FIT2092 Assignment 3

Meem it! - Useless web toy

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Clearly state the web toy's target demographic and purpose

The toy's target demographic is people between the ages of 12-30 who might be interested in playing an online skill based game, or have played games similar to bop it before. Of course, people who enjoy memes will also like this toy and I see it as a way to kill time at the office or at home, since it can be kind of addicting trying to beat your highscore.

Provide instructions describing the interactions required and the expected result

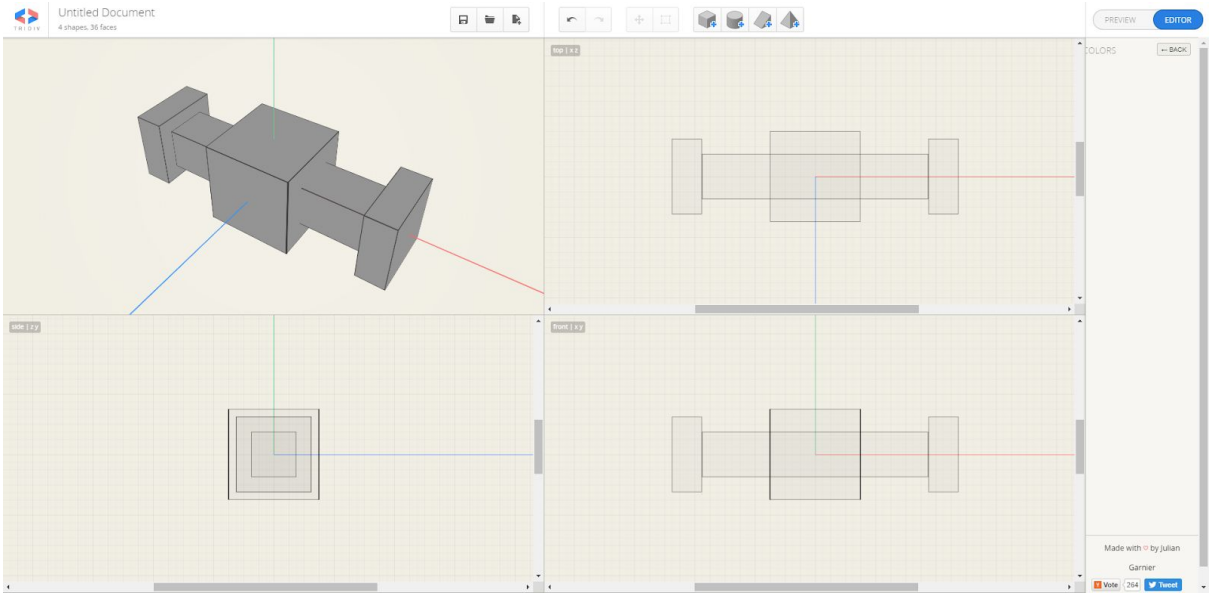
The game will call out an instruction for you to do and you must press the right button before the timer reaches zero to get a point. The user can press buttons by rotating the toy with their mouse and pressing the mouse button. Upon pressing a button a sound will play and a different image will be displayed temporarily. Pressing the wrong button will cause a game over. The buttons and instructions are initially colour coded to help the player understand which buttons to press but the colored instructions will disappear after 7 successful button presses. The timer will keep speeding up the more points you get to increase the difficulty.
The buttons are as follows, just in case:
Bork it - Red - The Dog
Doot it - Yellow - The skeleton
Punch it - Blue - The 3D roblox guy
Play it - Green - The bongos

Examples of different resources that you have used in your research and development

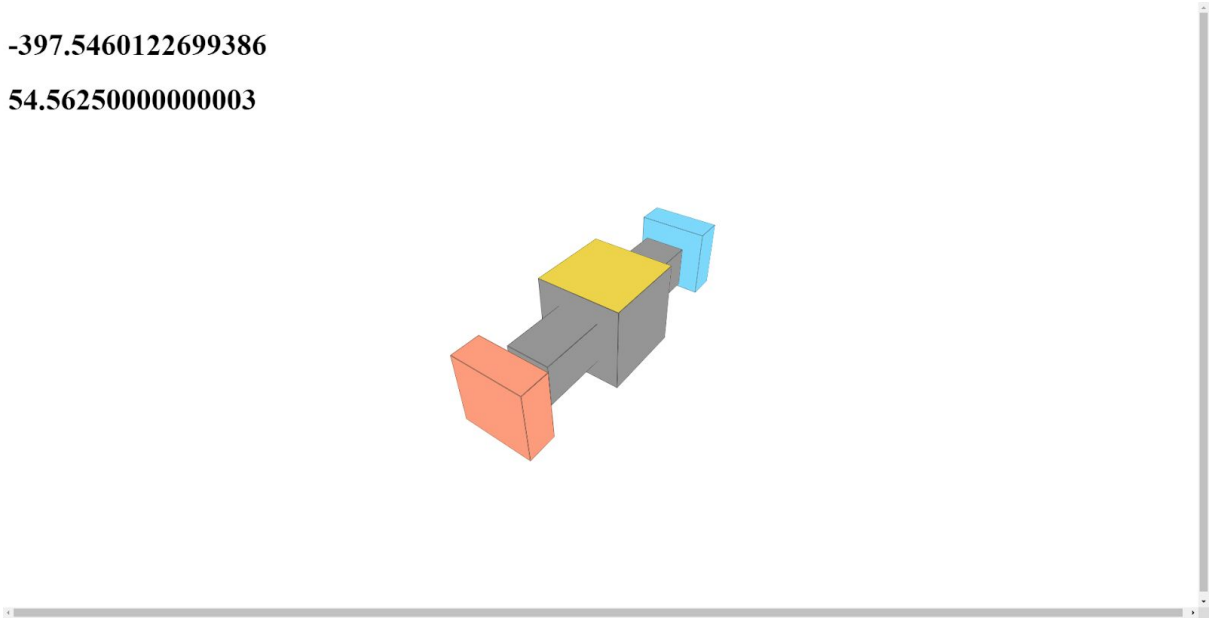
I was originally inspired by the custom maps for the game Counter Strike that test your skill by having random targets appear in front of you so that you have to swing your mouse around. I really liked the idea of having to move your mouse around a lot to try hit a certain target, I then remembered playing bop-it as a kid and really enjoying it so I combined the two and added in memes since it'd be pretty boring otherwise.
Tridiv was also really helpful for the initial 3D layout and development since doing everything manually is a huge pain with 3D css and it let me prototype different designs really fast.

Visual records of the evolution of the project's design and implementation

Blocked out the basic shape in tri-div, an online 3D css editor



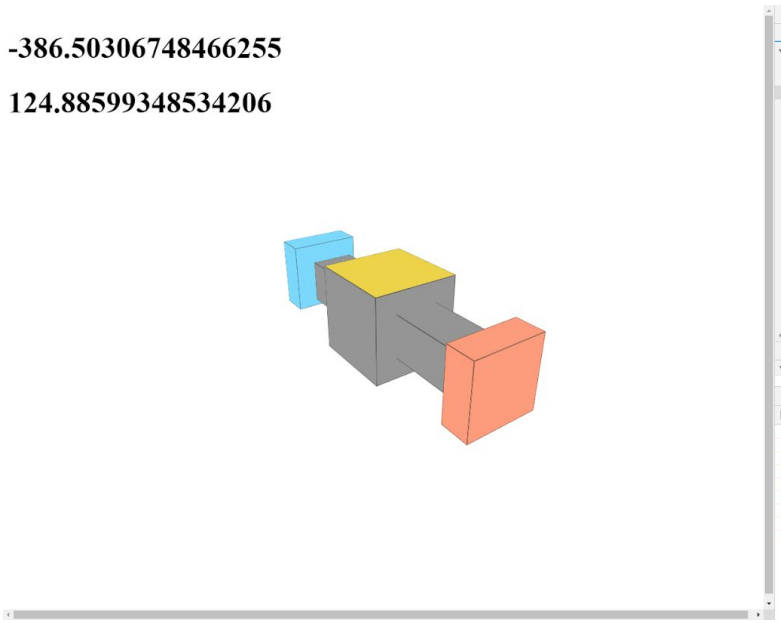
Color coded the faces for testing, as well as printing out the X and Y angle for debugging

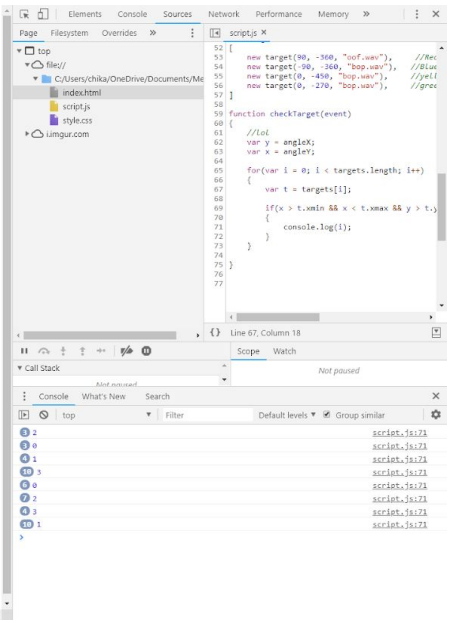


Testing each face works by checking if the current X and Y angle is between a threshold

-386.50306748466255

124.88599348534206





Implementing a countdown timer and call outs, as well as score

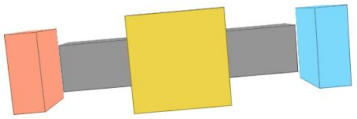
-455.3374233128834

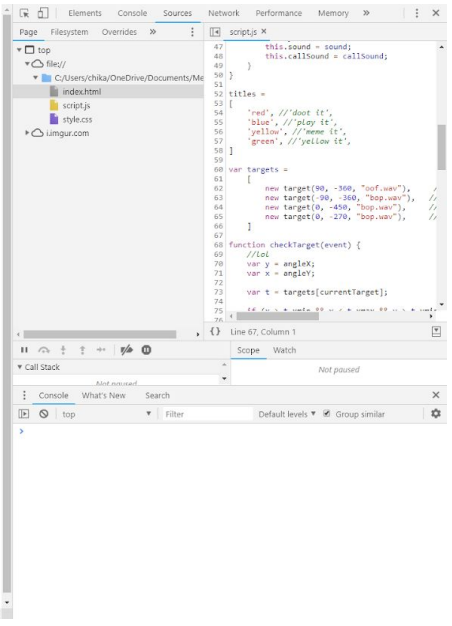
4.983713355048849

10

99998699

yellow





Adding in the different face images, decided to keep the colours

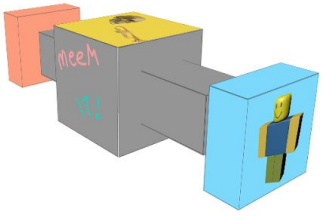
-379.1411042944785

-51

1

-50

green



More faces, updated logo

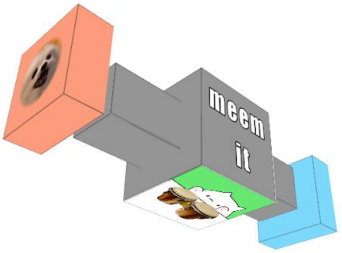
-330.1840490797546

46.12500000000003

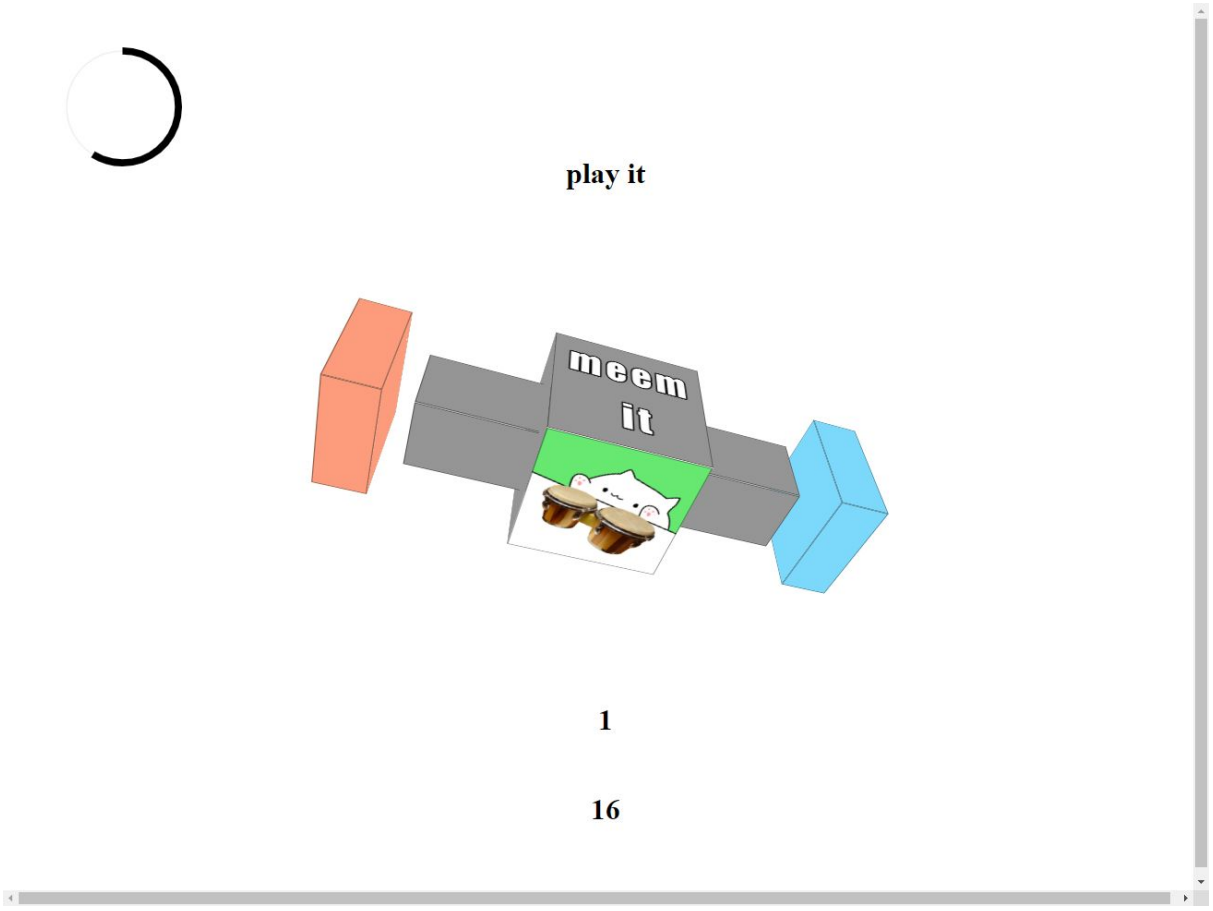
1111

-50

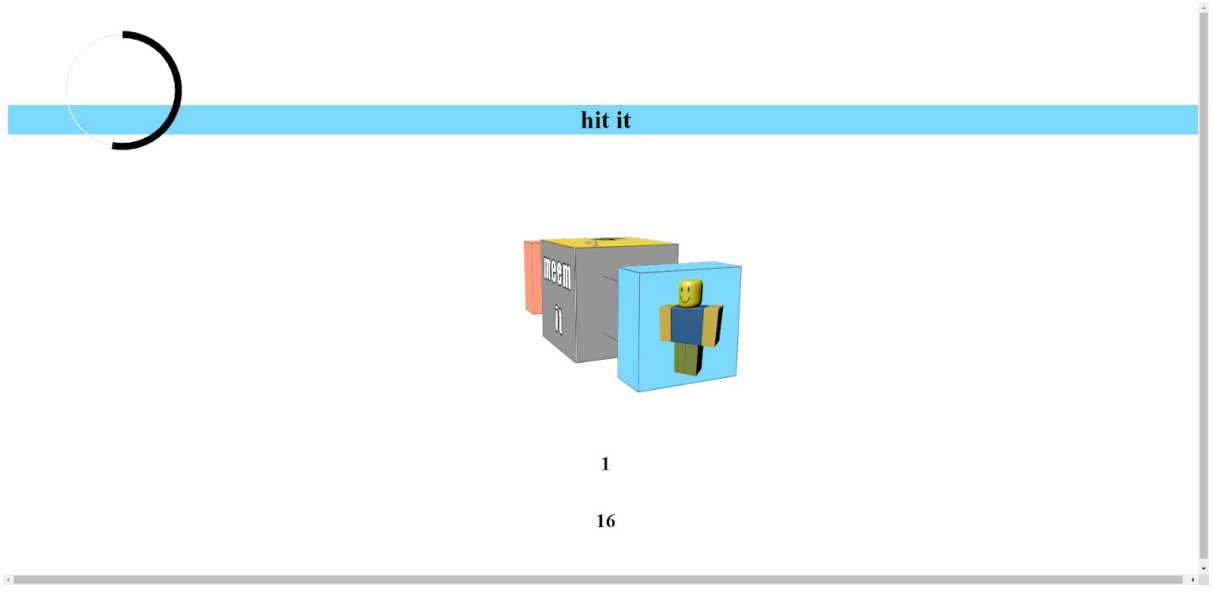
play it



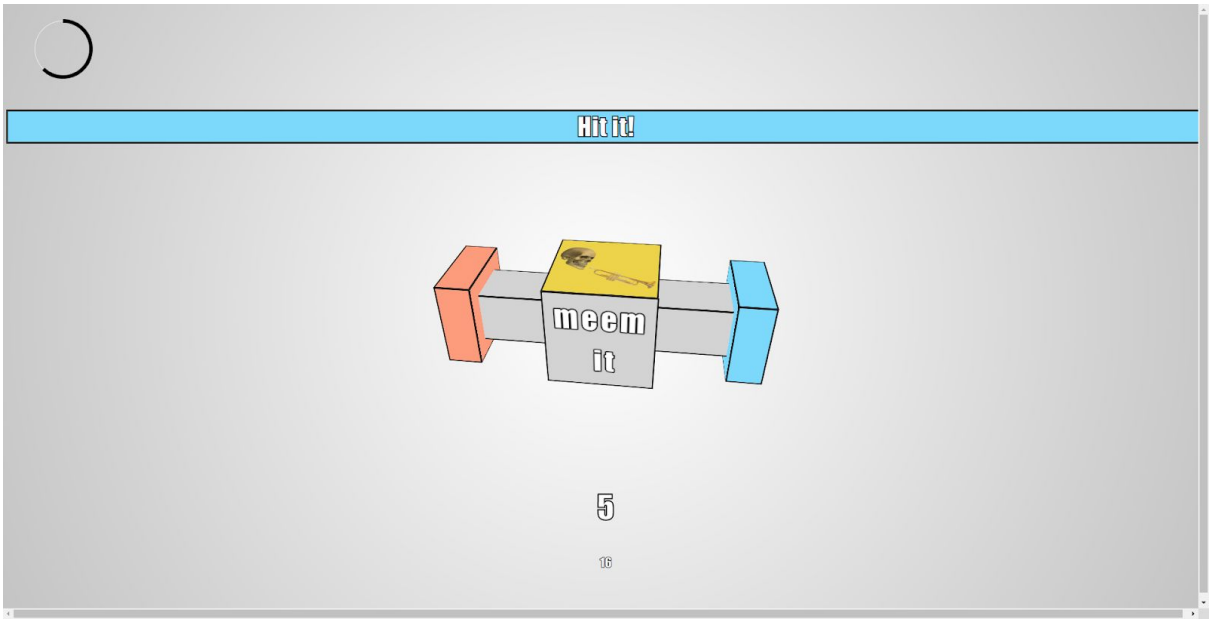
Clean up UI and add progress bar



Added in colours for instructions, I didn't originally intend for the line to extend across the screen but I really liked the look of it so I kept it.



Make progress bar smaller, add in impact font and outlines, change toy body colour to fit pastel colours more, increase box shadow on 3D edges, add radial gradient background to draw attention to toy.



References for any online tutorials used
I didn't follow any particular tutorial but I did borrow some common code from places like http://www.vcarrer.com/2010/05/css-mini-reset.html for the CSS reset and https://stackoverflow.com/questions/3273552/html5-audio-looping for the audio looping code. I also hate jquery so I had to look up a lot of common jquery functions in js on MDN on W3Schools. The loading bar was done with this library.

References for all non-original online assets used, including: media, code, and fonts
Home made oof by Thedavedude
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https://freesound.org/people/Thedavedude/sounds/438912/
Used when the user presses the punch it button

Bongo1 by stomachache
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https://freesound.org/people/stomachache/sounds/29801/
Used when the user presses the play it button

Trumpet2.wav by Harbour11
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https://freesound.org/people/Harbour11/sounds/194624/
Used when the user presses the doot it button
This clip was cropped to the first note

single dog bark 3 by crazymonke9
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https://freesound.org/people/crazymonke9/sounds/418105/
Used when the user presses the bork it button
This clip was pitch shifted up a few octaves

Trumpet 1.png by PJ, background cropped by EWikist
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https://commons.wikimedia.org/wiki/File:Trumpet_1.png
Used for the skeleton doot meme

3d_skull.bone_coloured_and_textured_3quarter.view by Graeme
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https://www.flickr.com/photos/78221993@N07/7005066973/
Used for the skeleton doot meme

Gabe the dog by Atsuko Sato
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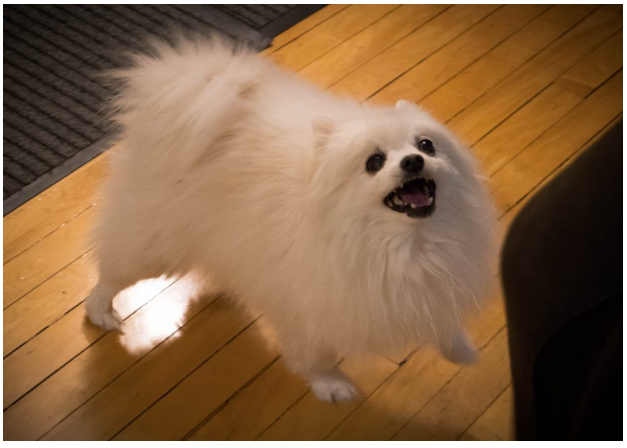

Bongos by obBilder
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https://pixabay.com/en/bongos-percussion-rhythm-music-1661115/
Used for the bongo meme

"Loopster" by Kevin MacLeod
Licensed under Creative Commons: By Attribution 3.0 License
http://Incompetech.com
Used as background music

Game_over.wav by deleted_user_877451
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https://freesound.org/people/deleted_user_877451/sounds/76376/
Used for the game over sound
Mixed together with the start of Game over sounds 1

Game over sounds 1 by afleetingspeck
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https://freesound.org/people/afleetingspeck/sounds/232444/
Used for the game over sound
Trimmed and mixed together for the game over sound