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Proposal Document   *Cart-263-2234-B*

PROPOSAL: FINAL PROJECT
The Ultimate Not MS Paint

Part 1: The Vision

The overall vision I have for this final project is taking my Ai Jam submission that I really rapidly made and pimp it up! Really shortly, the jam was basically offering a bank of animal words that the user could say into the mic and the program would draw it using the doodle bank provided by ml5.

First off, the protype I made looks super bleak and bland, so one of the first things I would like to do to it is make it more aesthetically pleasing. The way I'm planning on doing that is by either following a throwback theme to MS paint by following the overall layout of what it used to be. For instance, the tool bar being somewhat similar. I'm also thinking of following those old kid-painting games that you find online on game websites (I've linked images below of what I'm talking about). I want to make the program more theme focused by making it prettier but almost kitschy or retro. Also, adding a title screen to create more immersion will be a thing.

Now, another thing I would like to update in this prototype for my final project would be adding a colour element to it. By that I mean letting the user choose the colour in which the animal is going to be drawn. More colour equals more fun! I would basically like to add a whole "pen customisation" feature to the program to make it more interactive and again adding onto the aesthetic element. Something like changing thickness of the strokes is something I would like to achieve. If and strongly if I have the time to do so, I want to include Easter Eggs in how if you maybe click on certain colours something weird happens. //Maybe on Easter themed colours the cursor becomes an egg or something since it's around that time this project is submitted?//

Honestly, I believe the way this project will be fun/unique is that programs like MS paint or painting games never really used Ai in them which is what I'm doing. Funny side note to explain the inspiration a bit more for this project, I'm also not that good at drawing/sketching. So, I find it kind of ironic I'm doing a drawing game which doesn't make you draw at all which kind of represents me in how I always try to avoid drawing.

Part 2: Technical Plans

1. *To make it prettier*
   The main way I'm planning on playing with the theme of the program is mostly messing around with the HTML and CSS portion of the code. I already meddled with both of these in the original protype of Ai Jam but only for it to look super basic and boring.

2. *Adding more elements and features*
   For adding a "colour choice" option to the program I will mostly deal with Javascript or even some P5.js just because it's purely event-based actions.

Part 3: Technical/Major Challenge

Challenge 1:
- Intertwining CSS, HTML and Javascript/p5.js
  I'm not an amazing coder so just meshing all of these together to create a functional program will be a challenge for me. I think CSS especially will be hard for me because I'm still fairly a beginner with it and only made VERY SIMPLE websites with it and never an interactive "game". Even doing the prototype was already challenging enough.

Challenge 2:
- The pen features. I'm honestly clueless on how to approach being able to customize colours and brush strokes especially with programs like ml5. I remember how much of a pain it was just to get a stroke to work on the prototype and now I'm adding more stuff to it.
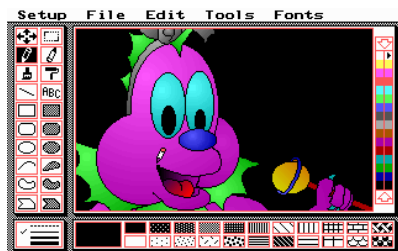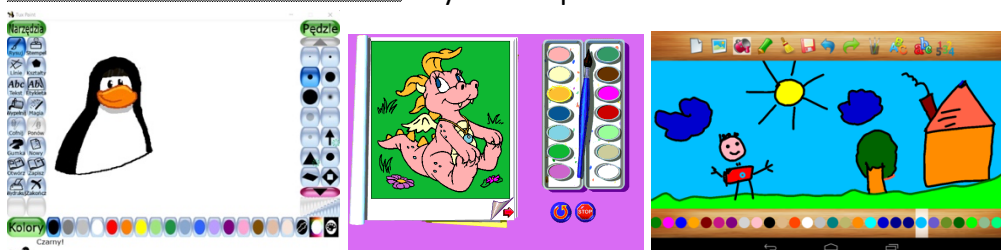
Part 4: Concept Art/Inspiration I'm Using
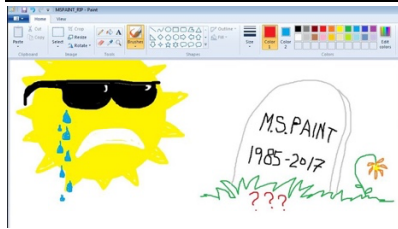
I want to follow the toolbar concept here

Love the garish colours here

Maybe do a pixelated theme for that retro vibe?

What the prototype looks like right now (ew). No color, no spice.

Easter inspiration for "Easter Eggs" in the program