Graphically, there will be a dude, dressed as a magician (or a bum or whatever), you talk to him and he invites you to classes, and gives out participation awards.</p> <p>This service and others, graphically, will be in a location called Marketplace. In a desert (or a medieval village or whatever), there is a town square or just a space with vendors' carts and kiosks and various shops. And the language vendor is one of the shops/participants. So there're two locations: the marketplace, where you can find the language vendor, and the language vendor's own space, be it a kiosk or whatever.</p> <p>The language courses I have so far are: english for spaniards, english for brasilians, and: spanish, portuguese, polish, german, thai and czech for americans.</p> <p>This task is for both (1) constructing the narrative, and (2) illustrating the narrative. First, constructing the narrative: what does the Language Vendor tell you, the user, and what responses you can give him. This will be implemented as a workflow, so for now, let's just focus on the phrases that constitute the dialogue.</p> <p>Second, illustrating the narrative. This can be a comic strip (pretty long and thin), or a gallery of images, where clicking "next" gets you to the next comic panel / next phase in the dialogue.</p> <p>Once the user start the class, there are "lessons" - 30 minute audio files. There is a checkbox that the user has to click after completion to go to the next lesson (will be implemented via workflows).</p> <p>Some courses are free, some courses require payment. I'd like to have dialogue for both: free courses, and courses requiring payment.</p>			
Subtasks:			
Task # 2784: writing: need the narrative story for the language vendor.			New

History

#1 - 2022-09-19 05:28 PM - victor piousbox

- Subject changed from Content: language learning room to Content: Pimsleur Language learning room
- Description updated

#2 - 2022-11-14 03:49 PM - victor piousbox

- Project changed from Wasya Co to [P] Infinite Shelter
- Subject changed from Content: Pimsleur Language learning room to Content: Writing: Illustration: the Language Learning room
- Description updated
- Category deleted (Content)

#3 - 2022-11-26 12:36 PM - victor piousbox

- Category set to 1D Writing

#4 - 2022-12-06 12:57 PM - victor piousbox

- Subject changed from Content: Writing: Illustration: the Language Learning room to Content: Illustration: the Language Learning room
- Category changed from 1D Writing to 2D Content

#5 - 2022-12-06 01:02 PM - victor piousbox

- Description updated

#6 - 2023-03-06 05:49 PM - victor piousbox

- Subject changed from Content: Illustration: the Language Learning room to Illustration: the Language Learning room