**Title**: Child’s dress up game using vector graphics and JavaScript

**Summary of your project**: I will be creating a child’s dress up game. My main character will be a teddy bear and my audience will be able to choose his outfit – shirt, pants and shoes! Using Adobe Illustrator I will design my character and his wardrobe. I will then store his entire wardrobe in a self made API that I could pull from. My audience will select his wardrobe, when they select and article of clothing I will have some sort of indicator that it was chosen. When­­ the entire outfit is chosen, the ‘Dress’ button will be clickable, and once it is clicked a curtain will come across the screen and when it leaves the bear will have a new outfit. Then there will be another option to try again. I will use Illustrator, HTML, CSS and JavaScript to do this.­

**Justification and Professional Goals**: I have fallen in love with designing these past few semesters, however I would still like to practice and showcase what I have learned in coding. Through this project I will be able to demonstrate both skills. I think it will push me to learn more and refine my skills, but I also think that it is an attainable goal that I am excited about. I think it will also give me a chance to show what I have learned about web layouts. In the end, professionally I would like to do graphic design for a company, but if I have basic coding skills I think that it would make me more marketable.

**Timetable**: I will spend the first 3 weeks of the semester designing my main character and a few outfits, then I will spend a week or two creating the API and the basic HTML/CSS for the page. I will then work on how the user will choose the outfit and the curtain animation. And then I will work on changing the outfit. I will only start with a few outfits so I do not spend too much time designing. Once I get the entire process figured out I can add more outfits. I intend to spend about 7-8 hours a week on this project so I can be done by the beginning of December.