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STUDENT ID: 0333743

FOUNDATION: (FID) | FIA | FIS | FNBE

TUTORIAL LECTURERS: MR CHARLES | MR CHOY CHUN WEI
| MS FU YEN HUEI

PRODUCT NAME:

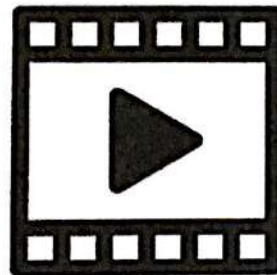
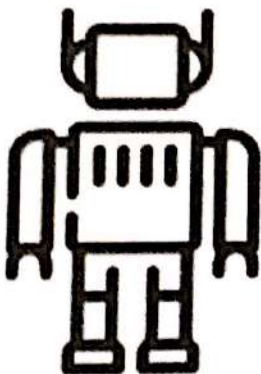
GROUP NAME & MEMBERS NAME (IF GROUP WORK): The Bum Chums

1.
4.

2.
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3.

IDEA JOURNAL 1 / 2 / 3





SOUND WIZARDS



THE BEGINNING OF THE BUM! CHUMS

INITIAL GROUP NAMES

- THE CRINGE
- THE CHUM BUCKET
- GAME BLENDERS

GROUP MEMBERS

- The entire FID class + Tyson (FNBE)

3/4/18

- first group discussion
- everyone shares their ideas
- designating roles
 - ↳ 2-3 protags
 - ↳ 1 villain each game
- decision to change pitch/position of sfx.

4/4/18

- Storyboard + character design

5/4/18

- Character design details

1) Frygal Mc fry pan

Weapon: pan

Color: red

2) Sweepy Von Broom

Weapon: broom

Color: blue

3) Ana banana

Weapon: banana

Color: yellow

props:

- bush
- pillar
- coin block
- coin box
- coins
- contrroller

10/4/18

- cut prepare props
- buy materials
- spray paint - mahjong paper
- crepe paper

11/4/18

- Continue with props, spray coins
- rehearse scenes
- edit sound clip.

14/4/18

- group discussion
- refining clungeon scene
- get pillar done
 - ↳ spray paint + structure
- bought spray paint
- storyboard changes?
 - ↳ Tyson as unknown monster?

16/4/18

- group discussion
- meet at D1.14 then at LT20
- props
 - green bushes done
 - second pillar complete
 - white flag for dragon complete.
- figure out ending.

17/4/18

- rehearsal + storyboard
- refined 1st game
- 2nd + 3rd needs work
- Changing the projector to a TV using sticks

18/4/18

- FINAL MEETING
- run through story one last time
- props + costumes completed.

NEXT CTS PERFORMANCE

~~22~~ 20/4/18

- Redo CTS performance
- decision to restart

23/4/18

- finalising idea
- group discussion
- changing to sound clip 1

24/4/18

- finish refining scenes
- complete storyboard
- designating roles

26/4/18

- final rehearsal
- fixing mistakes
- printing signs c deadlines + weeks.

SOUNDCLIPS

SOUNDCLIP #1

- It would take place in an apartment. A family has just moved in and they begin to experience strange and wacky scenarios.
- Their neighbour turns out to be a clown and keeps making noise, disrupting their peace. The clown will act out in silly actions according to the sfx.
- Just when they thought it couldn't get worse a crazy girl appears at the end!
- The guitar outro is the girl chasing the terrified family around while the clown cheers.

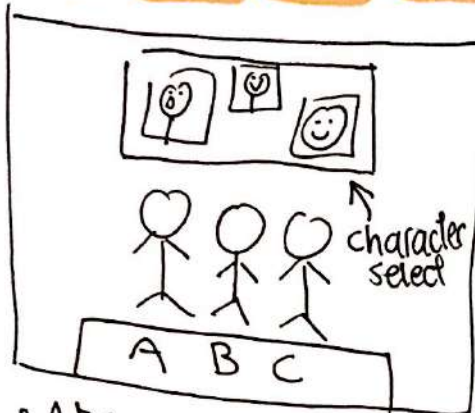
SOUNDCLIP #2

- A fisherman is casually catching some fish when suddenly, a mermaid appears and drags him down into the ocean.
- At first he panics but is immediately silenced when he sees all sorts of sea creatures. Not because he's scared, but because he's too amazed.
- As the mermaid brings him around enthusiastically, he realises he enjoys her company and the ~~sea~~ sea.
- Eventually he grows tired and the mermaid brings him back to ~~shore~~ his boat. When he wakes up he wonders if it's all a dream.

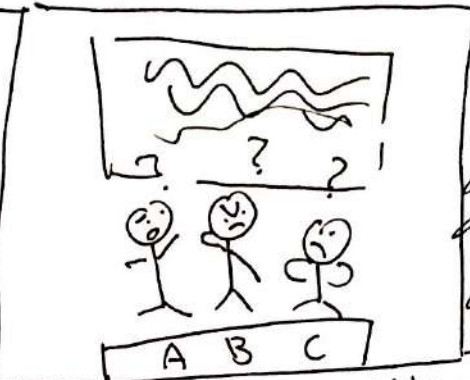
SOUNDCLIP #3

- 2 characters are stuck in a game they don't belong and attempt to find a way out.
- The stage will be split into two where there's a kid controlling the characters through a screen.
- The plot twist at the end is when the characters begin to act against the kid's commands and break out of the screen, while chasing him around.

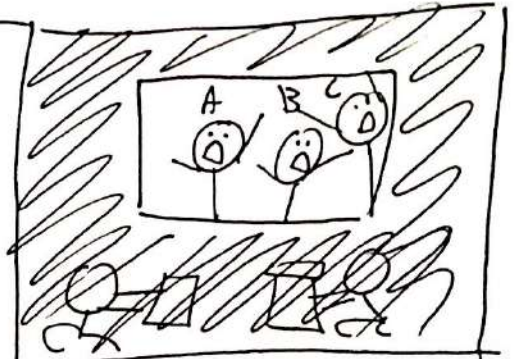
SOUNDCLIP #3 Story board



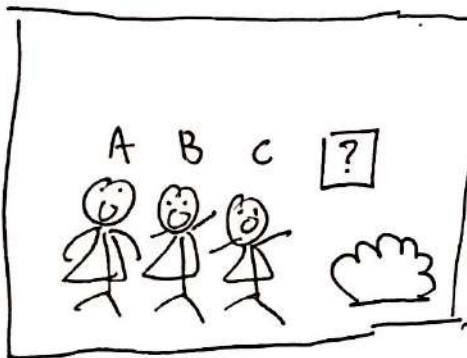
- ABC are students looking at a character select screen.



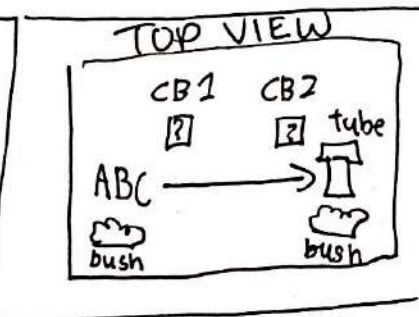
- Screen starts glitching
- ABC are confused



- ABC stuck in the screen trying to get out
- props being moved.
- lights are off



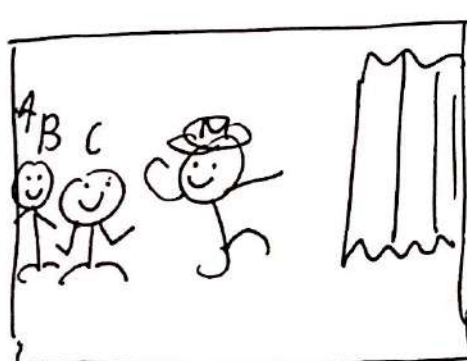
- lights on, ABC appears as the characters they chose
- videogame setting



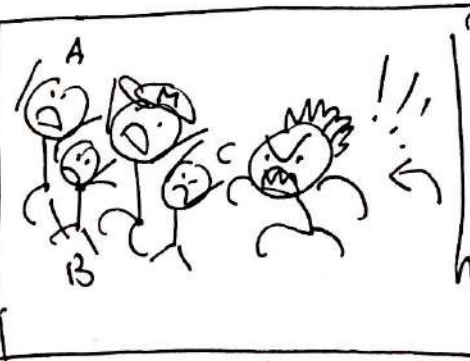
- ABC hits the coin blocks and gets coins.



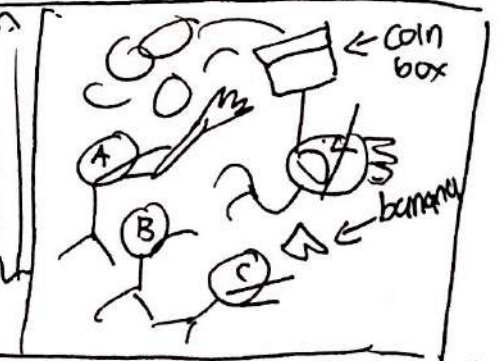
- Mario appears from the tube, surprising them.



- Mario leads them to the curtain at the side



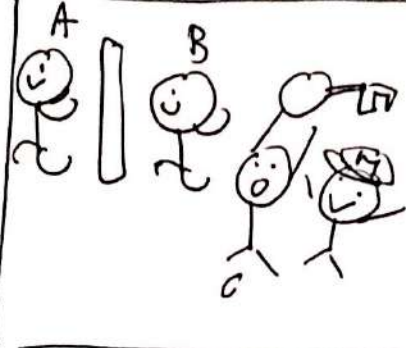
- Bowser jumps out!



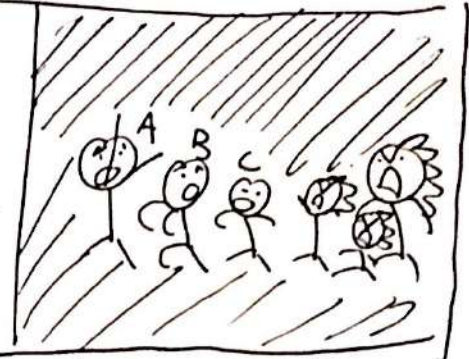
- ABC attacks him with their weapons



- ABC celebrates the coins they got



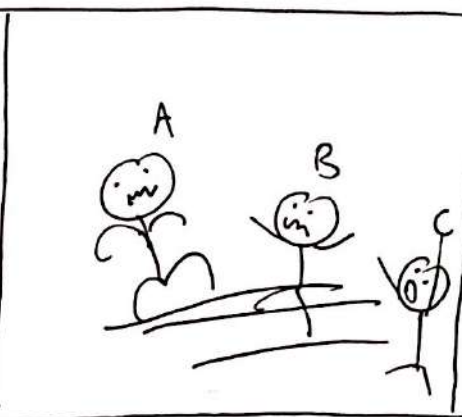
- AB enters a portal to a new game
- Mario stops C and gives him a key



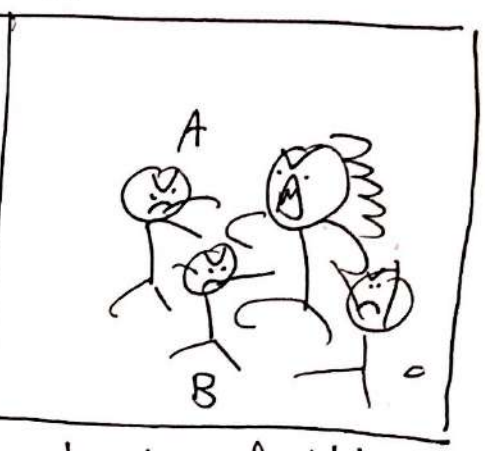
- Next game: A Dungeon
- Scene will be in complete darkness
- only using flashlights
- Dragons and its minions appear!



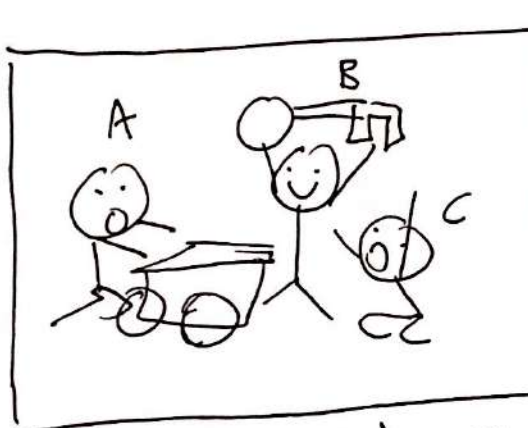
- ABC hides from dragon's minions who attack them with balls.
- ABC finds weapons!
- Kills them with weapons



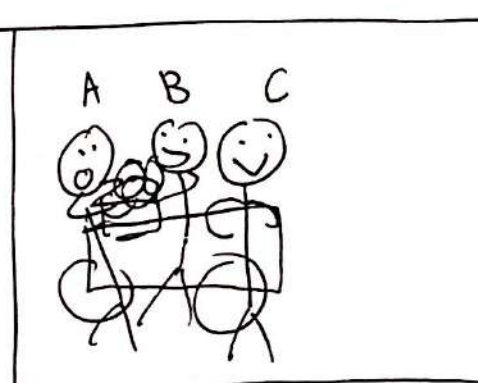
- ABC get through traps
- B gets hurt & revived again.



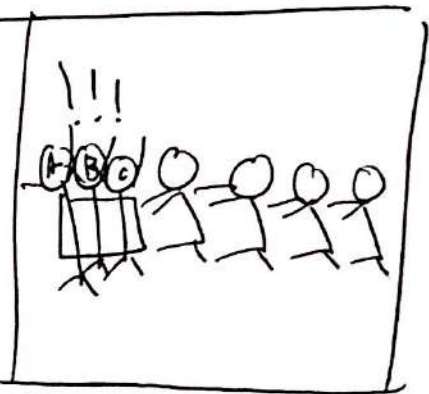
- big boss fight!
- ABC attacks the dragon with their weapon



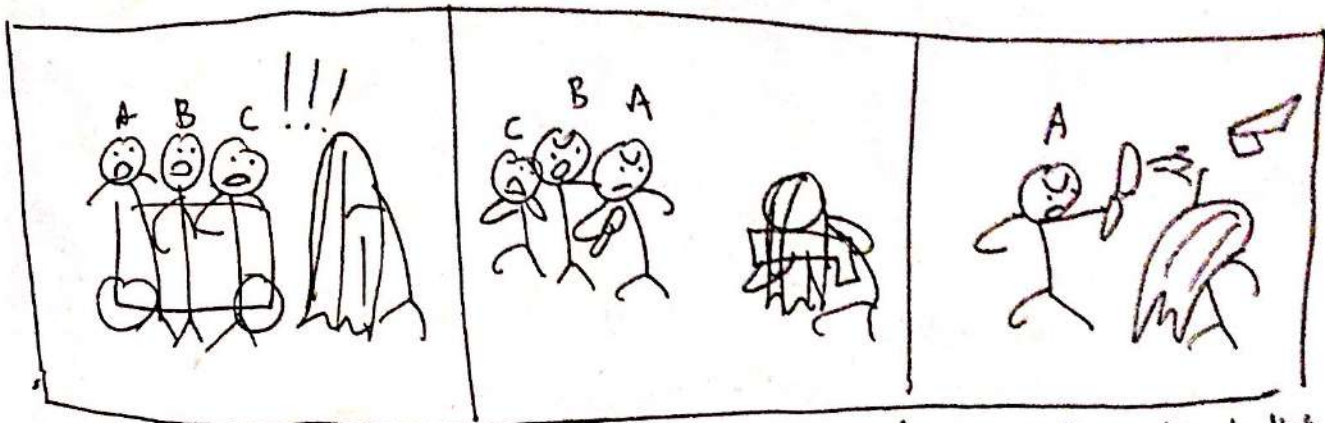
- gets a car + key as a reward!



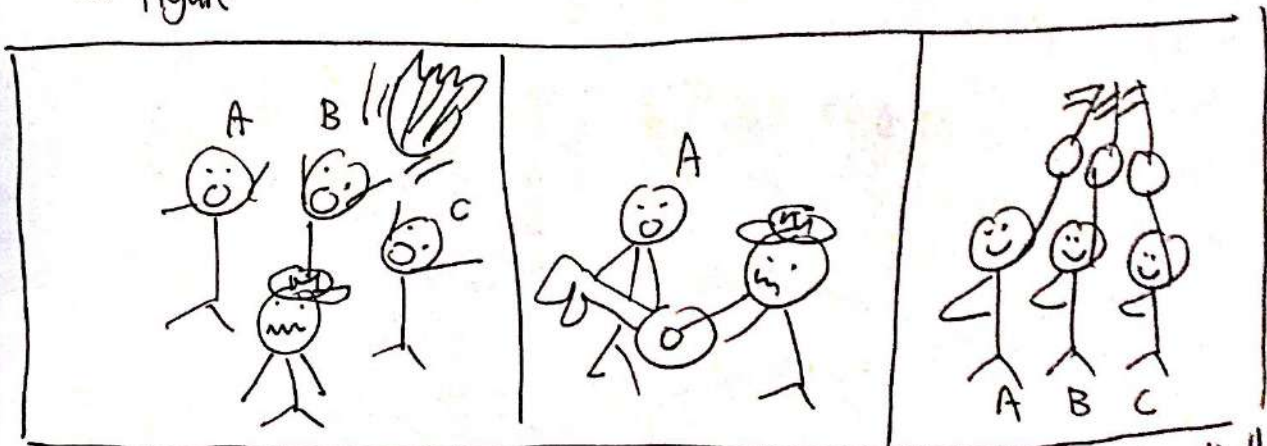
- AB admiring all their coins
- C driving the car



- suddenly a group of masked robbers attack them & steal their money.



- ~~Then~~ After defeating the robbers they continue
- suddenly stopped by a hooded figure
- Hooded guy takes out a bazooka!
- BC gets behind A
- A deflects his bullets and injures him

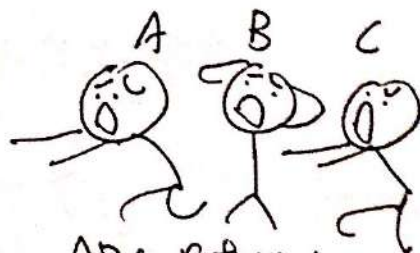
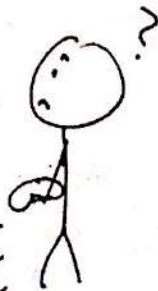


- They unmask the guy
- PLOT TWIST! IT WAS MARIO!
- Mario gives A the final key
- ABC connects all the keys

CHARACTERS

A - Daryl
 B - Jim
 C - Jonathan
 Bowser - Zafran
 Mario - Tyson
 Dragon - Khiirtana
 Dragon's Minions - Arissa + Mathu

FINAL SCENE



ABC return home only to see their mom playing the game. The scene ends with the music being repeated. Implies the cycle continues.

INSPIRATION

THE MOVIE: WRECK IT RALPH

The movie inspired us in many ways, especially plot wise. Initially we even wanted to use the characters from the movie, only with a different plot.

SIMILARITIES

- both of them are videogame themed
- about characters jumping from game to game
- the protags are trying to escape

DIFFERENCES

- different types of characters.
 - ↳ IRL characters & the other are game characters
- Our plot is about recieving 3 keys
- The plot twist at the end.

THE PLOT!

★ We wanted to achieve a lively and action packed performance with this idea, to keep the audience on the edge of their seats. Inspired by the movie "Wreck It Ralph" our story will be about 3 kids who gets stucked in the videogame world and they have to find a way to escape.

USING: SOUNDCLIP#3

- The story starts out with 3 kids ~~getting~~^{coming} home from school. They begin playing a videogame where they need to choose a character in order to start. Once picked, the game suddenly glitches and the scene goes completely dark. The projector lights up revealing they're trapped in the world. When the music starts the lights turn on revealing the stage to be a videogame setting and the players are shocked.
- Encountering coin blocks, they start hitting them to collect coins. Sudden Mario appears shocking them. Oshering them to follow, they happily comply only for Mario to accidentally lead them to Bowser who starts chasing them. The player with a broomstick as a weapon wacks him midway, causing him to fall and get defeated. He spills a box full of coins as a reward. A portal appears and players AB enter while Mario hands C a key.

- Next world: A dungeon begins. Scene is in total darkness except for a few lights. The players walk with only a flashlight and ~~found~~ finds a dragon and its minions. AB starts to fight while C runs to find a machine gun. Using it, C successfully defeats the dragon. The players turn around when they hear a monster run past them. ~~They turn around~~ A series of traps is revealed (3 stools spread in a line on stage with people in between the stools trying to grab the players). At the splat + level up sfx, player B finds a key being held by someone in the traps, they attempt to grab it but are pulled down while player C tries to help them. Meanwhile, player A finds the monster and defeats him and recieves ~~the~~ the 2nd key. ABC reunites and finds a car. The lights go on and the next scene begins
- The final scene is them going on the car and driving away. C drives while AB admires all the coins they collected. Suddenly they're attacked by a group of robbers who take all their money away. Once ~~the~~ they fend the robbers off, they're suddenly blocked by a mysterious man wearing a cloak, who's the final boss. During the robotic sfx he reveals a bazooka and aims it at them. B deflects the bullets with their frying pan and injures him. The players surround him and PLOT TWIST! It was Mario all along! Mario gives them the last key.
- The players connect all the keys together and exit the game. They see their mother using the console, attempting to play it. The players tries to warn her, the lights go off and the music is repeated, implying the cycle starts again.

COSTUMES

PLAYER 1

Jonathan



- Weapon: Banana
- Color: Yellow
- Yellow ~~scarf~~ scarf that can act as a poncho

PLAYER 2

Daryl



- Weapon: Pan
- Color: Red
- Red scarf that can be tied into a knot

PLAYER 3

Jim



- Weapon: ~~rod~~ Broomstick
- Color: Blue
- Blue cloth that can be made into a monk robe.

CHALLENGES!

• The process of making the props was incredibly tedious. Looking back at it now, we probably shouldn't have spent so long working on making it look pretty. In fact we should've worked on our story, which was quite flawed.

• We kept running out of spray paint which was frustrating. At one point even the art store ran out of the color we wanted!

PROPS

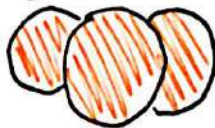
2 bushes



2 coin blocks



20 coins



2 pillars



pin



broom



banana



mario mask



bowser shell



• For some reason, what we envisioned the plot would be like vs how it actually was was very different. We thought that once we had the storyboard + plot down it would be easy, but it was so much harder than I imagined. Or maybe, because we couldn't use our voice it was harder to act it out since we had to show it.

HIGHLIGHTS



SPRAY PAINTING



LOTS AND LOTS
OF

CARD
BOARD

MAKING THE
STRUCTURE



HIGHLIGHTS



REHEARSAL
AT LT20

GROUP
DISCUSSIONS



REMEMBERING
OUR **ROLES**

COSTUMES



SHADOWS
+
LIGHT

2 DAY
BEFORE



PERFORMANCE DAY and what went wrong.

- The performance was a complete mess compared to how our practice was. It started out fine until ~~Za~~ Zafran, who was Bowser, found out the coin block box broke mid-performance, prompting us to freak out too. Everything went downhill from there as we became panicked which led us to lose synchronization.

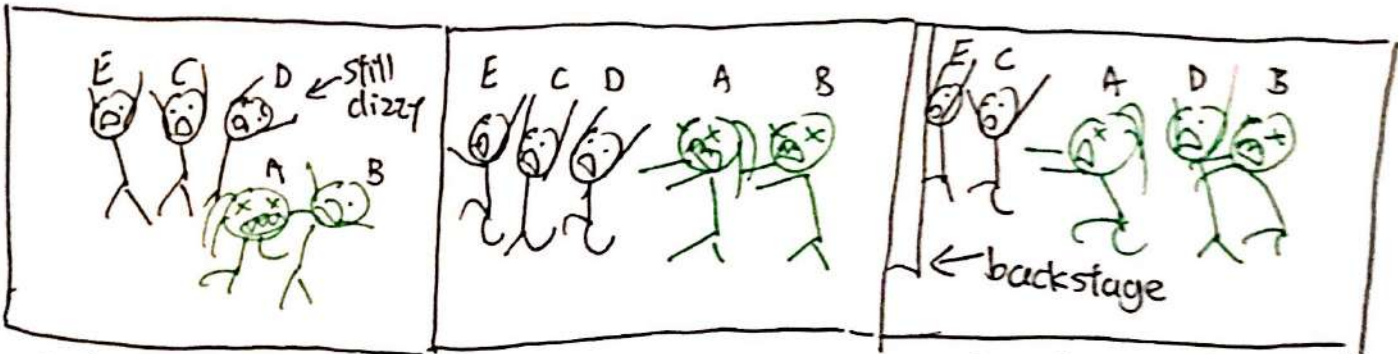
THE VERDICT: By Mr Charles, Mr Choy Ms Fu

- We were told we got a barely passing grade. It really de-motivated us after hearing that. After all the hours of practice, it seemed like a total waste. They told us they couldn't understand what was going on and that it was very uncoordinated. Luckily we were given a second shot and we most definitely plan to do it again.
- This time we plan to make the plot as simple as possible and also lessen the amount of props needed.

SOUNDCLIP #1 STORYBOARD



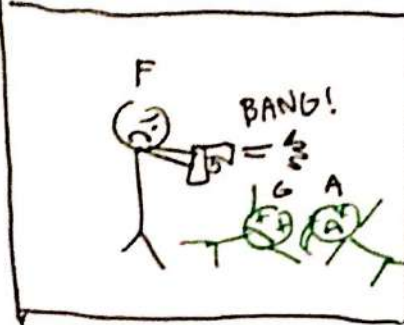
- A + B are walking
- A suddenly faints!
- B panics over A
- E, C, D walk in as passerbys
- D slips on a banana peel
- E, C, B look in shock



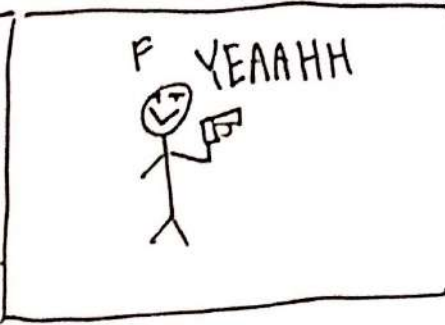
- A turns into a zombie and bites B
- E, C, D run away in fear
- B turns into a zombie
- A, B chase E, C, D
- D gets caught and gets bitten
- A, B chase E, C backstage.



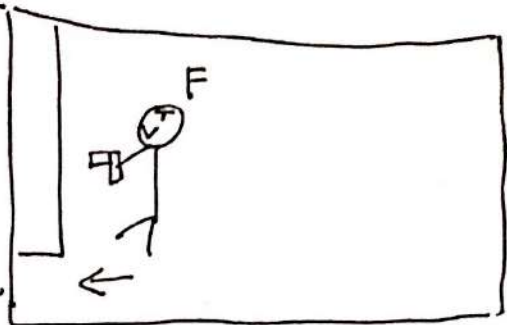
- New characters F, G enter
- F finds a weapon!
- F bends to pick up a weapon but his pants rip.
- G laughs but gets bitten by A
- F looks in terror at G being bitten by A
- F gets the weapon



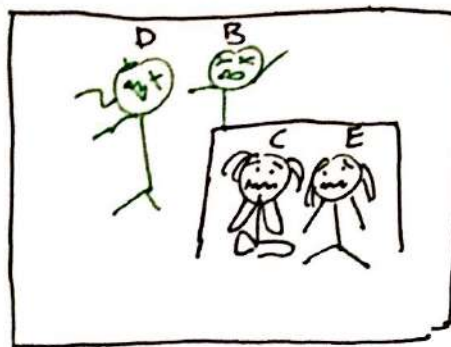
- F pulls the trigger and kills them both
- Follows whistling sfx while shooting



- At YEAHH sfx F smugly holds the gun and looks at the audience.



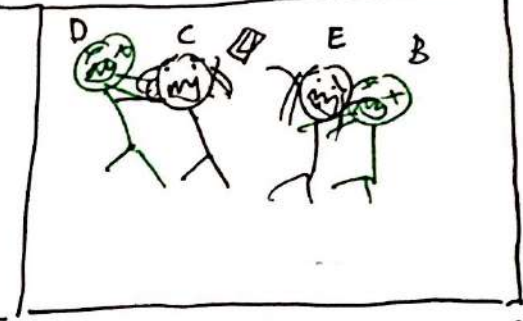
- F exits stage



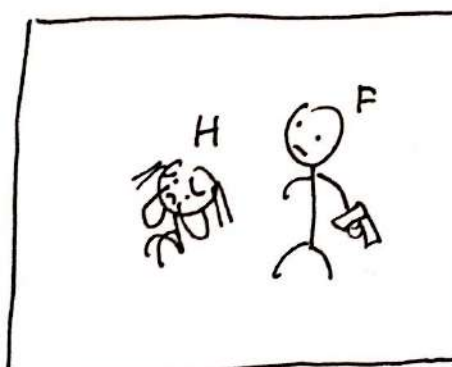
- C E are two girls hiding from DB
- Scared looks on their faces



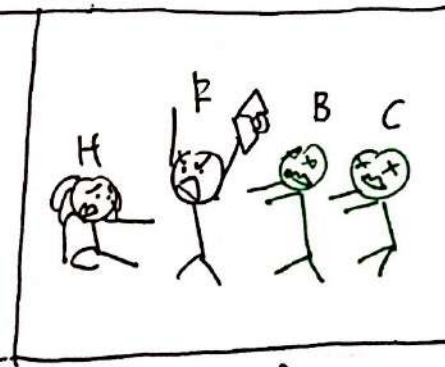
- E phone suddenly rings and C angrily scolds her
- phone ring will go with the horn sfx



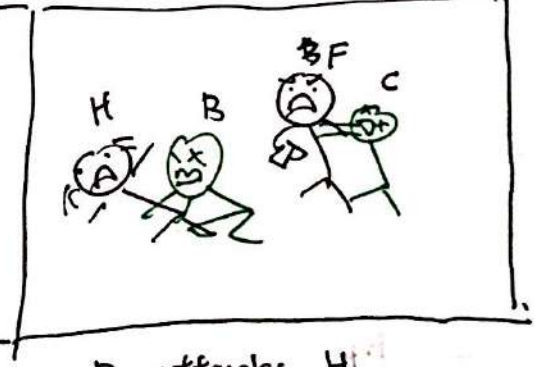
- CE gets caught by DB and turns into zombies



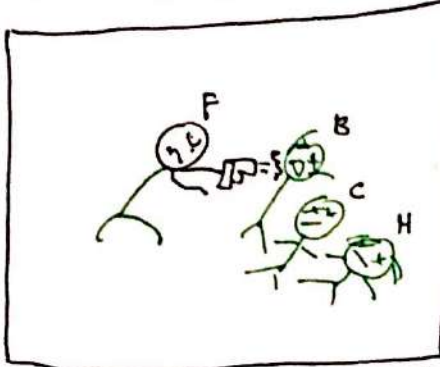
- F finds H who is a crying girl



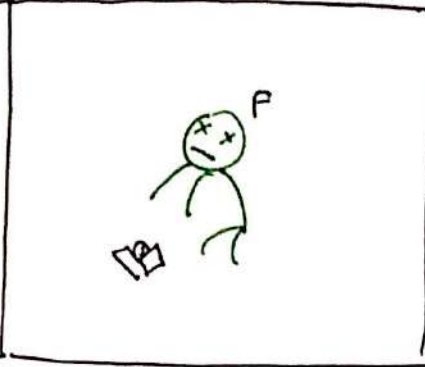
- F scolds H for crying while oblivious to BC
- H points at them in fear



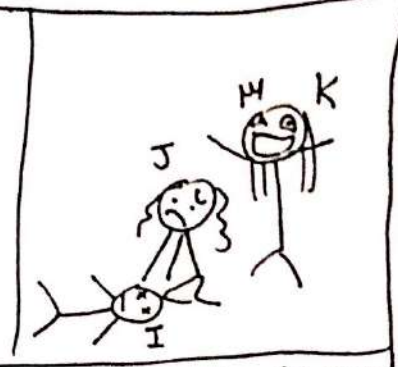
- B attacks H
- C attacks F who tries to fight him off but gets bitten.



- F manages to shoot all of them before becoming a zombie himself



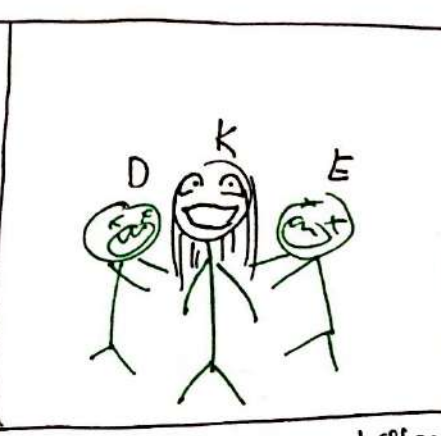
- F turns into a zombie and wanders off



- J, a sad wife grieves over her dead husband
- K a crazy lady is laughing at her misfortune.



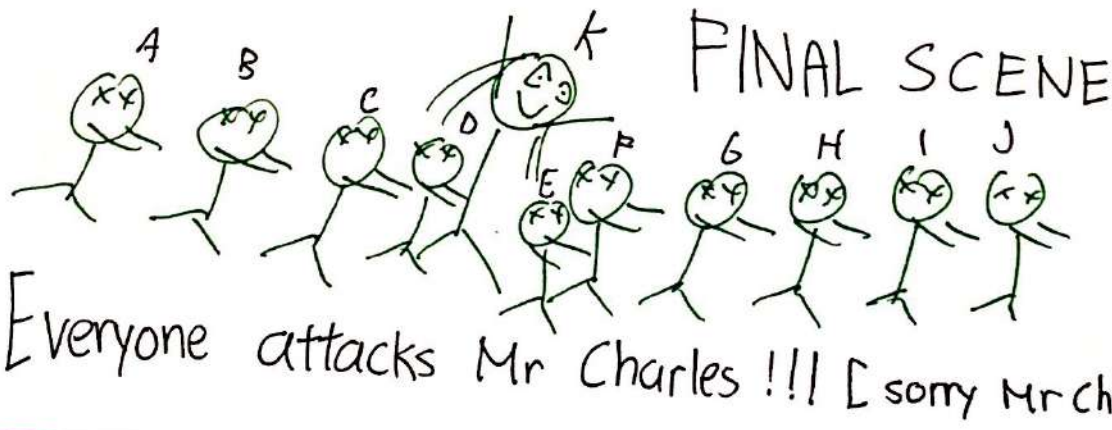
- D attacks J
- EF attacks K who starts laughing nervously



- Crazy lady gets bitten but smiles as she is.



- K rounds up everyone who are zombies
- K is now the leader



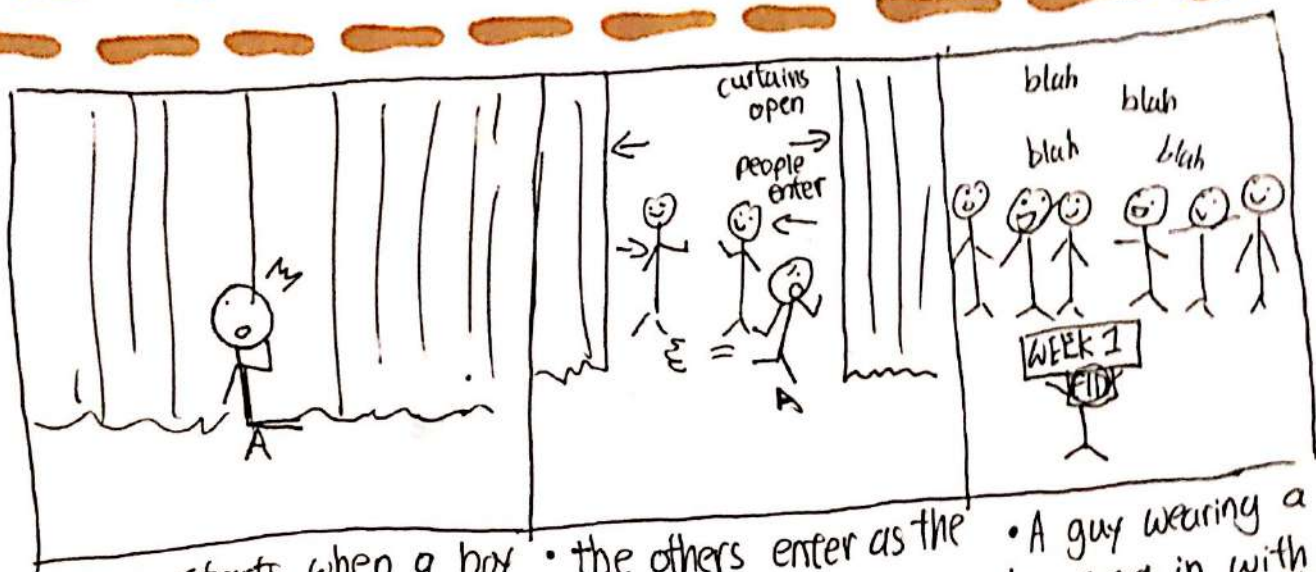
Poor Mr Charles

CHARACTERS

A - Daryl	F - Jim
B - Tyson	G - Zafran
C - Hanan	H - Mathu
D - Jonathon	I - Melvin
E - Carla	J - Arissa

K - Khiirfana
... and also Mr Charles

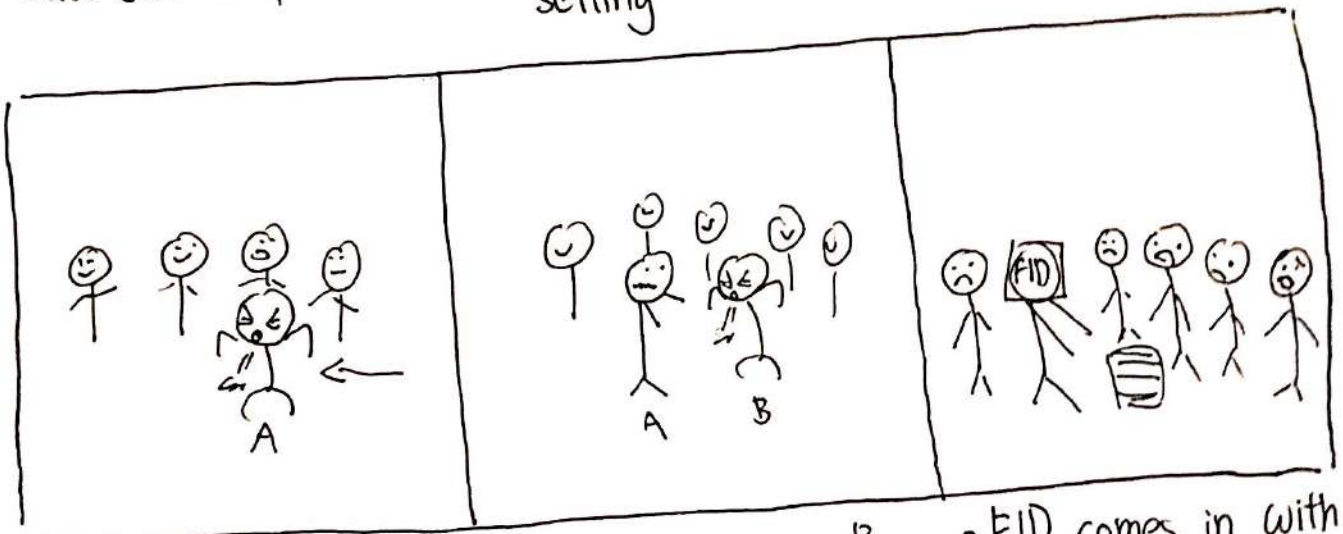
SOUNDCLIP #1 STORY BOARD



• scene starts when a boy wakes up and realises he's late. (oh no! sfx)

• the others enter as the curtains open, revealing a classroom setting

• A guy wearing a FID box comes in with a sign that says WEEK 1
• students are mingling



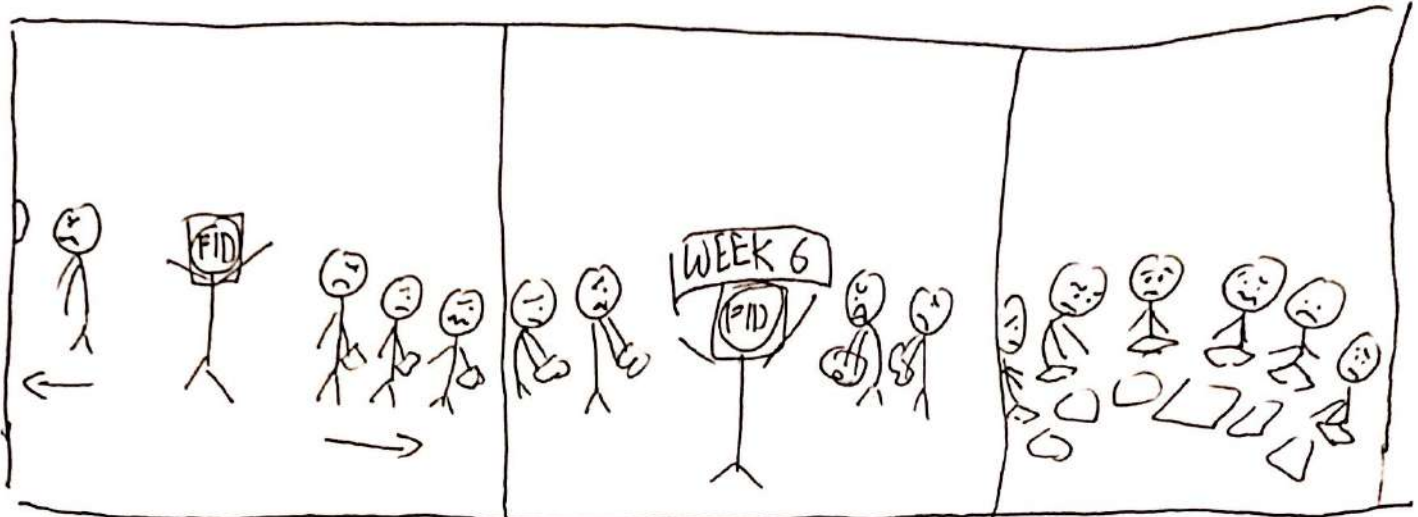
• The boy finally comes to class but he comes in sick and starts sneezing

• Approaches person B
• B starts sneezing too.

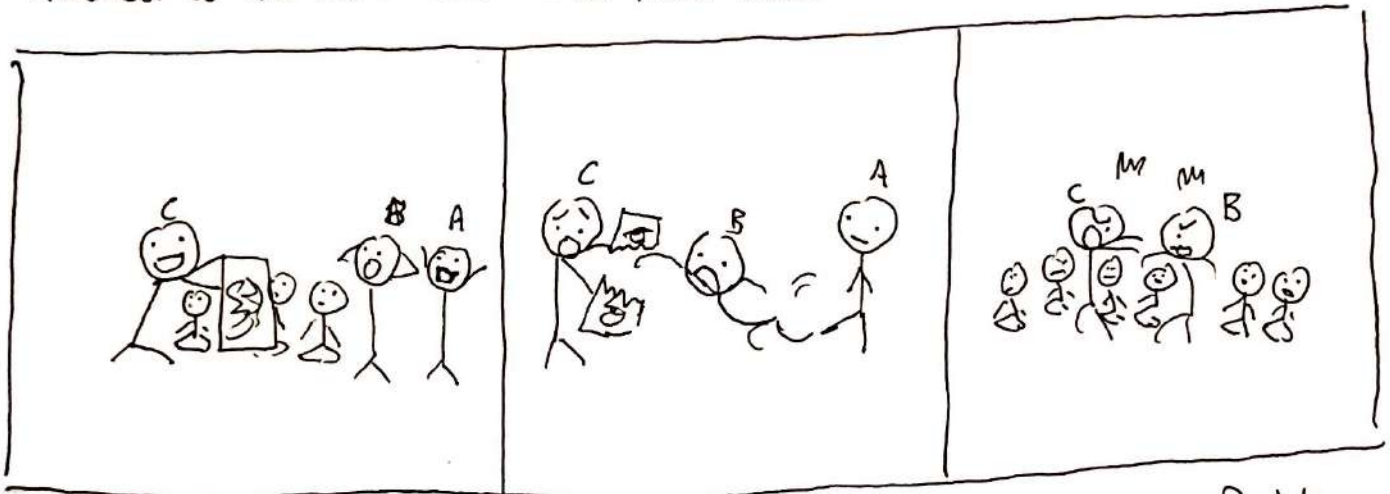
• FID comes in with a stack of papers labelled assignments.
• Everyone gets really sad.

CHARACTERS

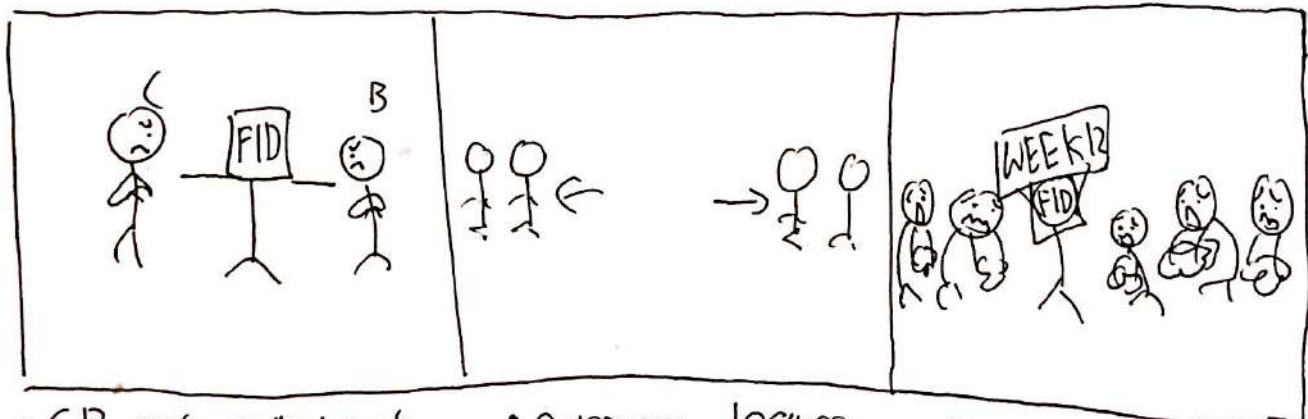
A - Jonathan C - Carla E - Zafran
B - Daryl FID - Tyson everyone else as students



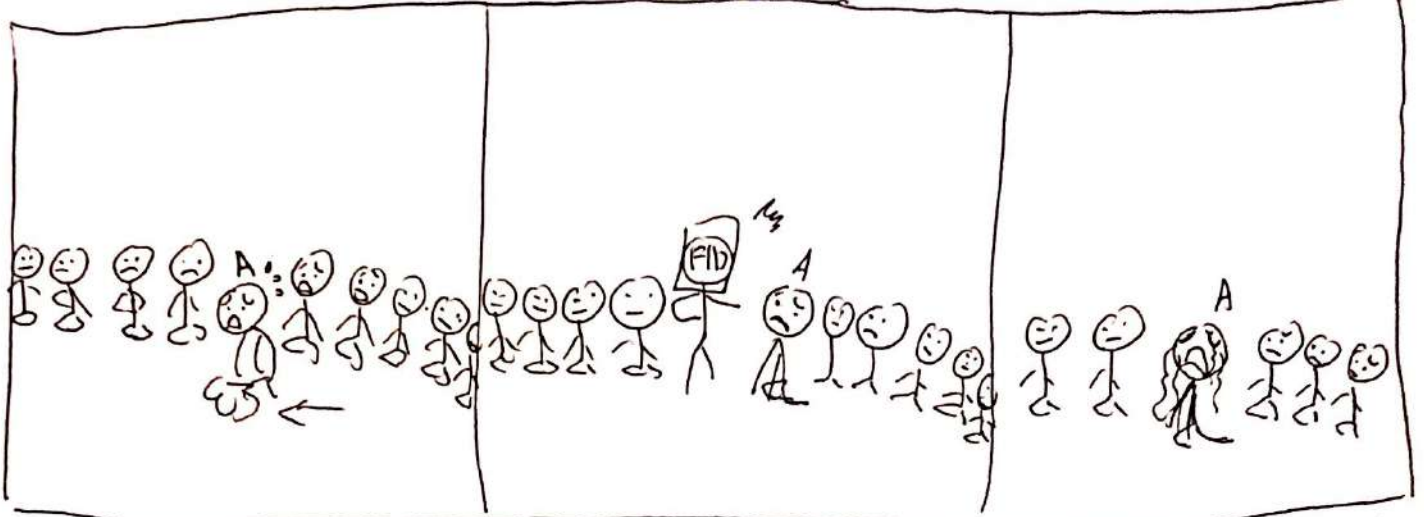
- At the "UP!" sfx FID ushers everyone to leave.
- Proceed to the next week.
- FID enters with WEEK 6
- everyone enters looking a lot more tired.
- Everyone sits down and does their work.



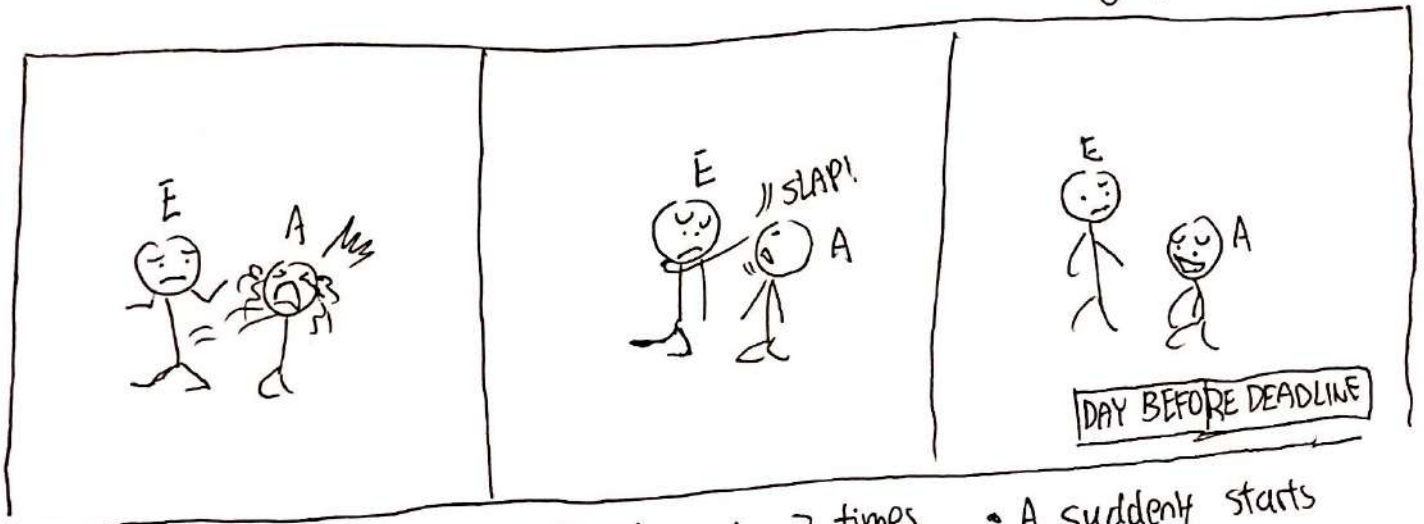
- At "WOW" sfx C enters with a really good drawing.
- A+B stands up, shocked.
- A purposely trips B
- B rips C's drawing at the ripping sfx.
- CB starts fighting violently



- C B gets called out by FID, who breaks up their fight at the whistling sfx.
- everyone leaves
- Week 12 begins
- everyone enters looking dead.



- A enters late again
- Enters at honking sfx
- FID begins scolding A
- A starts crying at crying sfx
- Everyone stares at him strangely.



- E tries to comfort A but gets pushed away.
- E slaps A 2 times as though to say GET A HOLD OF YOURSELF!
- A suddenly starts laughing, freaking out E [Sign: day before deadline]



- Everyone starts laughing
- Freaking out over deadline.
- FID ENTERS WITH DEADLINE!!!
- everyone silently glares
- B points at FID
- Everyone starts chasing FID
- "chasing the deadline"

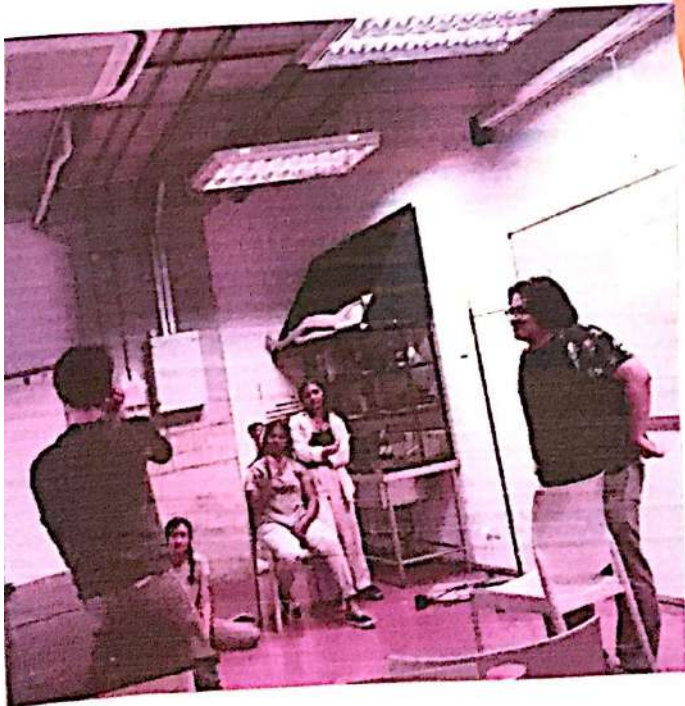
OPTION A?

OPTION B?

◦ We decided against Option A as we felt there was no purpose or moral. Although it was a pretty fun storyboard, there wasn't really any meaning. We also attempted to compile option A + B but that would be too messy, much like our previous performance.



◦ We decided to stick with option B as we felt that it was more personal to us, also we thought it would be pretty fun to re-enact our frustrations and show Mr Charles, Mr Choy & Ms Fu how stressed we were. Plus, there's a lot more meaning to this compared to option A.



INSPIRATION

OUR FRUSTRATION

- After expressing the challenges we had to face to Mr Charles, especially the fact that we had a lot of assignments during that particular week, he advised us that we should make it about our assignments and the amount of stress it causes us. Thanks to him, we were motivated to start again!
- However, it was hard to get everyone to agree as some of our team members didn't want to redo it. Ms Fu recommended that we stay as a group to finish it, which managed to convince some of them to stay.

TO REDO OR
NOT TO REDO?
that is the question.

THE PLOT!

* Our overall message that we hope to bring out of this performance is to show what FID (foundation in design) is really like. Through a comedic way of story-telling, we will be showing the process of FID students through the weeks.

USING: SOUNDCLIP #1

- The story starts during the 1st week of FID. A boy (person A) wakes up late and quickly rushes to class, then the curtains will open to reveal FID students mingling. This is to show that the first week was very chill. However, this changes when a person who embodies FID enters with a stack of assignments. Everyone leaves looking sad.
- Week 6 begins and everyone enters carrying art supplies and looking more distressed than the 1st week. As everyone takes their seats, Person C enters with a very nice artwork. Person A + B stands in awe. Person B suddenly gets tripped by A when attempting to get a closer look, ripping apart C's piece. This escalates to a fight where FID intervenes and breaks off the fight. This scene symbolizes how we FID students usually think when an artwork is good we don't see that many faults, only for the teacher to criticise us harshly and asking us to redo it.

◦ Week 12 begins which is a week before the assignment deadline. Everyone enters looking even more dead than the previous week. Person A enters late again but this time, gets scolded by FID. Everyone stares as he burst into tears. Person E comes and tries to console A only to be pushed away. Fed up, E starts to slap him as though to tell him "Snap out of it!!!"

◦ Deadline sign appears. A begins laughing crazily freaking out E, but he ~~re~~ eventually joins in the madness as does everyone else. This is to show that FID students have gone crazy over the amount of assignments. FID enters and everyone silently glares at him, when the country sound segment starts everyone chases FID as he carries the sign. This is to show that we are literally chasing the deadline.

◦ **THE END!**

"THE SIMPLER THE BETTER"

**FOCUS ON
PLOT NOT
PROPS.**

one of our criticisms from our previous performance was that the plot was too convoluted. And so, for this we focused a lot less on props but instead, the

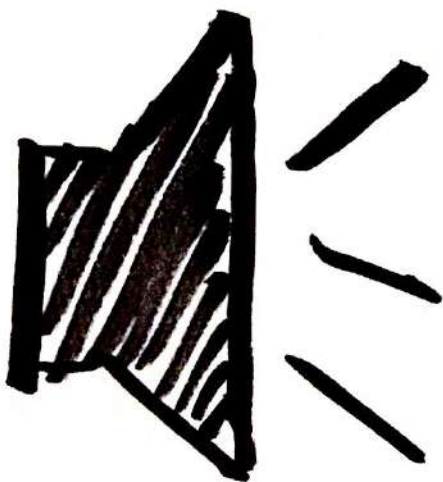
PLOTLINE!!

which is why ~~tried~~ we tried to make this as understandable as possible.

CHALLENGES!

We were approaching the deadline pretty quickly and we were back to square one, we couldn't really come to an agreement to the idea at first and we were juggling with many other ones. Luckily, we managed to finally come to an agreement for option B. The practice went by quite quickly compared to our first performance which we spent many ~~hours~~ ^{days} on. This took just a few days.

OBSTACLES
DO NOT BLOCK
THE PATH, THEY
ARE THE
PATH



We encountered the problem of syncing with the soundclip again. The biggest problem was timing it accordingly to the sfx, we were always either too fast or too slow. Hopefully, during the performance day this won't happen.

HIGHLIGHTS

POSITIONS



PRACTICE PRACTICE PRACTICE PRACTICE



BRAIN STORM





COORDI
NATION

ACTING
OUR PARTS



TEAM
WORK