Wawa Li
Progress Report - Stardoll (proj. 2)

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(Wawa) Wan Hua Li Always funny looking at projects I've spent a fair bit of time on, I don't always have a lot of new stuff to say outside the conversations we've already had, but curious to see where this landed. Blabla hannah montana indeed. Nice to finally hear the music. Okay so it's pretty much what I remember, which is totally fine. A lot of the pieces are in place and thank got I understand what it's meant to be about because the prototype obviously is a little... different in terms of all the placeholder images etc. Gandalf, KISS, flowers, you know. I do think it's a pretty great prototype in terms of achieving a lot of the stuff you need for a game/experience like this. Love the idea of Cantonese Opera + Rock and Roll. In the proposal's design discussion I do miss some sense of the specifics of interactions and what will be possible in the program, it largely talks about things in terms of aesthetic reference points rather than particularly what your thing is going to do/why it's going to be interesting. Okay but then you get onto it a bit more in the technical section. There's not a ton of discussion of specifically how to accomplish the goals you list in the technical challenges other than a quick mention of mousePressed() - would have liked to see some of the evidence of your technical planning for the different elements, but it's good to see there is a plan in terms of what to do. The big thing I miss, I think, is some sense of the desired user experience outside "make a doll and that's that" - it somehow seems rather uncomplicated, like you're not necessarily leveraging the mechanics in as funny a way as your desire for lightness expressed in the proposal would suggest. I think there's room to be more sophisticated with this kind of thing (maybe it can be in the language that pops up in different situations, or something else). So I think it's a strong prototype and I like a lot in the proposal too, just wish there were one extra level of thinking about what this means and how you want the audience to receive it, what it "means", especially with such evocative starting points.

So in thought back to the review, I have refined my intentions to :

I am attempting to create an alternative and interactive showcase platform for us, fashion artist since reaching out to magazines seems to be gate kept by higher powers. For gamers, it falls into the niche of Make-Up games, for fashion people it's just an interactive lookbook.

Additional research : https://www.crazygames.com/t/dress-up

So now the game :
- Loops with a Replay
- Not a story with an end anymore since it's a lookbook, but credits
- Brush Drawing option is cancelled because there are too many mousePressed options and I can't « pause » the brush (been told it was more complex that it seems
- Music Pause/Play
- A PNG Saves, generating materials

I need to get into visuals to be inspired with new technicalities.

To-Do:
- Visual : prototype make-up and hair
- Music
- Font research
- Hide function to allow a saved image without all the other wigs
- Offset on dragged options
- Recenter elements on canvas (maybe define with width/height to adapt to liquid graphic design reality)
- Hover over messages (narrative)
- What is this editorial about? New story adapted with the new context