Start here.

(a) (i) interactivity requires the user to have some input which would determine the outcome.

(ii) a linear storyboard ~~goes~~ is a step by step storyboard with each board in sequence. In a non-linear storyboard there is no sequence so each board can occur at different times.

(b) (i) File formats that can be embedded as video on a webpage must be small in size

(ii) path based animations is used when an object moves around and does not change. for example a ball bouncing up an down. cell-based animation is used when an object ~~is~~ changes its appereace. For example a stick figure dancing.

(c) (i) there are a large number of images and sounds being displayed. Compression is used to limit the amount of space required to store these images and sounds. If their files were not compressed a larger storage space would be required to accomodate these features. this would result in an increase in price required to manufacture the game.

(ii) The collecting would be performed by the balance board which would determine the ~~prise prag~~ exact moves of the partipant. This is done through the use of accelerometers. the change in movement is inputted into the system via blatooth.

The system transmitts the images and sound to the monitor. A frame buffer would be used to store the ~~images~~ video ~~or sound~~ before displaying. A CRT, ~~or~~ Plasma, or ~~dis~~ LCD screen would be used to display the images, which speakers would be used for the sound.

(iii) this technology could be used in order to create a virtual reality system. The bounce board could be used to simulate walking allowing the user to feel as though they are in a virtual world. This technology could be used to simulate exersise for those who are unable to perform this normally. It could also be used by doctors who would be able to see if the person is putting to much presssure on one side of their leg. Future multimedia systems maybe able to incorporate the use of 3-D ~~these~~ screens allowing the user to have a

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greater sense of virtual* reality.

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