

Summer Internship with **GREYSPRINGS SOFTWARE SOLUTIONS PRIVATE LTD.**

Project Report

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EXPERIENCE CERTIFICATE

This is to certify that **Ms Harshita Bandodkar, M.Des. IDC, IIT Bombay**, has served this organization from **May 07, 2018 to June 08, 2018**. At the time of leaving the organization, she was designated as **Designer Intern** in our **Design Group**.

We wish her all the best for her future endeavors.

Sulabha Sharma
HR Manager
Greysprings Software Solutions

Table of contents

About Greysprings	4
ABC kids games	5
The icon	8
Activity A	11
Activity F	14
Activity G	22
Activity Q	29
Conclusion	36



About Greysprings

It was founded a team of alumni from IITs and NITs. They develop educational computer games for children that cater to kids of the age group 2-10.

They believe that a right blend of technology and creativity can create such products which can not only make learning fun for kids, but also open new dimensions to kids' perception towards education.

Their mission is to revolutionize education with the help of technology making it simple, experiential and available for masses.

ABC kids games

Learn alphabet letters and phonics

Greysprings was launching a new game to learn alphabets and phonics associated to it and was aimed at the age group of 2-5.

The game involved activities for each alphabet that enabled the user to learn letters, their pronunciation and words starting with the letter.

The game incorporates simple interactions with children that involve single dimensional movements to help increase the hand- eye coordination. The game included a scoring system and rewards to encourage the user and teach the concept of winning and losing.

I worked on the logo of the game, the navigation screen, certain additions to existing activities and the ideation and execution of three of the new activities.



Preschool Activities

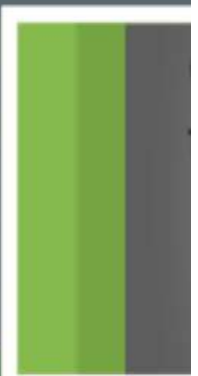
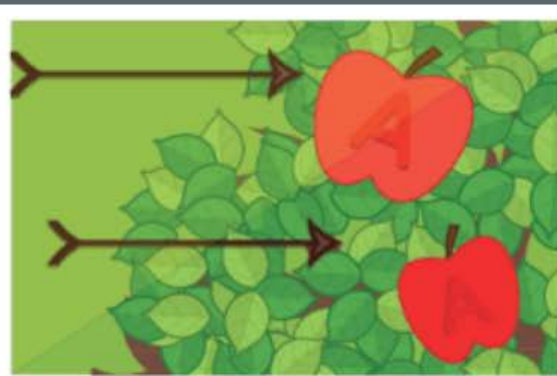
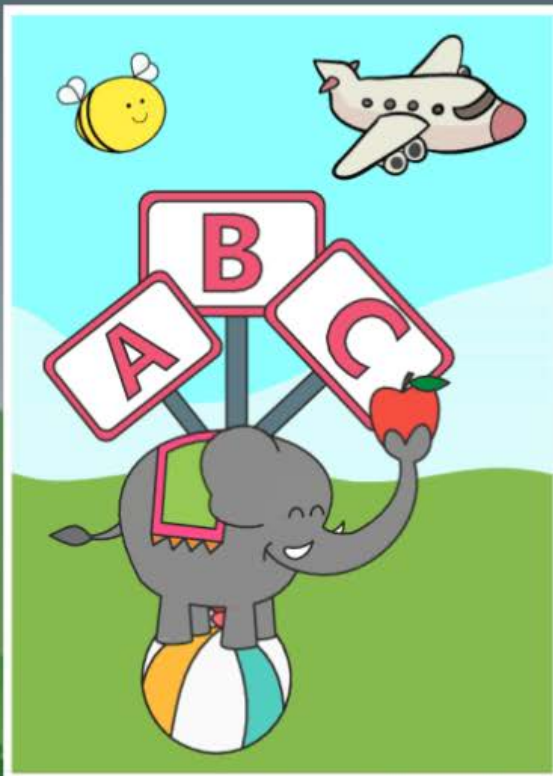
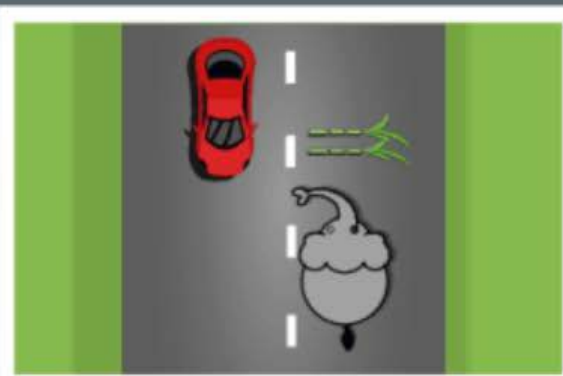


Image 01. The main menu of the game



Preschool Activities



The icon

The description for the icon was that it had to represent the name of the game, ABC and the corresponding objects they stand for.

Bright colors had to be used to make it eye catching and the overall theme of Greysprings had to be maintained for consistency.

Rough sketches were made and once the idea was finalised, multiple color palettes were tried.



Image 02. The icon

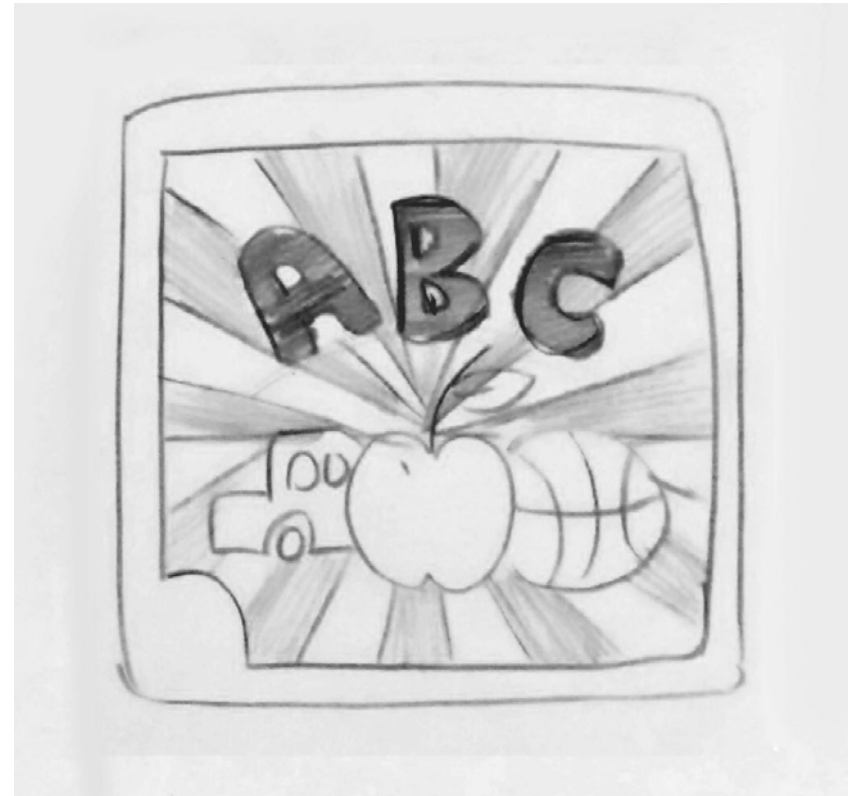


Image 03. Sketches for the icon



Image 04. The final icon with changes in the color scheme

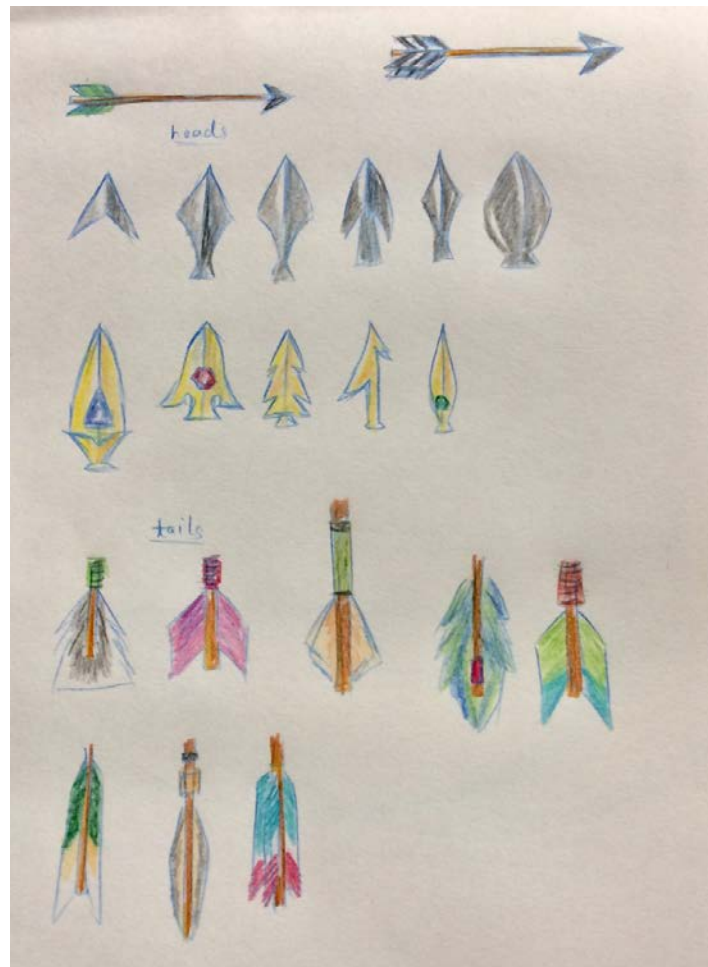


Image 05. Sketch of the arrows

Activity A

The activity for A was Archery.

The user had to aim and shoot arrows at apples on a tree.

My role was to come up with colourful arrows that would change for each level.

I created a set of 20 arrows for the same.

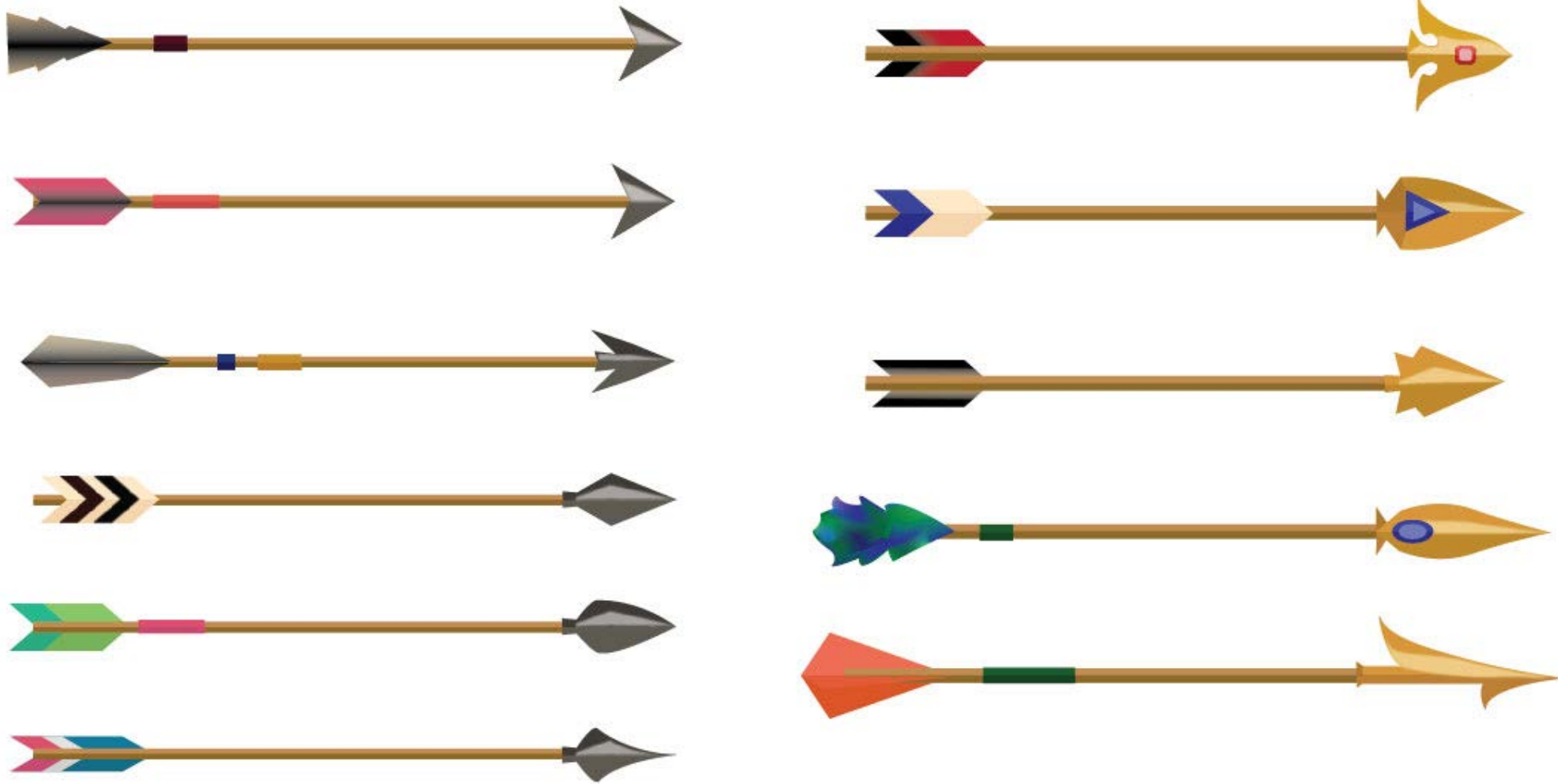


Image 06. The arrows

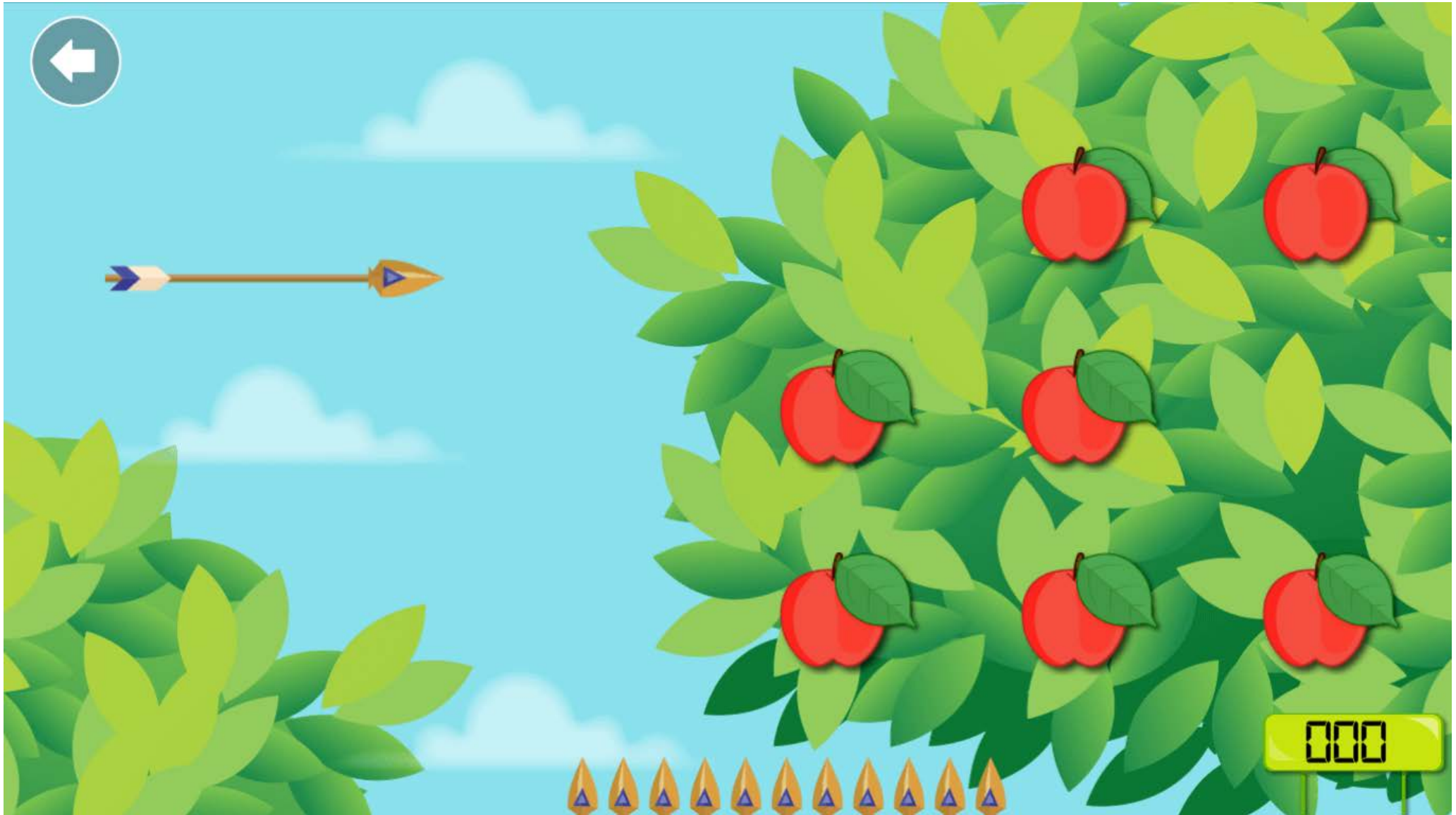


Image 07. Screenshot from the activity A

Activity F

We had to come up with a new concept for an activity for F. I made sketches for two activities one of which was to catch fishes and the second was of a fox looking for grapes.

The second idea was accepted. The team suggested a fox walking on two legs which would be more relatable and cartoon like.

I referred to multiple images of forests to create different kinds of bushes and trees and played with shades of green.

To make the fox, I referred to multiple cartoons and animations of foxes and walk cycles to create frames for the animation of the fox and its expressions.

Individual assets like trees, the grape vine and the honey-comb were made.

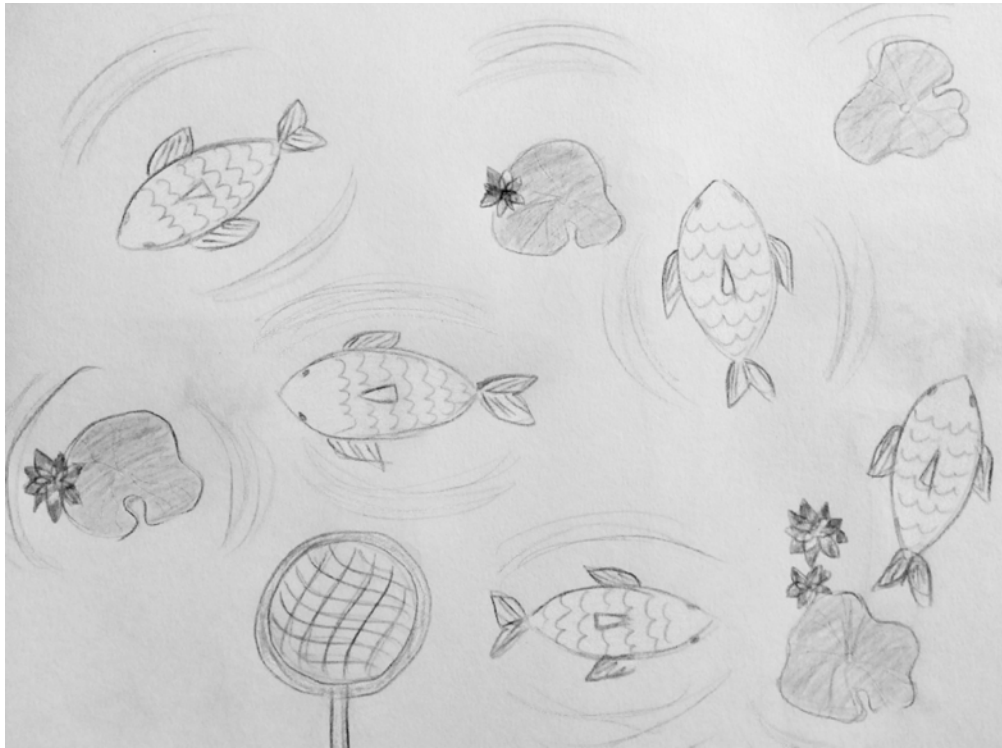


Image 08. Sketch 1: Fishing

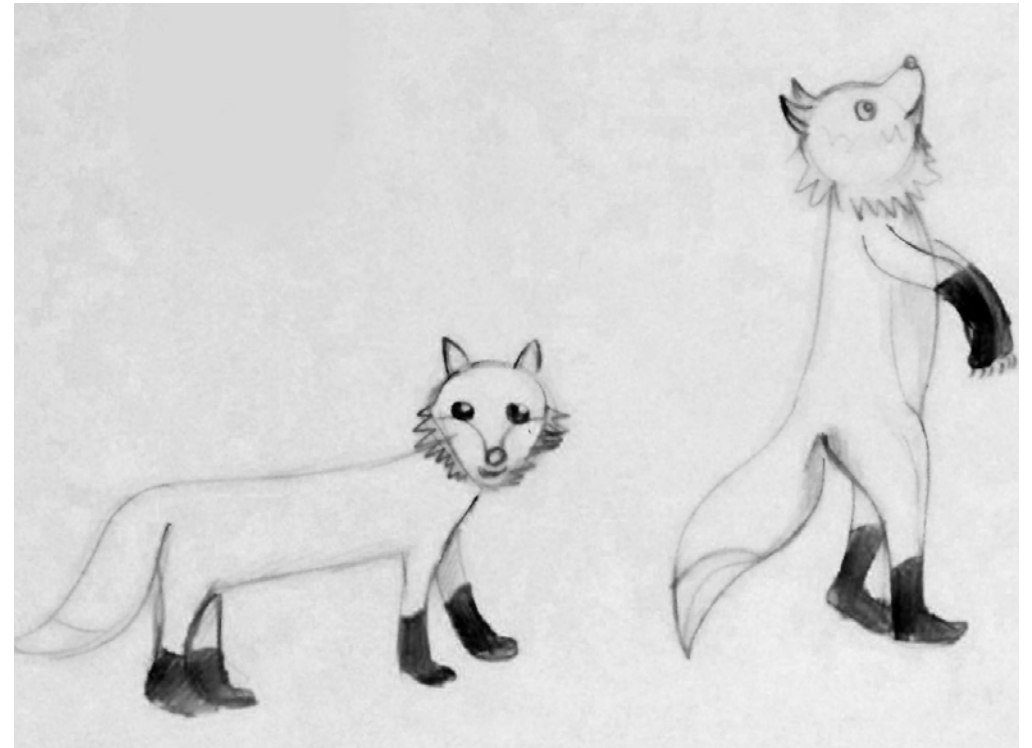


Image 09. Sketch 2: Fox and the grapes

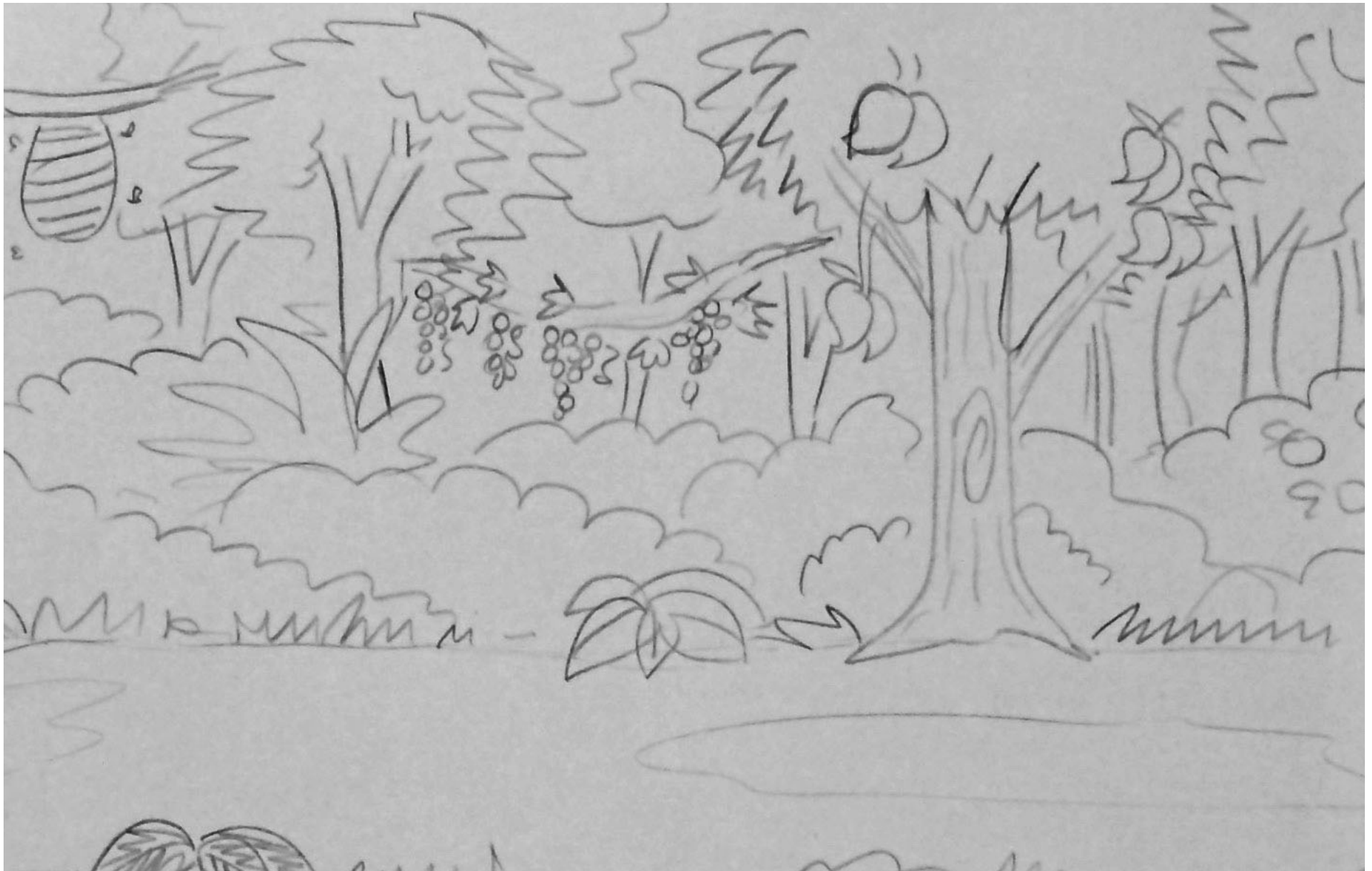


Image 10. Sketch of the background



Image 11.a. The grapevine, 11.b. The honeycomb , 11.c. The mango tree



Image 12. The rendered background





Image 13. Frames of the fox



Image 14. Screenshot from the activity

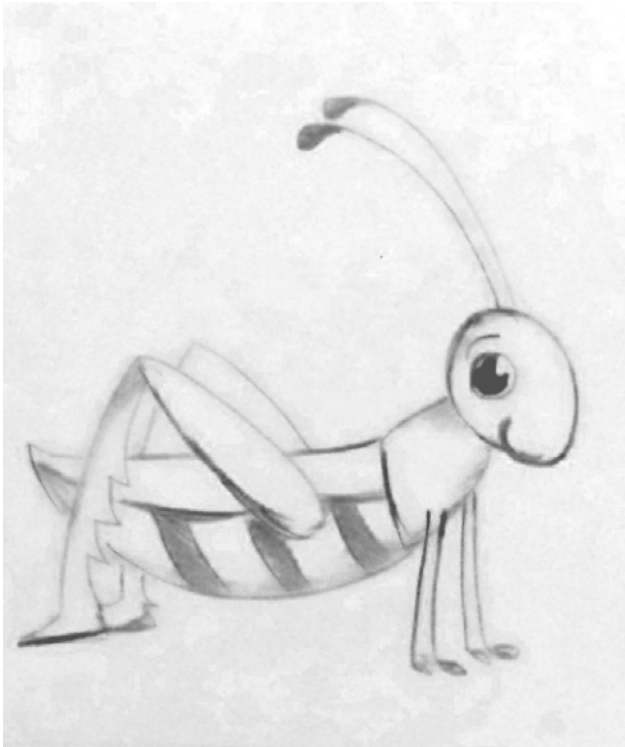


Image 14. Sketch of the grasshopper

Activity G

An activity for a grasshopper was decided upon and I made some sketches for the character.

I referred to certain videos to learn how grasshoppers jumped so as to develop the character.

For the background, I referred to miniature grasslands and meadows. Since the background did not look engaging enough, I made some mushrooms based on some references I found.

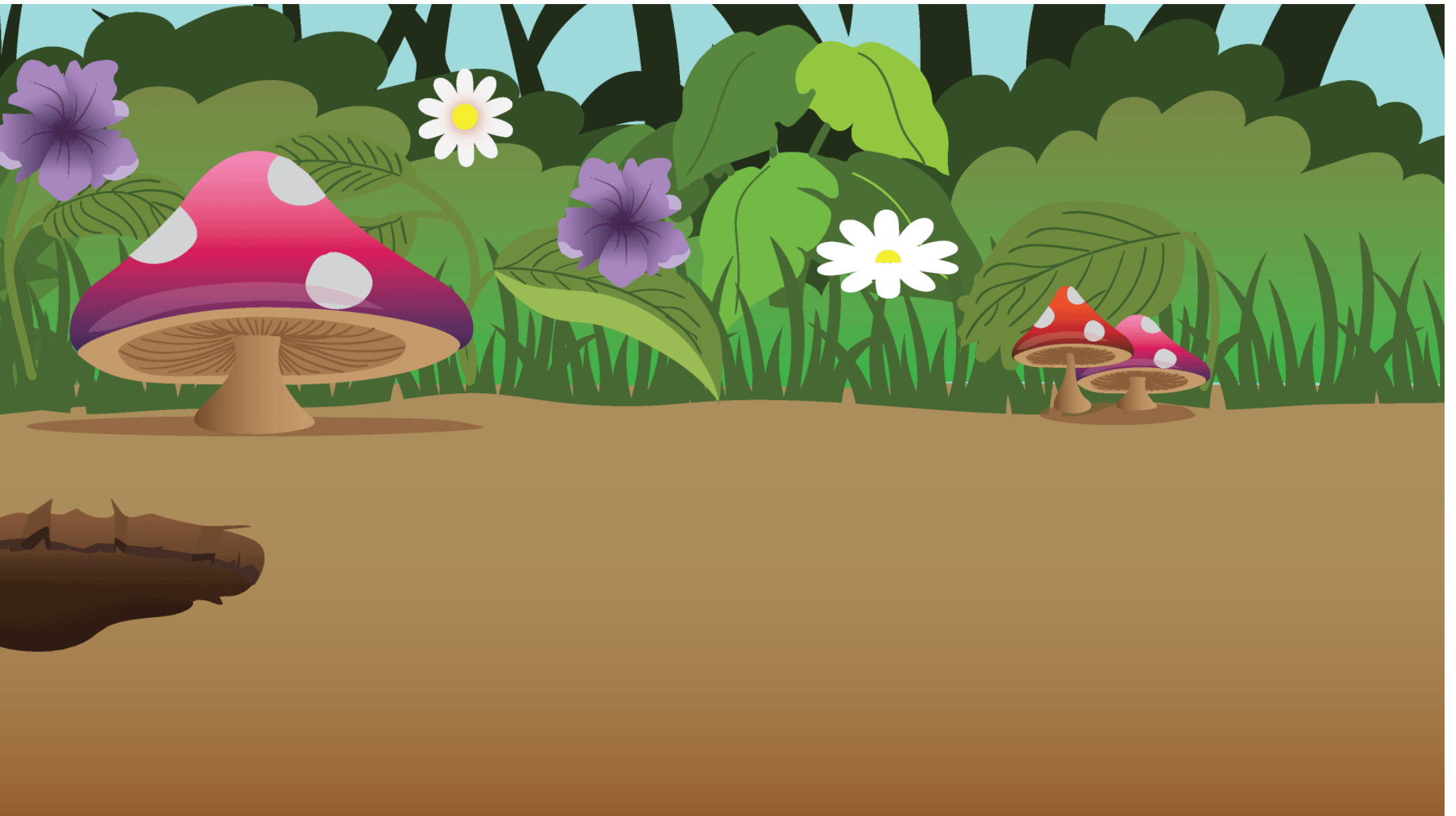
The idea of the game was that the grasshopper had to jump to avoid pits in the ground and to collect rewards that hung mid air.



Image 15. Sketch of the background



Image 16. The rendered background



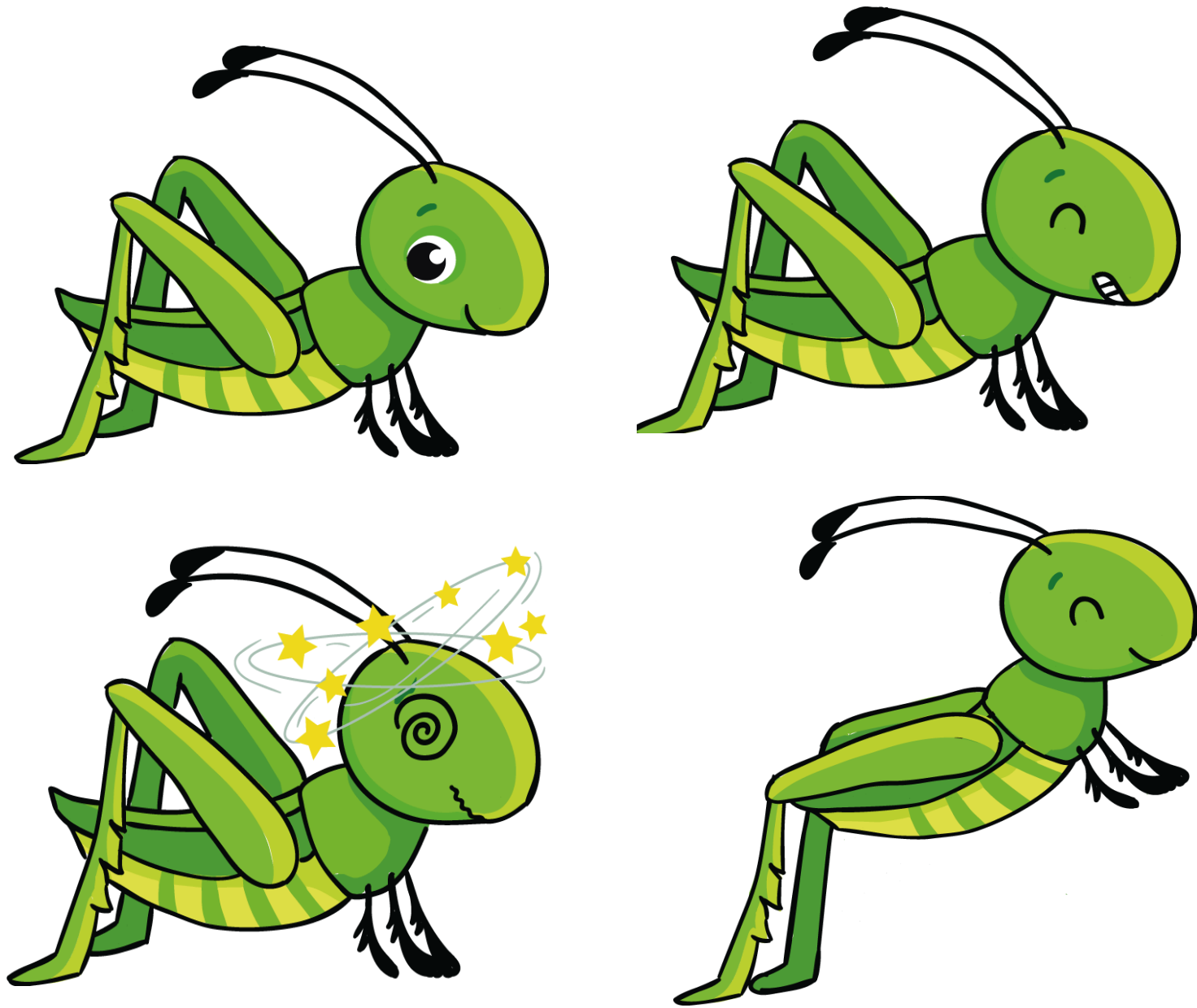


Image 17. Frames of the grasshop-



Image 18. Additional assets for the activity

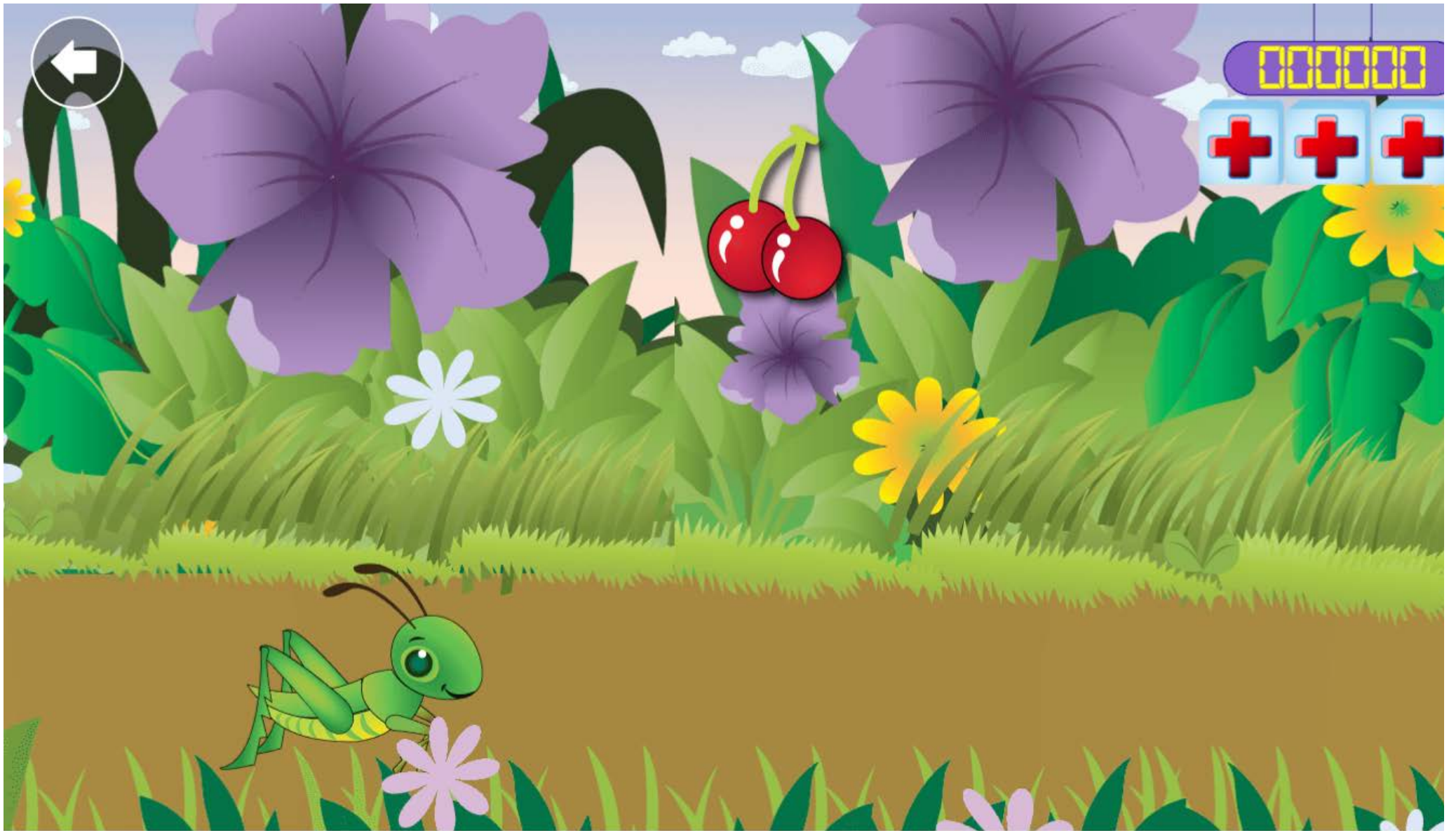


Image 19. Screenshot from the activity

Activity Q

The team was looking for a feminine game to engage girls and we came up with a dress-up game.

The game involved dressing up a queen with different hair-styles and jewellery options.

I made sketches for the same. The game initially involved a collection of clothes which had to be removed as including them meant the character and the jewellery got reduced in size.

I referred to some princess and dress-up games for the background and the character and assets.

This activity took a lot more time than the others as the number of assets to be created for this activity was too many.



Image 20. Sketch for the activity

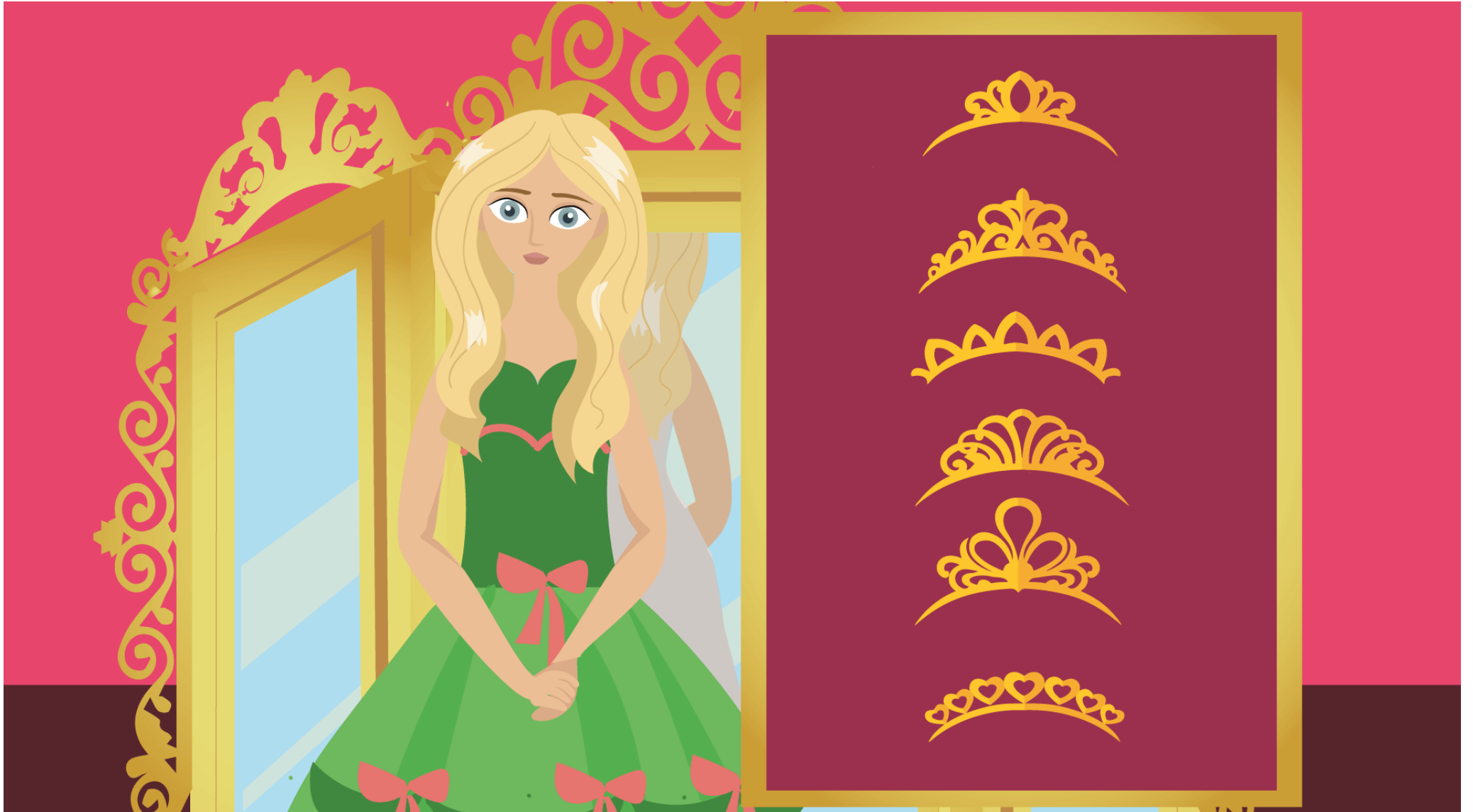


Image 21. The initial render



Image 22. The background and the Queen



Image 23. Mockups for the menu



Image 24. Jewellery and hairstyles



Image 25. Screenshot from the activity

Conclusion

This was my first experience working at a design studio and I realised the effort that goes into perfecting the little details.

It taught me to pay attention to small details and the importance of precision.

I also learnt how assets had to be created and broken down to be able to animate them which were different to creating vector illustrations.

I also improved my skills in adobe illustrator.