



For the creative exploration piece for my final project, I decided to create a small, simplistic infographic regarding my idea for the end product. Because my design aims to illustrate my final project's "point" through visual means and interactive elements rather than plain text, I figured this was the best approach.

Here we can see the major components that make up the general interactive loop of the project. In order, they are:

1. The Task Window. A small window within the webpage where you are assigned "tasks" to complete. These tasks are often incredibly simple and benign, such as matching shapes, as in the example above. Once completed, you will earn money, which would be displayed elsewhere on the screen, and the next task on the task list will automatically begin.
2. The Task List. The names of all upcoming tasks are listed here.
3. Utility List. This is where you can view a variety of helpful analytical notes, as well as purchase items. Analytics can help you optimize your money-making speed. Some items "upgrade" other elements of the game, usually in completely superfluous ways. Many of the more desirable and useful items are very expensive, and as stated in the Artifact List,

you will very rarely ever be able to afford them.

4. Timer. Measures the day. When the timer is up, you must pay your bills with the money you've earned. If you don't have enough money to pay your bills, then you lose.

5. News Bar. Tells you about a bunch of random shit. Sometimes a random event will occur that causes you to either lose or gain a random sum of money. Otherwise, generally just used for flavor text.

I think this design will get across the monotony and feebleness of modern day work ethic.