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Interaction Design

Mudkip Animation

Over all, this is fun project. I am a big fan of Pokémon and feel really to creat something related.

In this project, I used basic stuff I learned in this semester to create some fundamental faction of Mudkip, such as hover over and insert shape. I really like to unities illustrious and interactive design together, that enable to think design in a different perspective. The easy part is illustrious and the tricky part is to think how to jump out of the way of graphic designer and make illustrious move and have functions.

My goal of this design is kind use my own way to realize a small part of Pokémon's game, which user can interact with Pokémon. And I feel I basically achieve my goal and also add my own style in it. I used key press to move the mudkip and use mouse to interact with the mudkip. The next step may be I will add more inter action and more key control to mudkip and make it look like a more mature game.