

FREEDOM

CONCEPT

CODING

ANIMATION

TEST & IMPROVE



DEZ

JAN

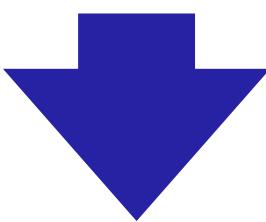
FEB

MAR

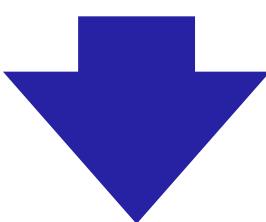
CONCEPT

IDEA

- Storytelling website about philosophy and religion



- Corona measures and freedom



- Visualization of the interdependence of individual and collective freedom

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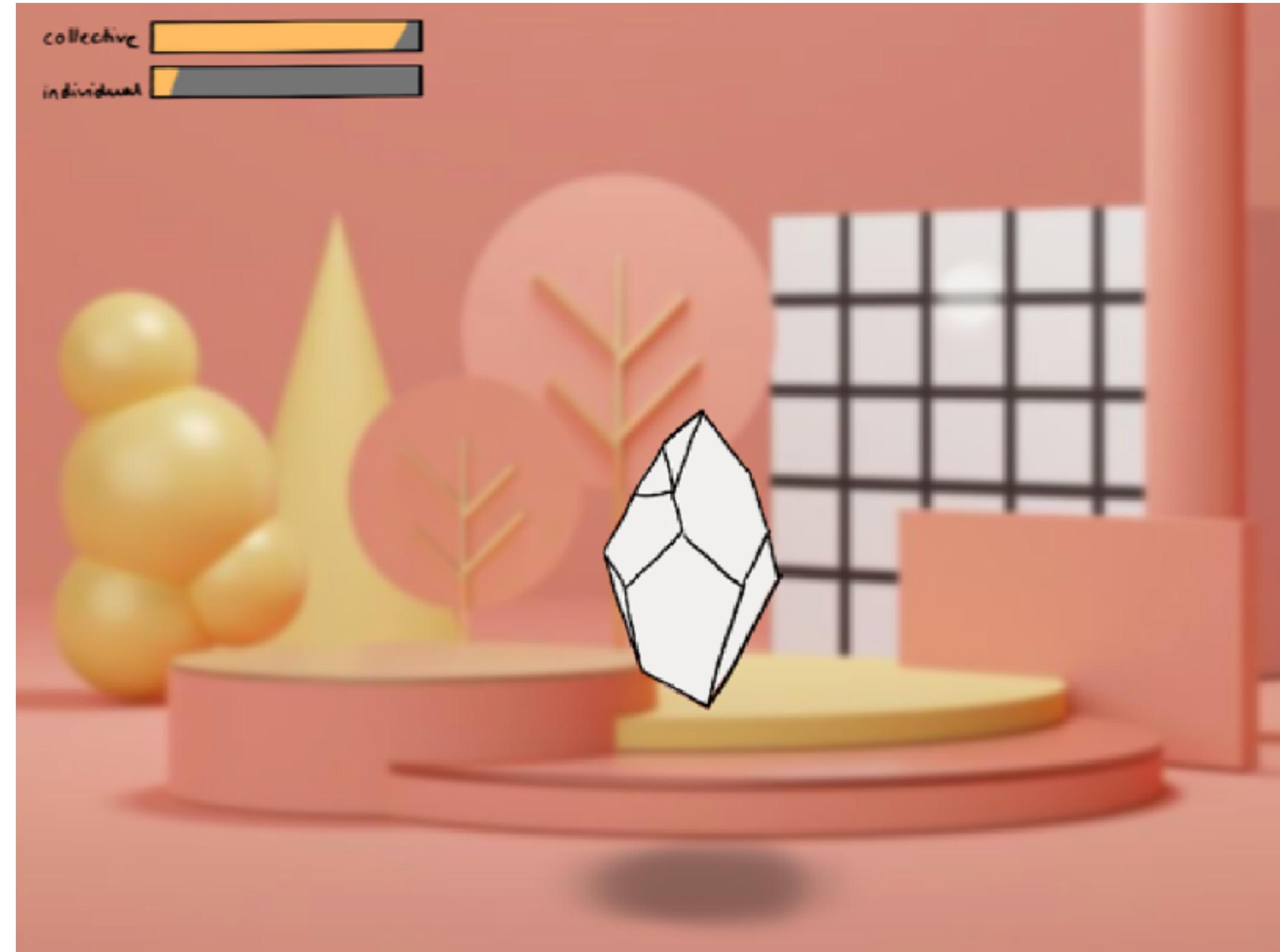
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IDEA

Design should visualize values



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IDEA

Design should visualize values



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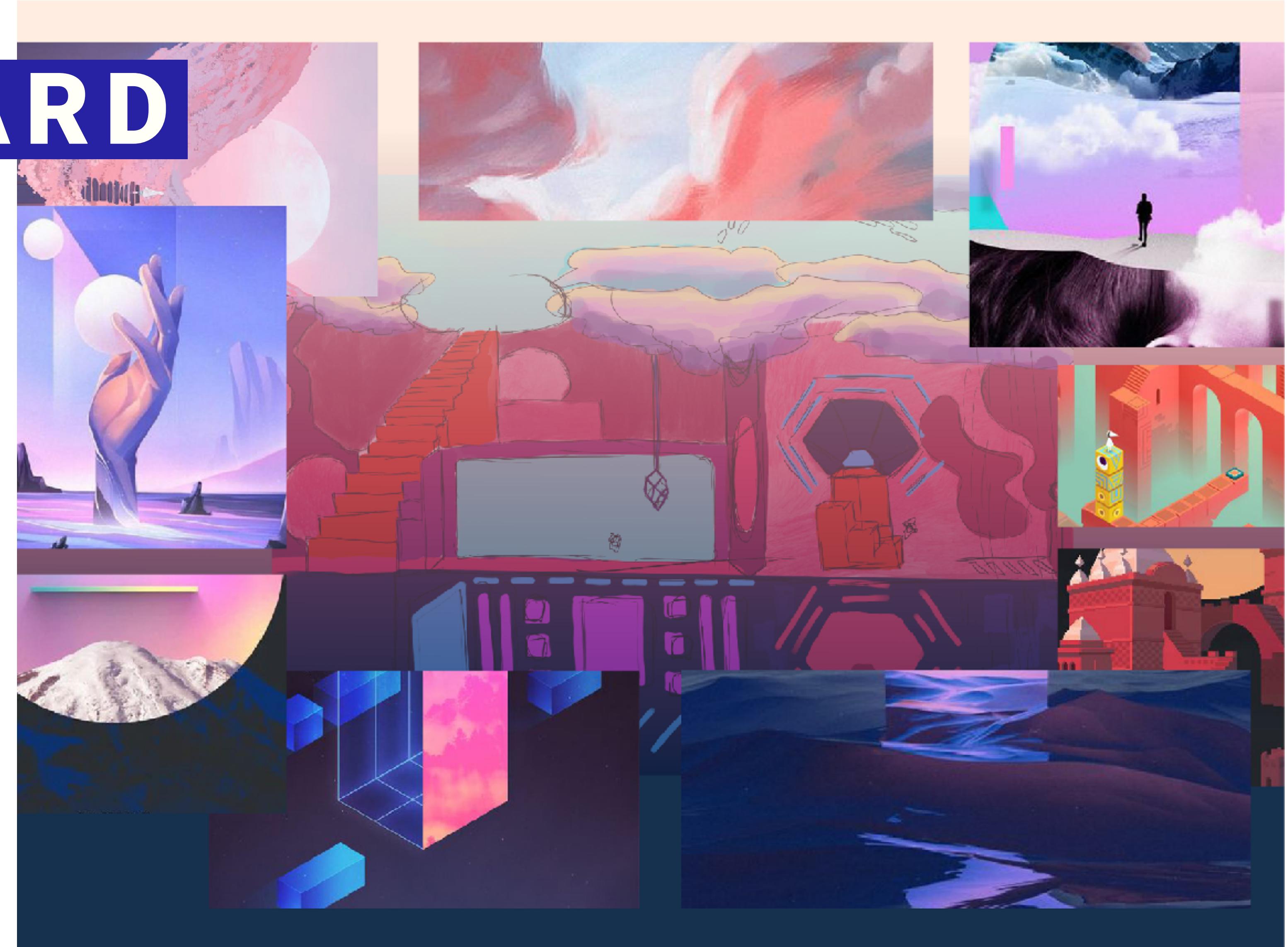
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MOODBOARD

- Dreamy
- Friendly
- Gentle



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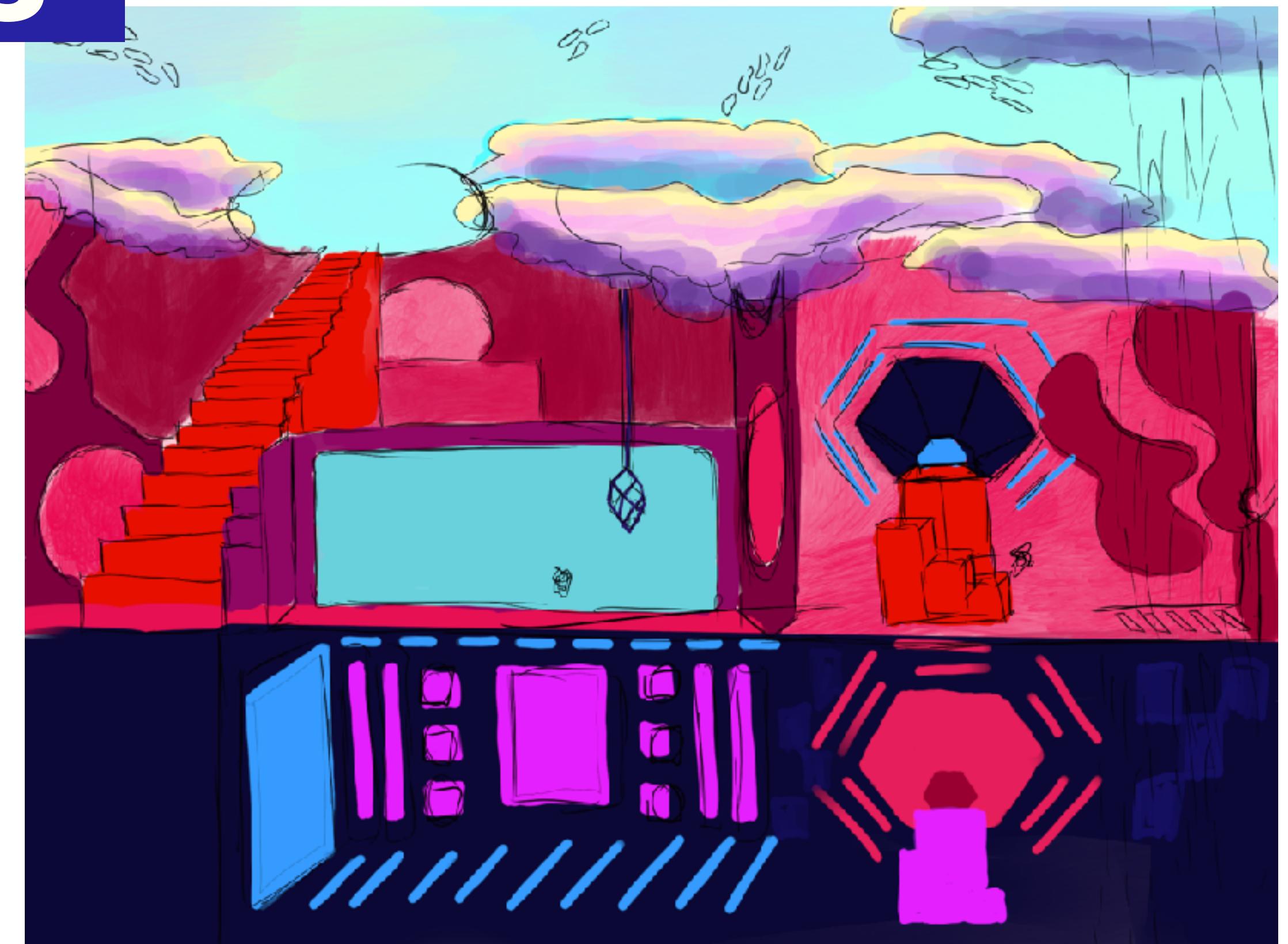
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FIRST SKETCHES



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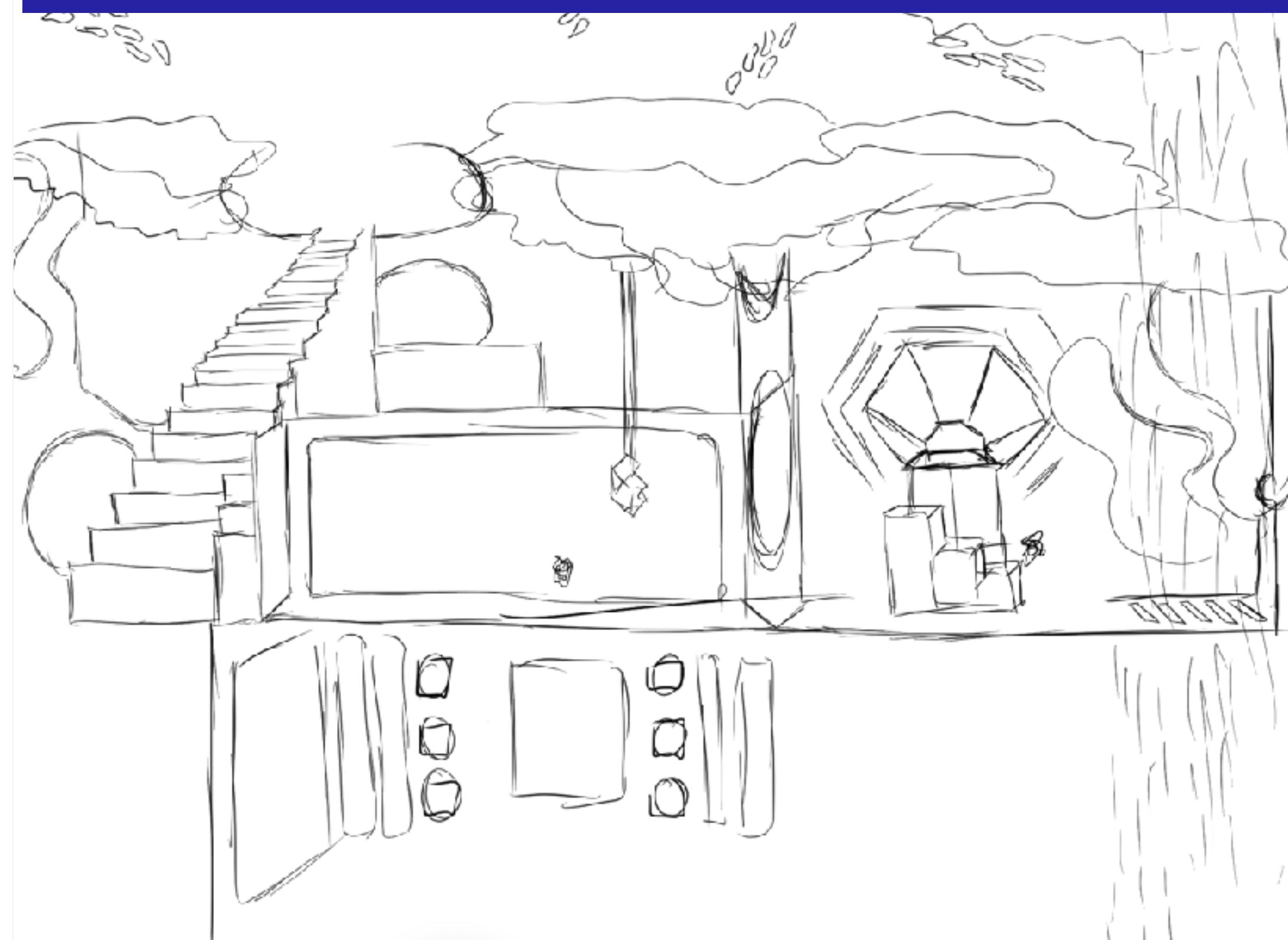
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6 INTERACTIONS



Parameter	Type	Individual Freedom	Collective Freedom	Affordance / Signifier
Mask	State/boolean/true or false	True: - False: 0	True: + + False: -	Mask lifting from the ceiling (just inside) / / Wearing the mask, slowing down player
Distancing	Area around other person, as closer to person as larger the effect	Außen: 0 Innen bis + +	Außerhalb: + Innen bis: - -	Flying area / / Changed mechanics that you suddenly fly
Hygiene	Time value, the longer it has been, the stronger the effect	0	Beim Akt + und dann Zeitfenster steigend bis - -	Rain / / Short popping of the figure in color and size, Intensified rain.
Isolation	Time value, the longer it has been, the stronger the effect	-	+	Lower range / / Shrinking the player to the beach
Single contact	Area, where a boost occurs	+	-	Other people / / Colors, details become more intense
Zoom	Time value, but only above a certain value there is negative influence	Bis 20 sek + Über 20 sek -	+	Screen, zoom area / / Turning on the screen

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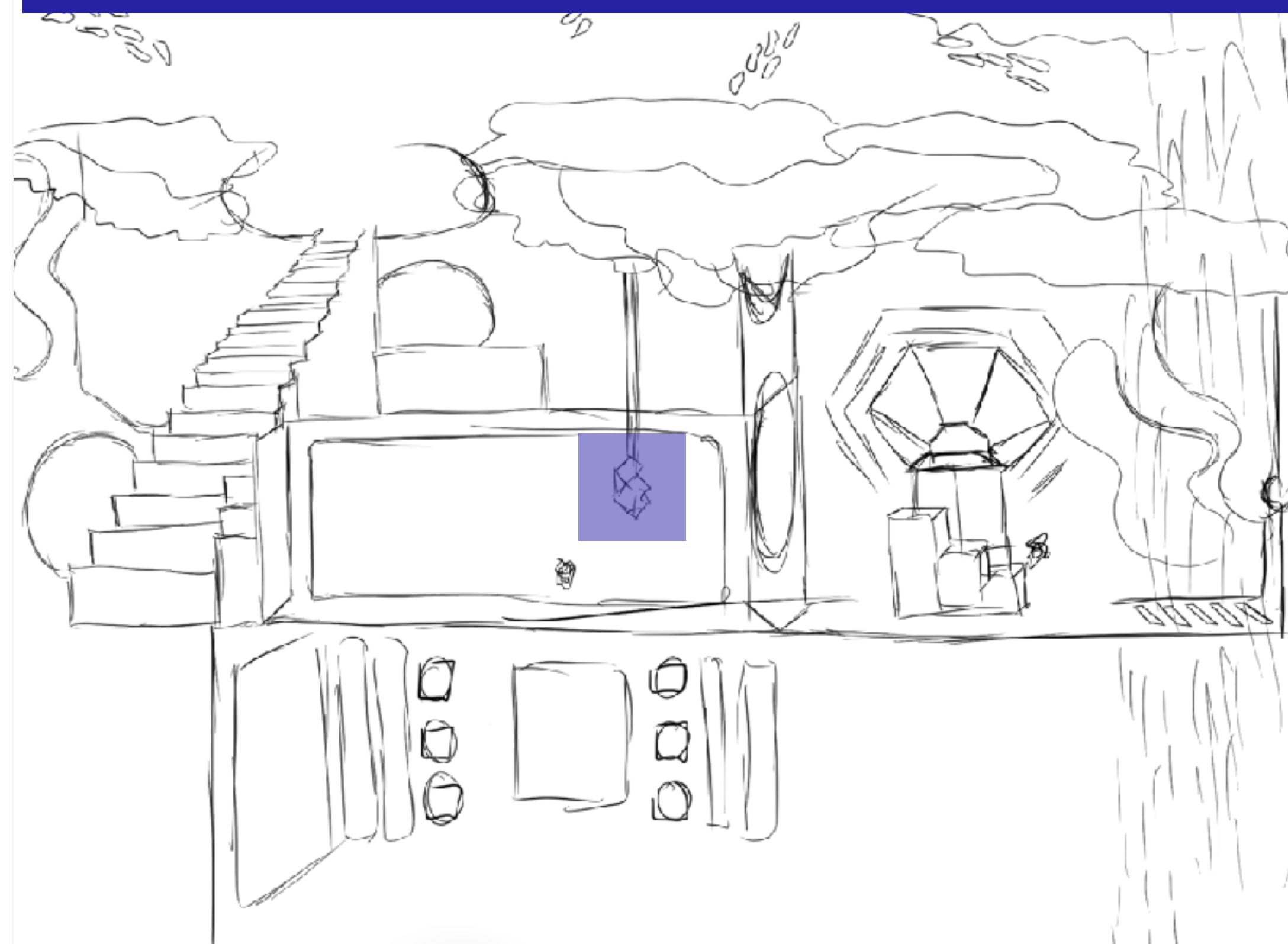
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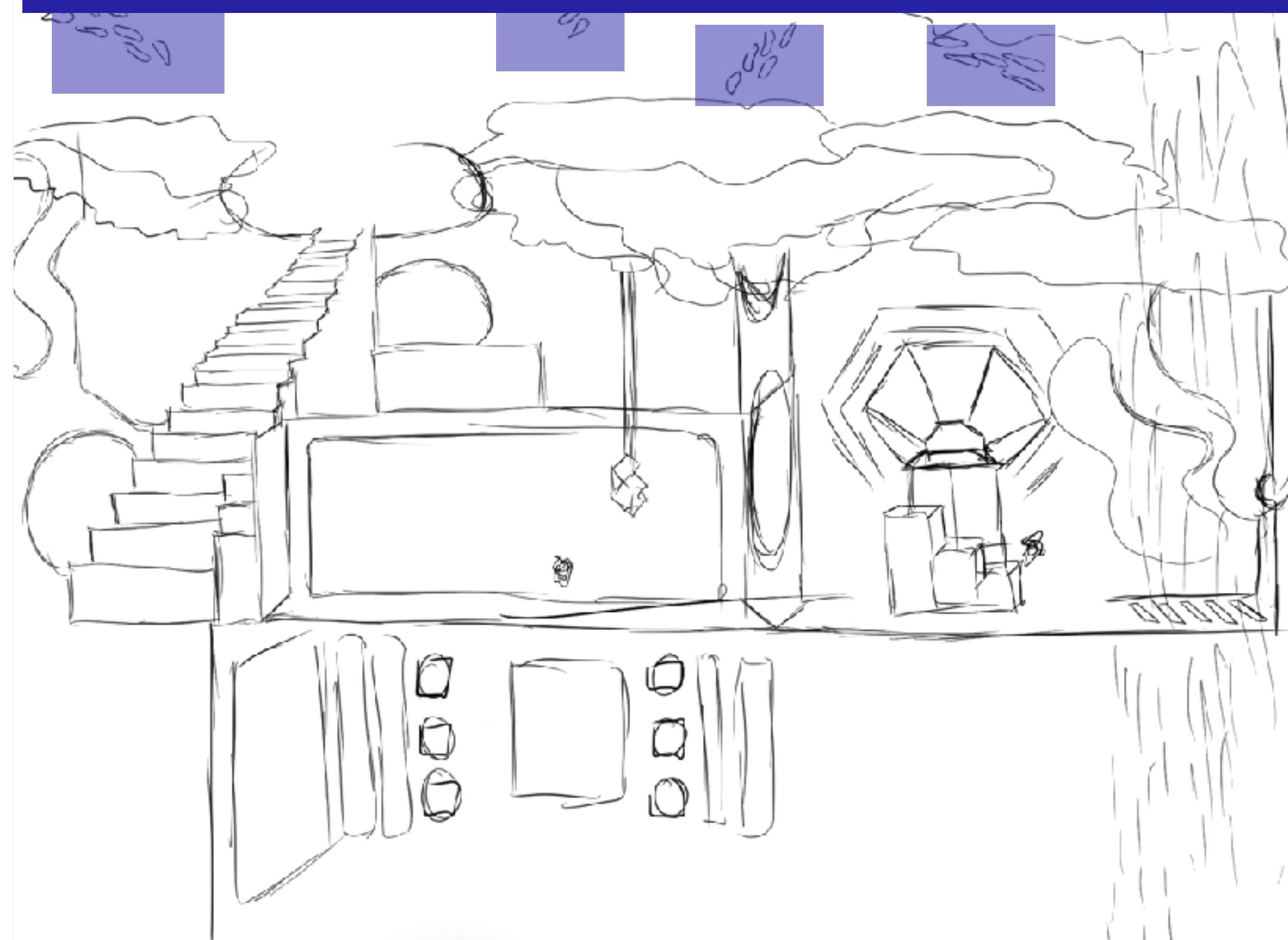
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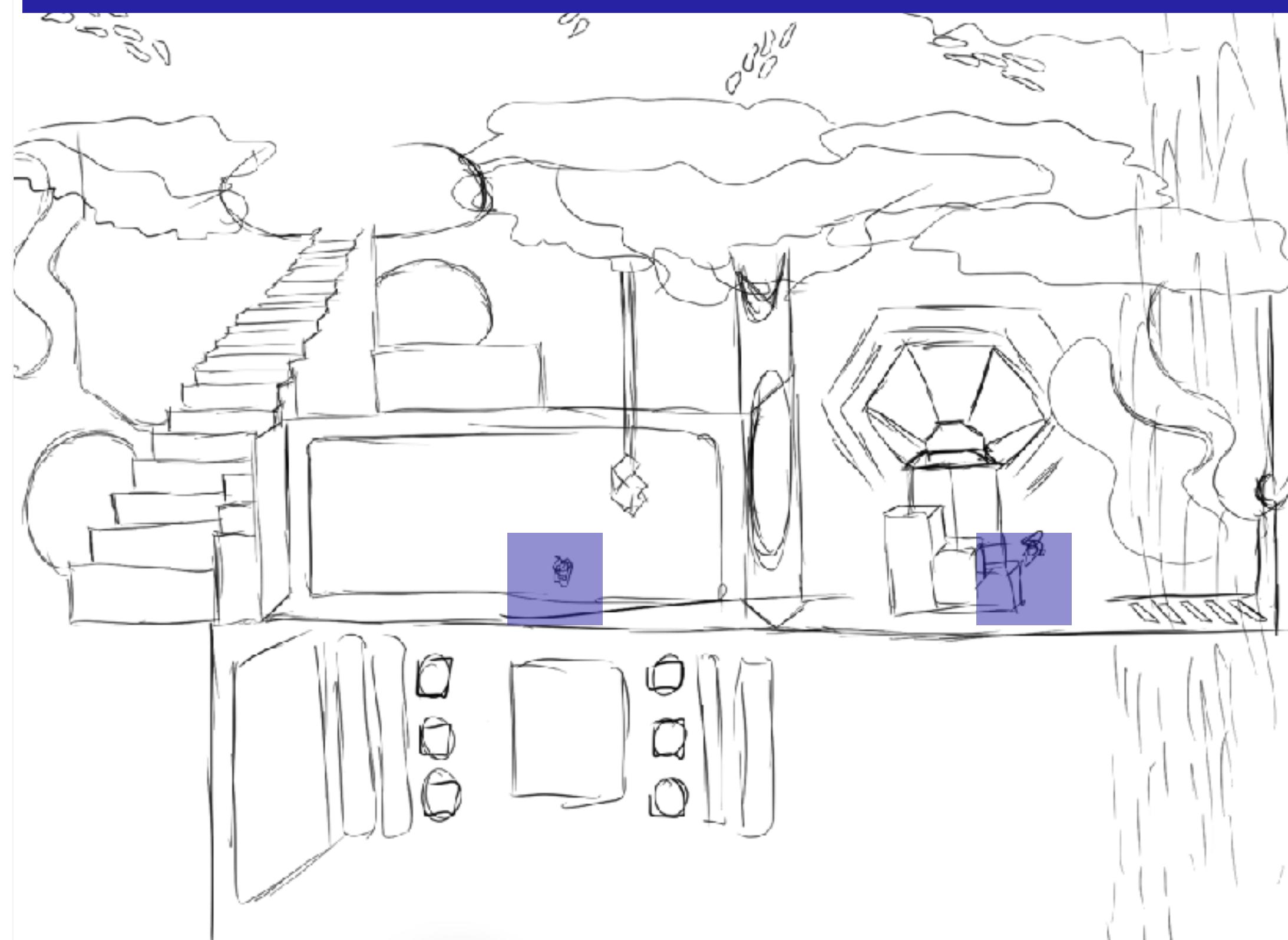
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WHAT KIND OF GAME?

- Serious theme in casual game environment
- Everyone should be able to access the game -> web-based
- p5.play

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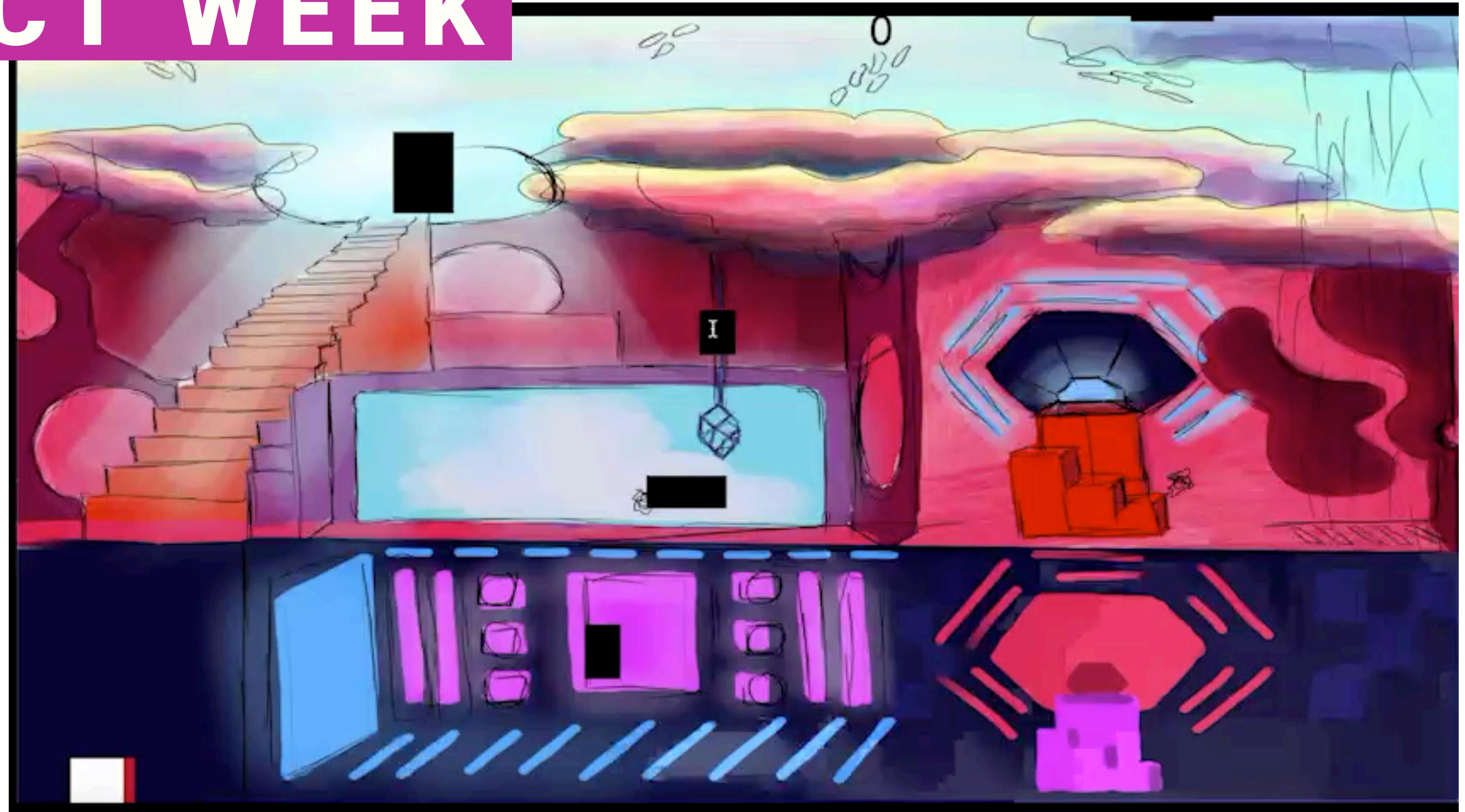
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C O D I N G

PROJECT WEEK

First day of
coding...



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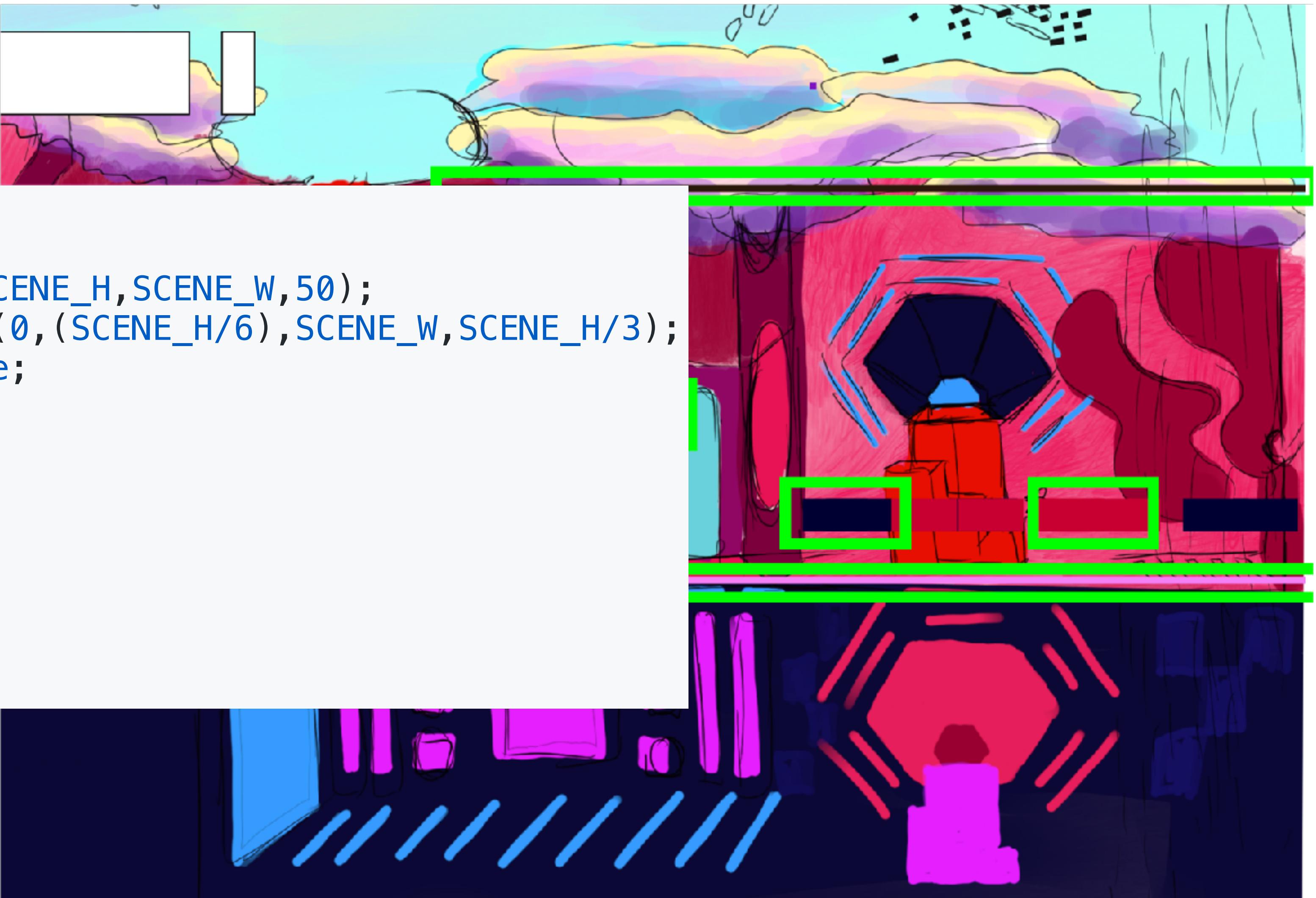
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SPRITES

```
function setup() {  
  ...  
  ground = createSprite(0,SCENE_H,SCENE_W,50);  
  flyingArea = createSprite(0,(SCENE_H/6),SCENE_W,SCENE_H/3);  
  flyingArea.visible = false;  
  ...  
}  
  
function draw() {  
  ...  
  drawSprites();  
  ...  
}
```



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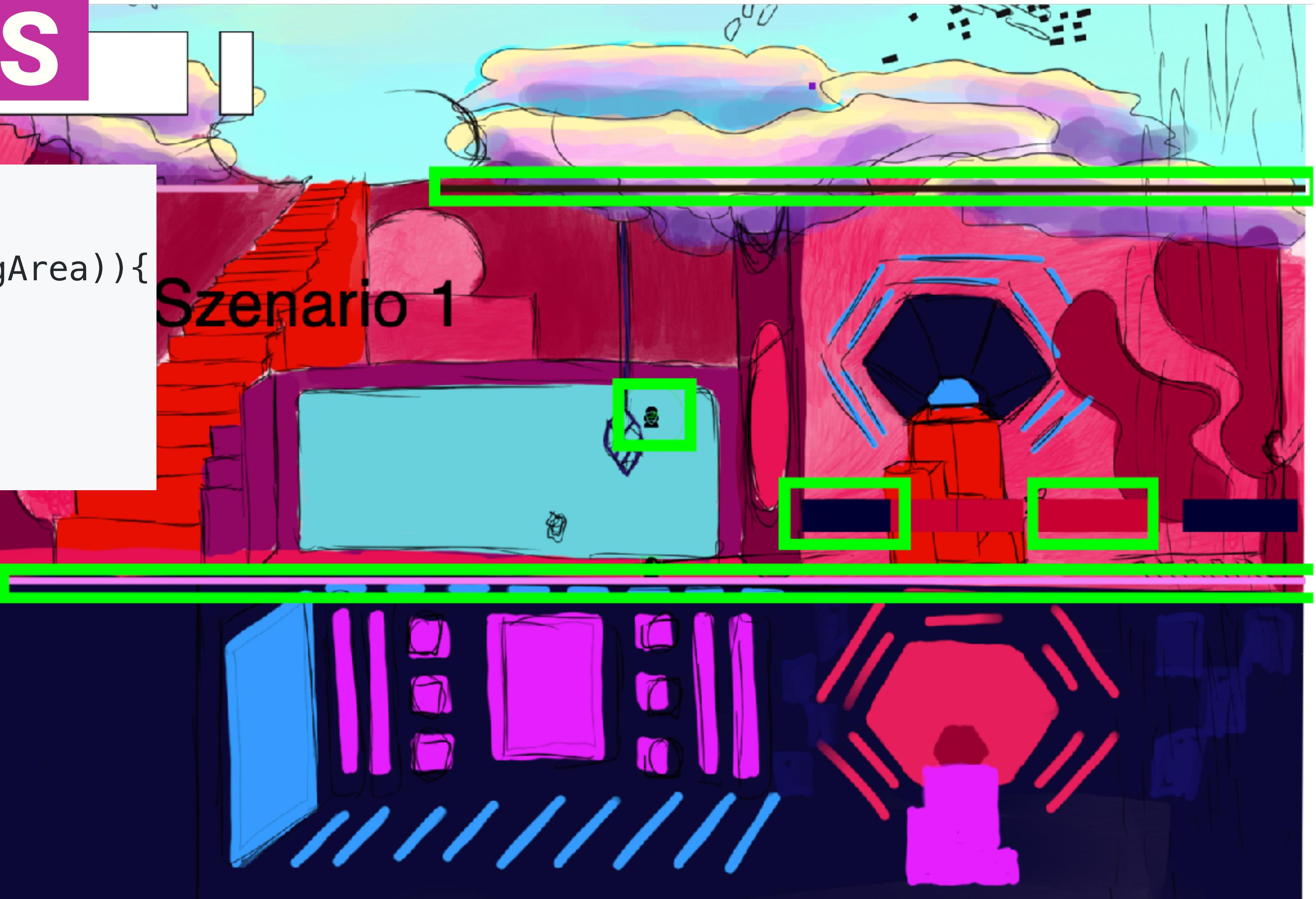
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COLLIDERS

```
function draw() {  
    ...  
    if (player1.overlap(flyingArea)){  
        flying();  
    }else{  
        gravity = 1;  
    }  
}
```



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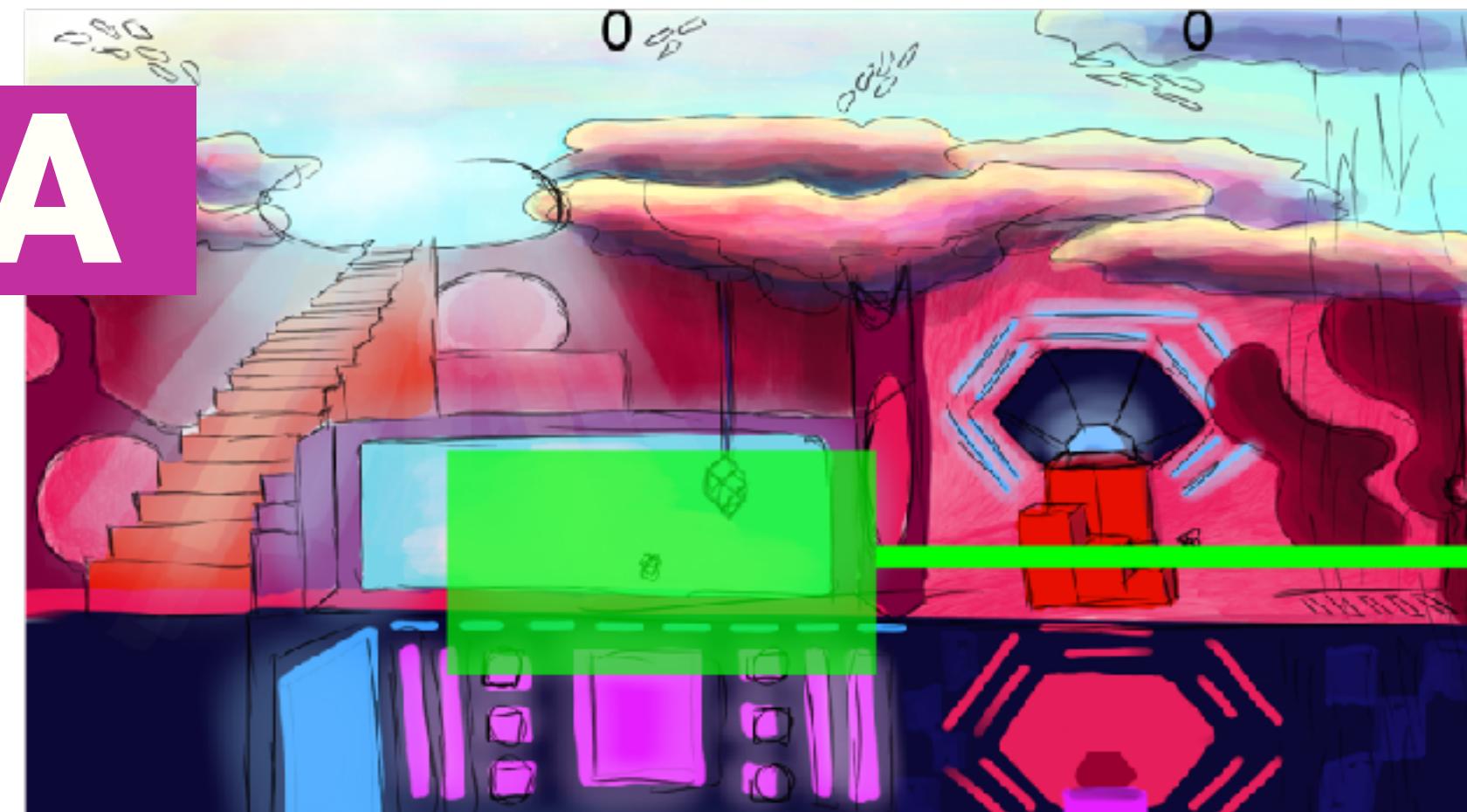
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CAMERA



```
function draw() {  
    camera.zoom = 1;  
    ...  
    let ScreenPlayerRelation = width/2;  
    if (player1.position.x >= EDGE_R - ScreenPlayerRelation){  
        camera.position.x = camera.position.x;  
    }  
    ...  
    else{  
        camera.position.x = player1.position.x;  
    }  
    ...  
}
```



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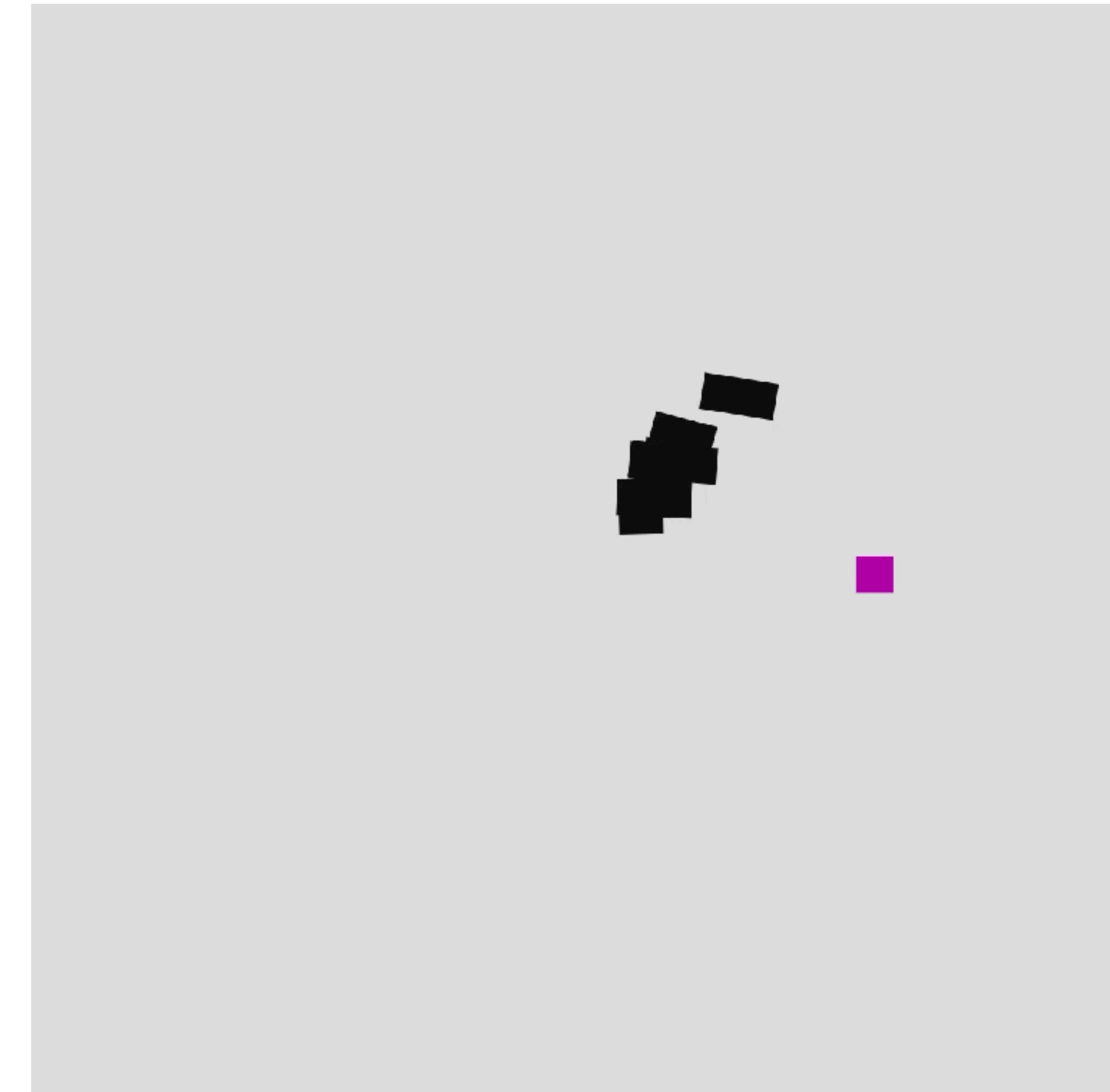
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GROUPS

```
distanceCharacter = new Group();

for (let i = 0; i < 20; i++) {
  c1 = createSprite(...);
  c1.shapeColor = color(20,20,20);
  c1.maxSpeed = 12;
  c1.friction = random(0.05, 0.15);
  c1.rotateToDirection = true;
  distanceCharacter.add(c1);
}
```



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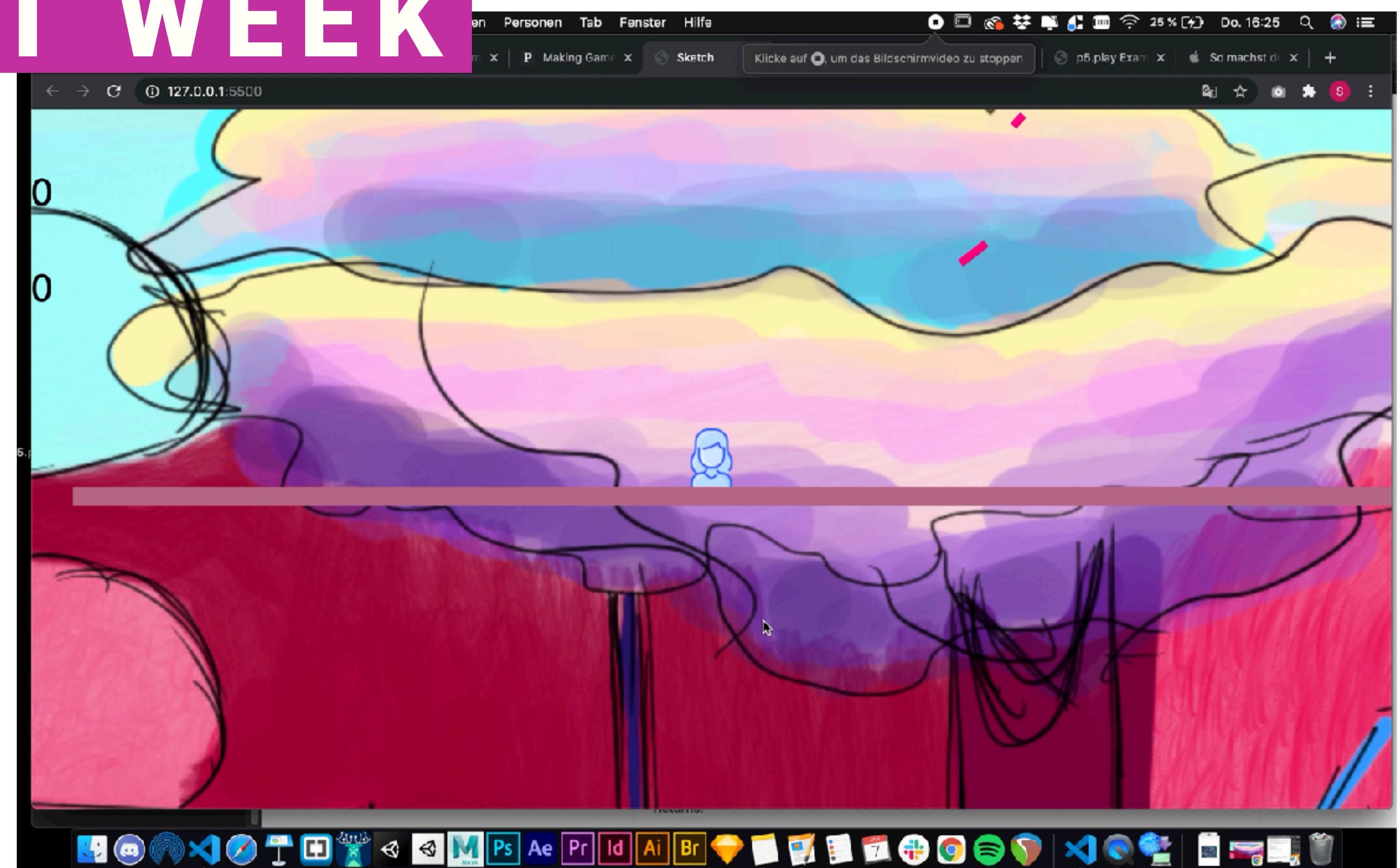
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PROJECT WEEK

Last day of
project week...



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SCORING SYSTEM

Executed once

```
if (player1.overlap(hygieneArea) && boostHygine === false){  
    boostHygine = true;  
    ...  
    collectiveScore += 20;  
    individualScore -= 10;  
}
```

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SCORING SYSTEM

Executed each loop

Relative to other value

```
let lonely = 1; //1= not lonely ; 10 = very lonely

function isolationScore(){

    if (lonely <= 1){lonely = 1;}else if(lonely >= 10){lonely = 10;}

    if (insideIsolationArea){

        lonely *= 1.001;
        individualScore -= lonely * 0.001;
        collectiveScore += lonely * 0.001;

    }else{
        lonely *= 0.999;
    }
}
```

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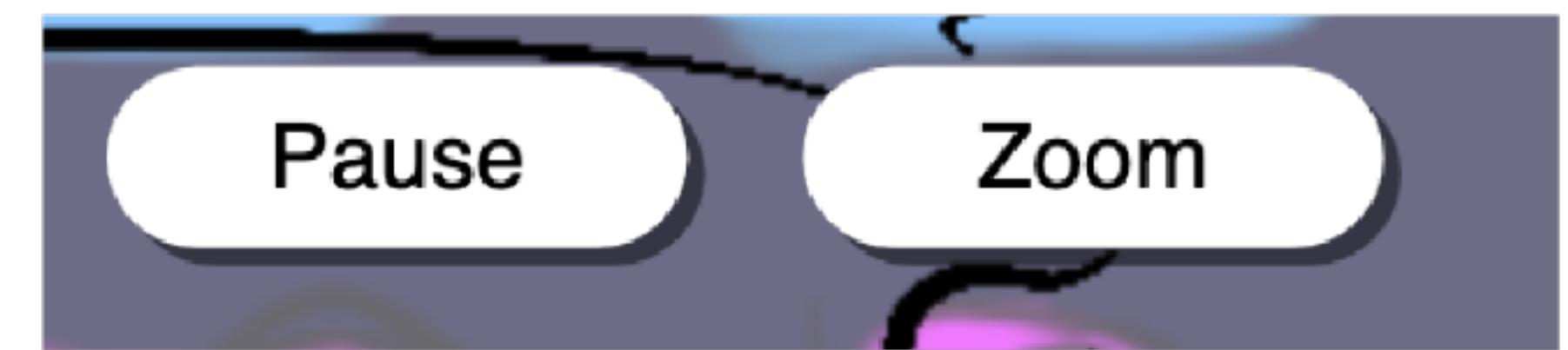
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GUI



```
function draw() {  
    ...  
    camera.off();  
    ...  
    noStroke();  
    fill(c1,c2,c3);  
    rect(20,20, m, (windowWidth/5)/4, r); //individual  
    ...  
    camera.on();  
}
```



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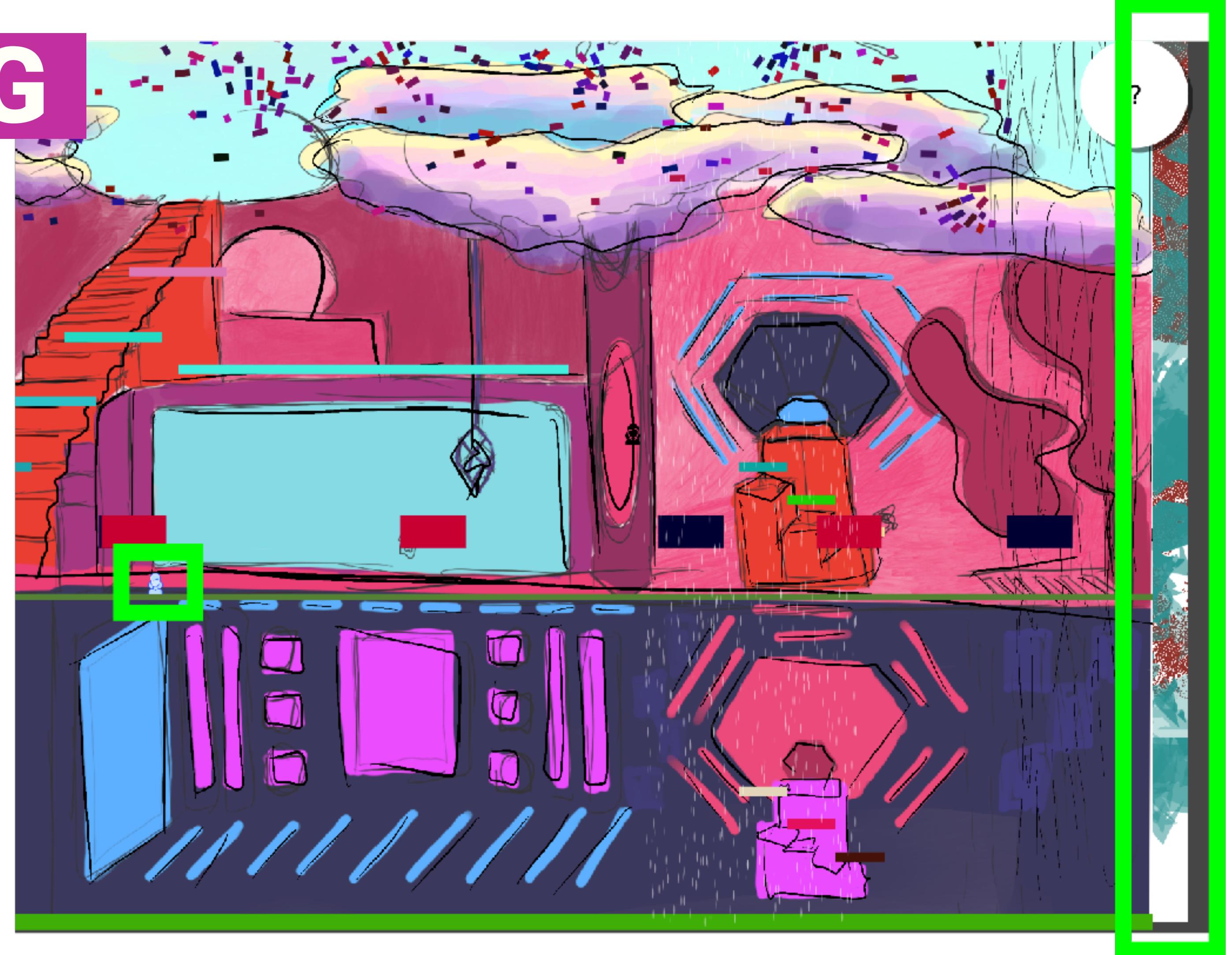
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SECOND BG

Relative to players position



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BASIC FUNCTIONALITIES



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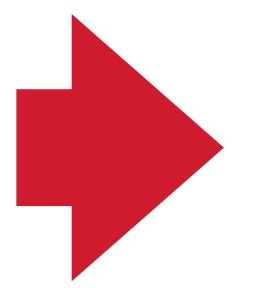
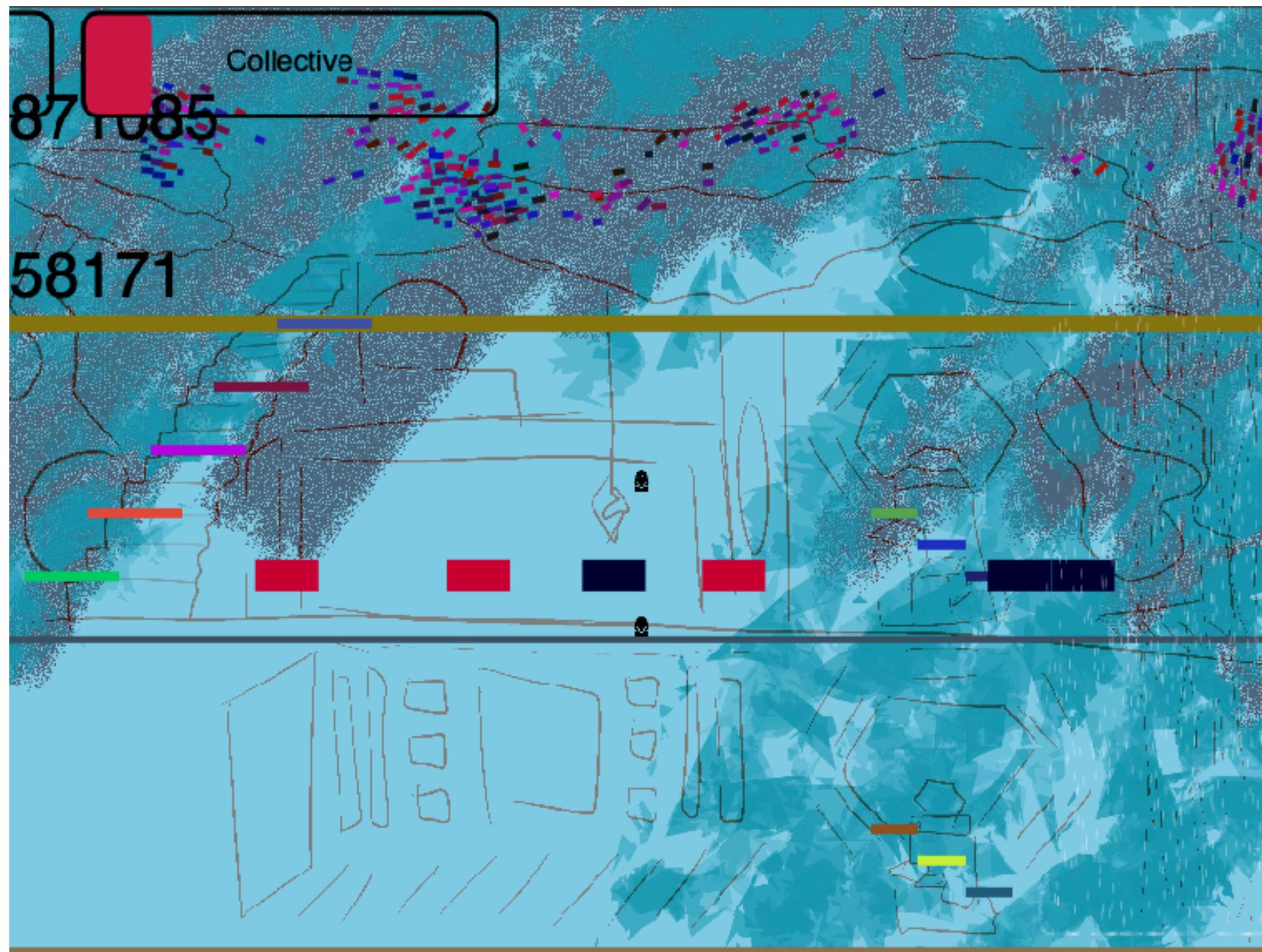
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ANIMATION

sprite locations



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CREATE BG



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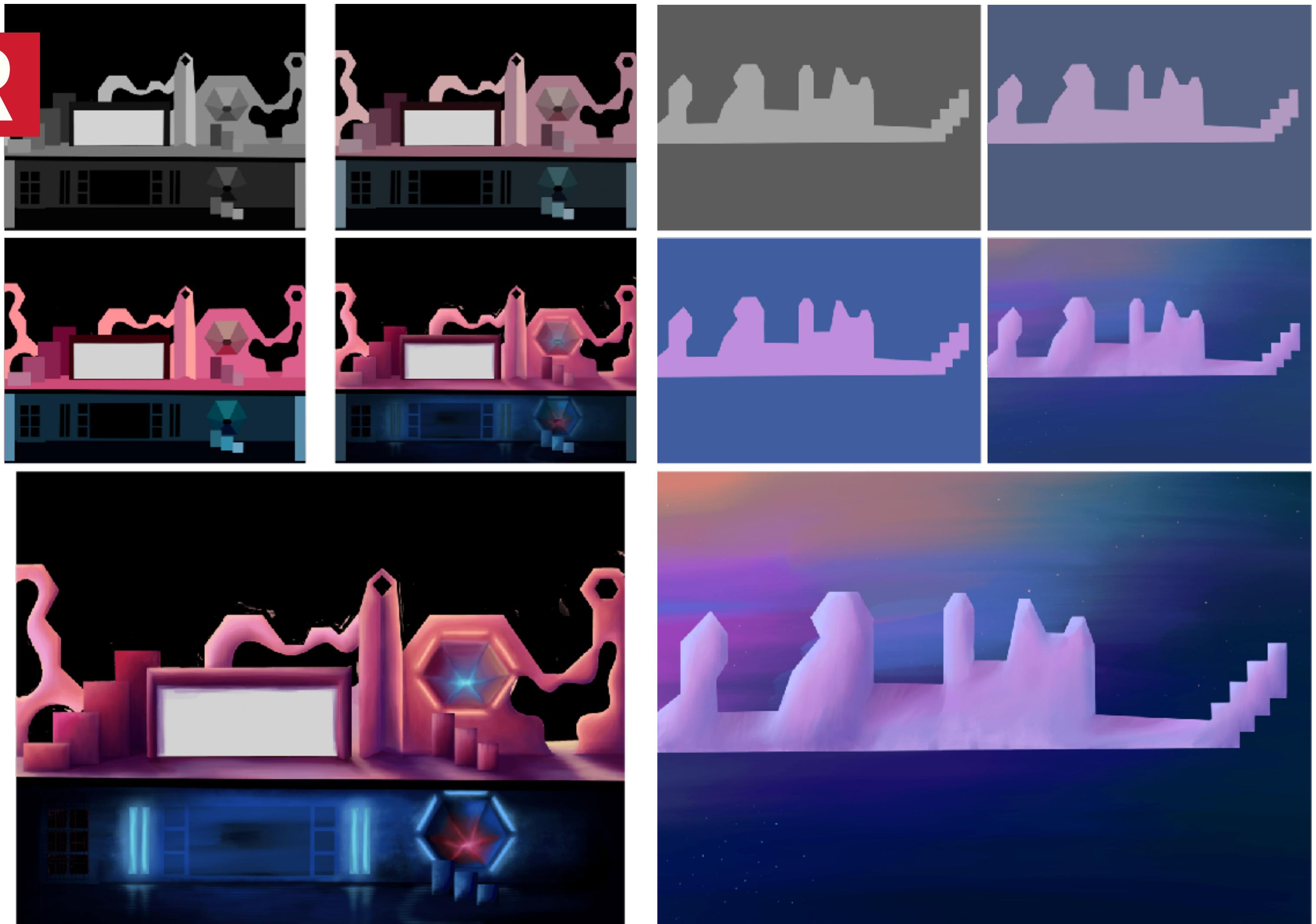
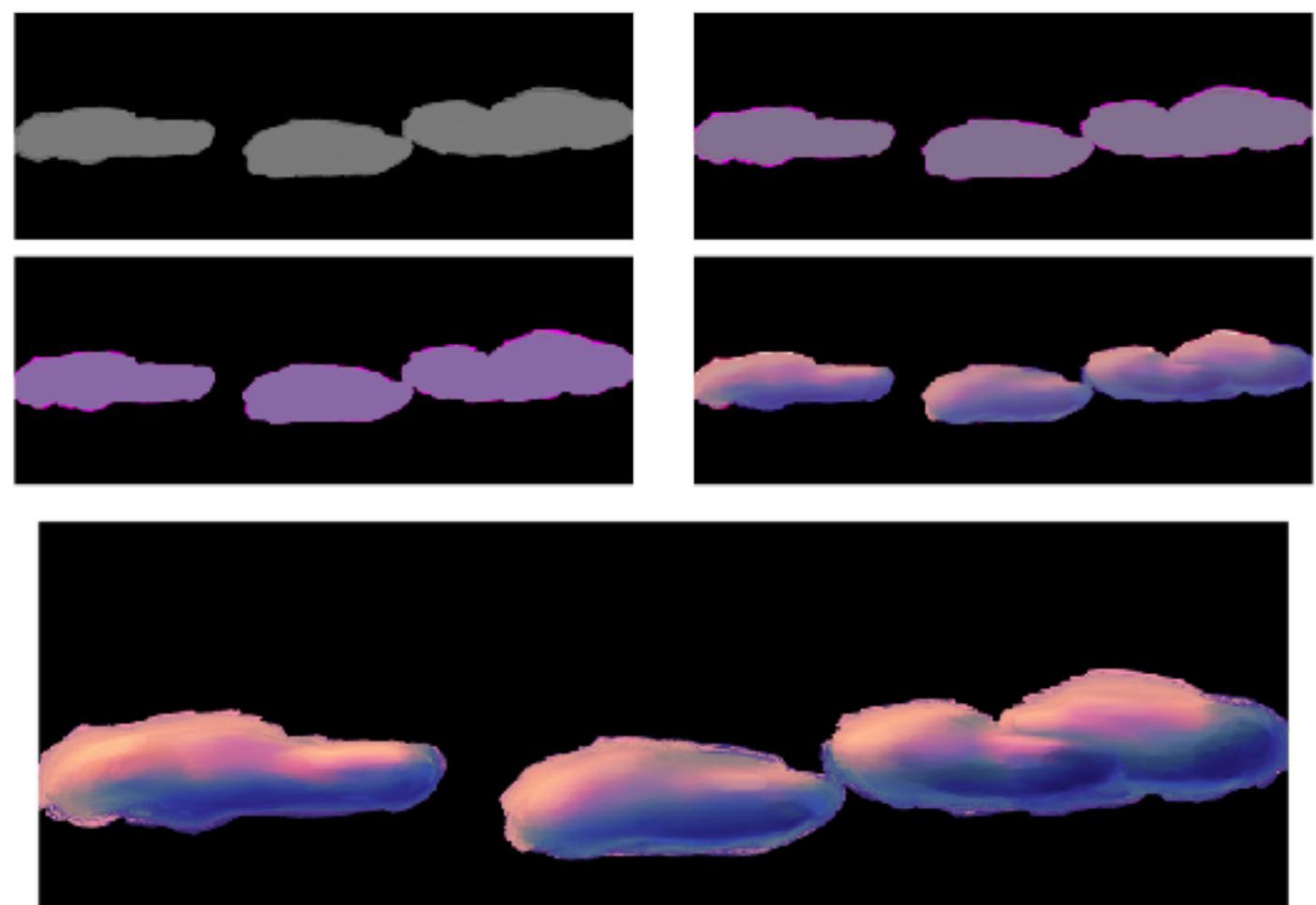
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ALL LAYER



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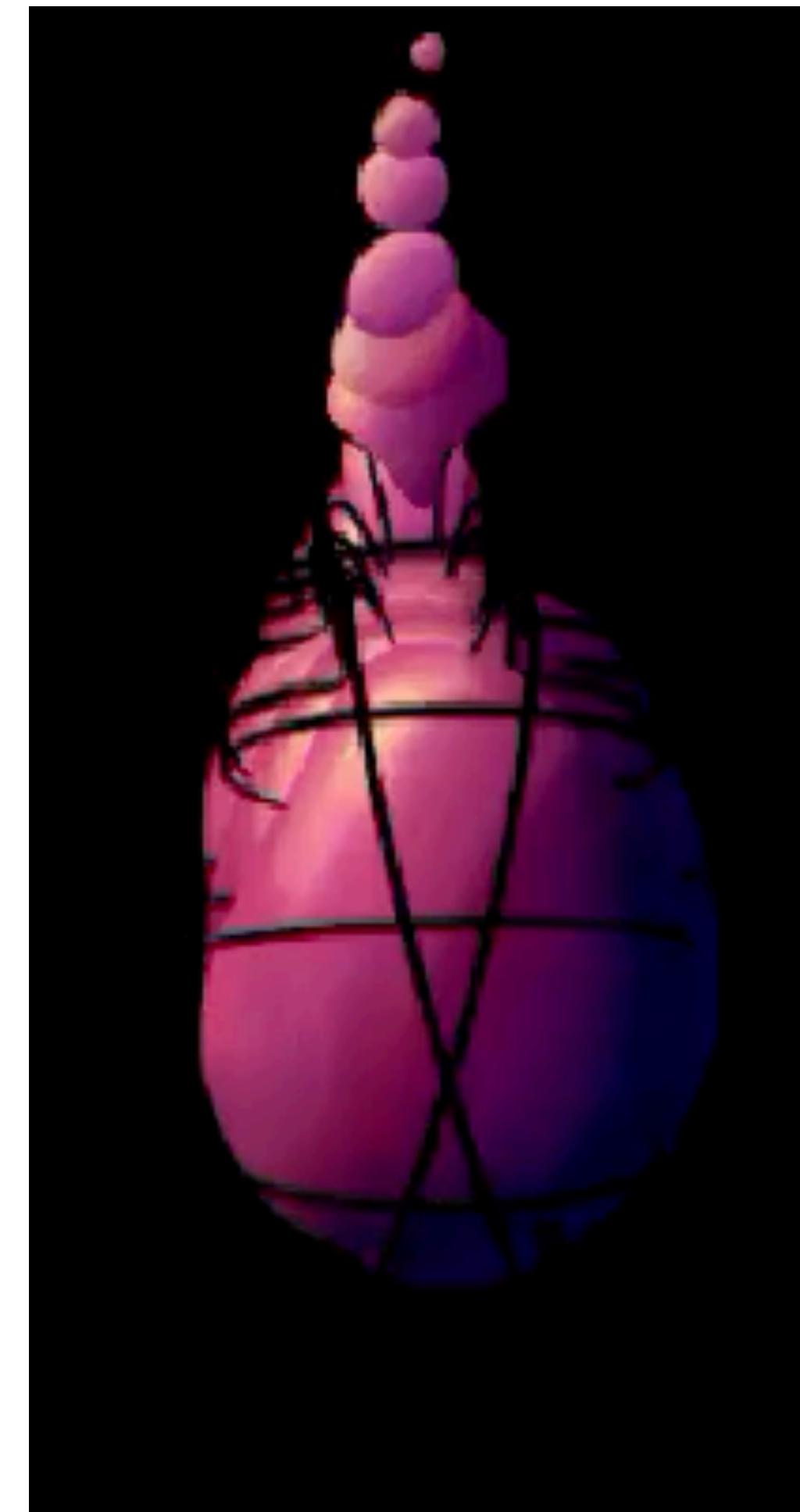
PLAYER ANIMATION



CONCEPT



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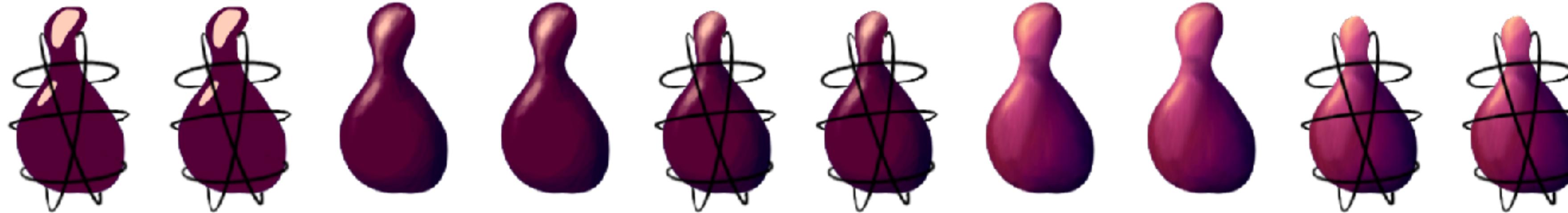
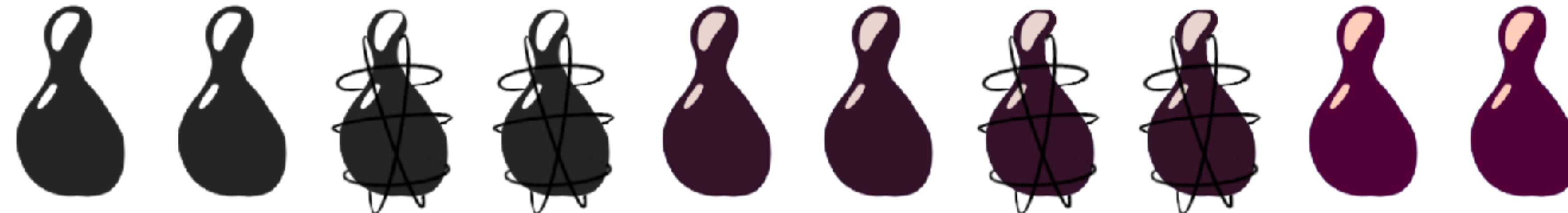
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TEST & IMPROVE

PLAYER STATES



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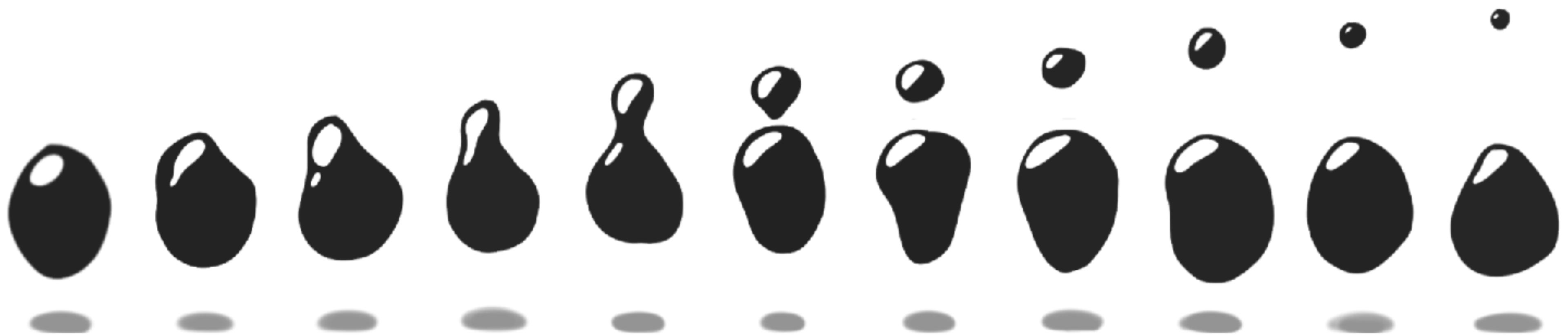
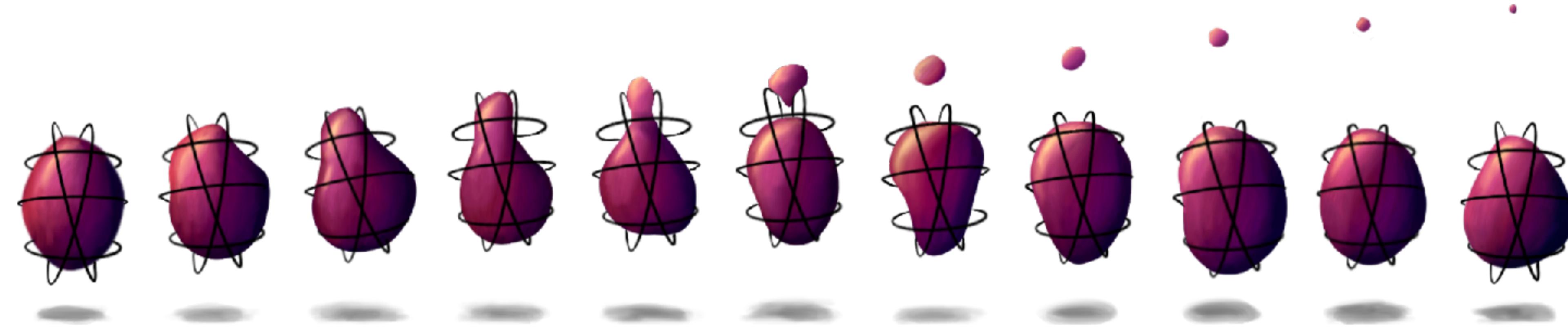
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ANIMATION CYCLE



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ANIMATION CYCLE



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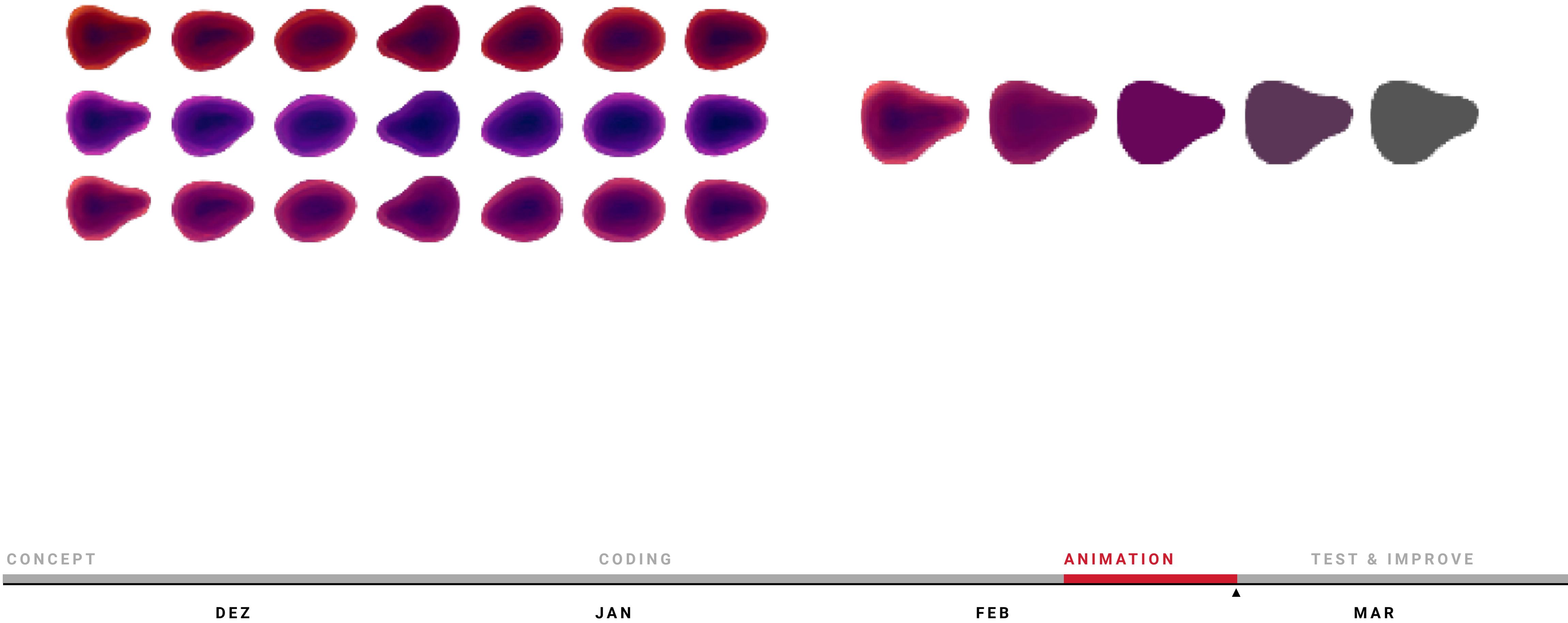
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ANIMATION CYCLE



EMBEDDING IN GAME

```
function preload(){
    ...
    player_1_jump_animate = loadAnimation('.../img/player/Player-SW-Jump-1.png', ...);
    player_1_ground_animate = loadAnimation('.../img/player/Player-SW-Ground-1.png', ...);
    ...
}

function setup(){
    ...
    player1.addAnimation('player_1_ground_animate', '.../img/player/Player-SW-Ground-1.png', ...);
    ...
}

function draw(){
    ...
    if(individualScore < 20){
        player1.changeAnimation('player_1_ground_animate');
    }else if(individualScore > 20 && individualScore < 40){
        player1.changeAnimation('player_2_ground_animate');
    }
    ...
}
```

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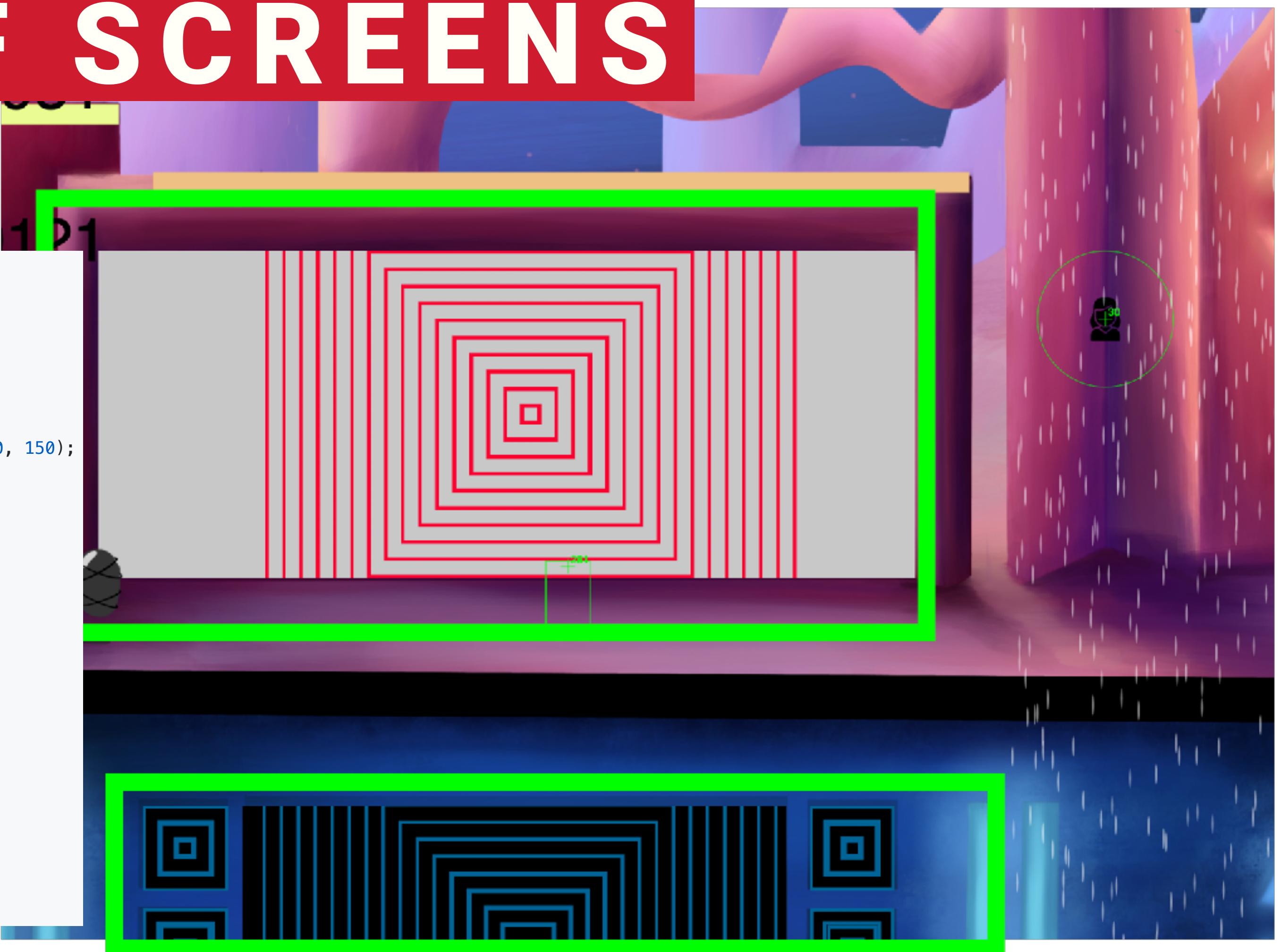
MAR

CREATION OF SCREENS

```
function setup(){
  ...
  zoomScreenGround = createGraphics(125,125);
  ...
}
function draw(){
  ...
  for(let i = 0; i<301; i += 150){
    for(let y = 0; y < 1000; y += 980){
      graphicsScreen(zoomScreenGround, -1015+y, 2215+i, 125, 125,0, 0, 100, 150);
    }
  }
  ...
}
function graphicsScreen(graphics, x, y, w, h, bg, r, g, b){
  ...
  graphics.rectMode(CENTER);

  if(move1 <= 500){
    for(let i = 0; i < 600; i+=50){
      graphics.rect(w/2,h/2,move1-i,move1-i);
    }
    for(let i = 0; i < 500; i+=50){
      graphics.rect(w/2,h/2,move1+i,move1+i);
    }
  }else{
    move1 = 50;
  }

  move1 += 1;
  image(graphics, x, y); //ort
}
```



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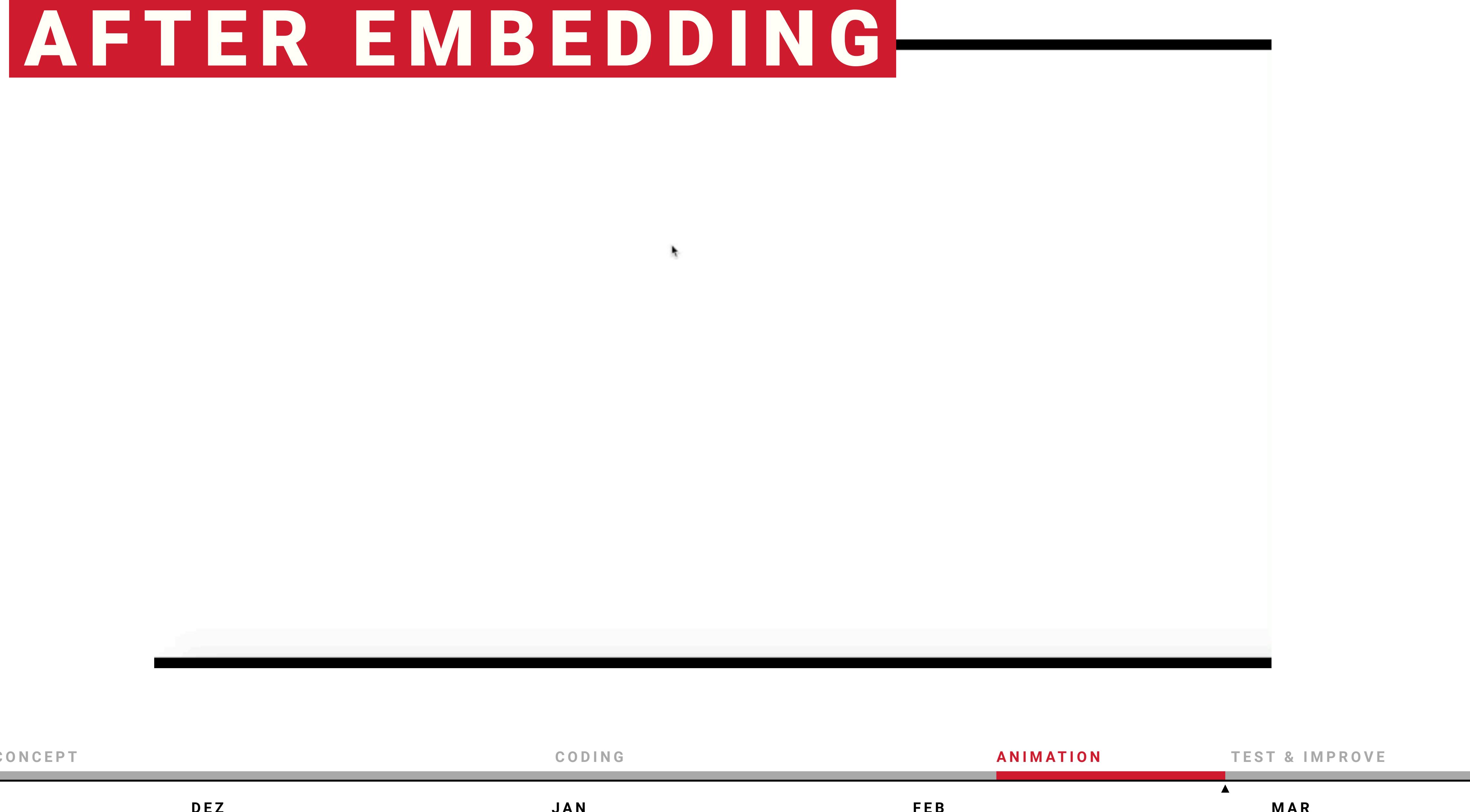
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AFTER EMBEDDING



The timeline illustrates the progression of a project through four main phases: CONCEPT, CODING, ANIMATION, and TEST & IMPROVE. The timeline is marked with months: DEZ (December), JAN (January), FEB (February), and MAR (March). A red horizontal bar, labeled 'AFTER EMBEDDING' in white, spans from approximately the end of January to the middle of February. The timeline is represented by a thick grey line with black tick marks for each month. The word 'ANIMATION' is written in red above the timeline near the end of the red bar.

CONCEPT

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**TEST &
IMPROVE**

SOUNDS

Feedback through sound

- Music for the upper screen area
- Music for the middle image area
- Music for the lower screen area

- Rain sounds
- Mask on/off sound
- Teleporting sound
- Swoosh when walking past people.
- Electricity sound for zoom area
- Jumping
- Button sound

CONCEPT

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UX

Information Side at the beginning



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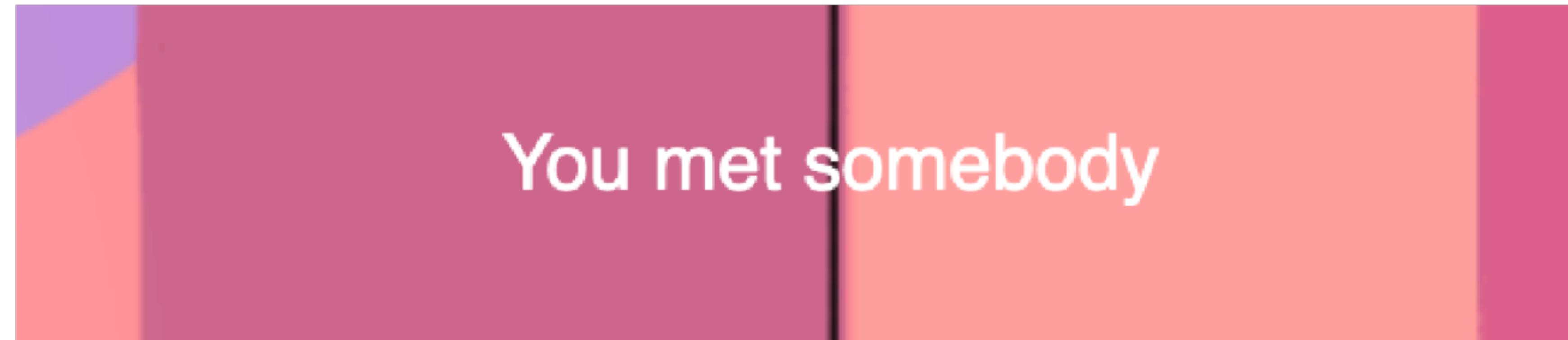
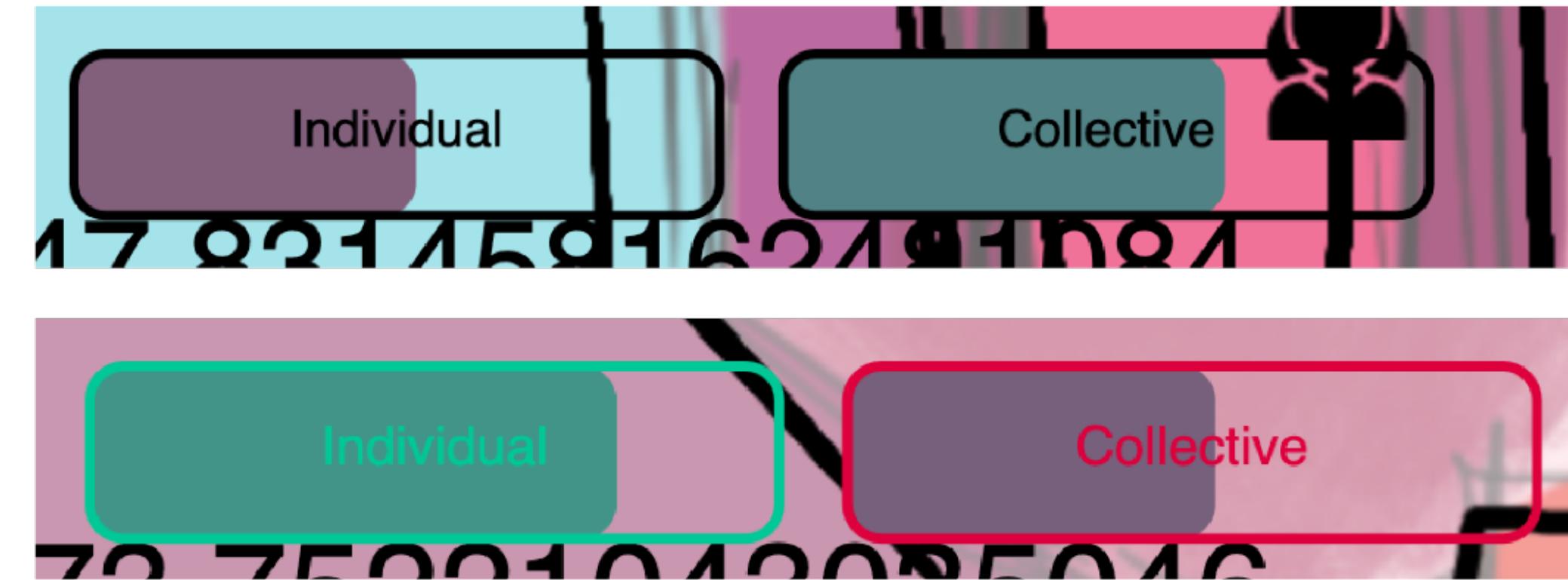
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UX

More User Information
to make game more intuitiv
and avoid confusion



CONCEPT

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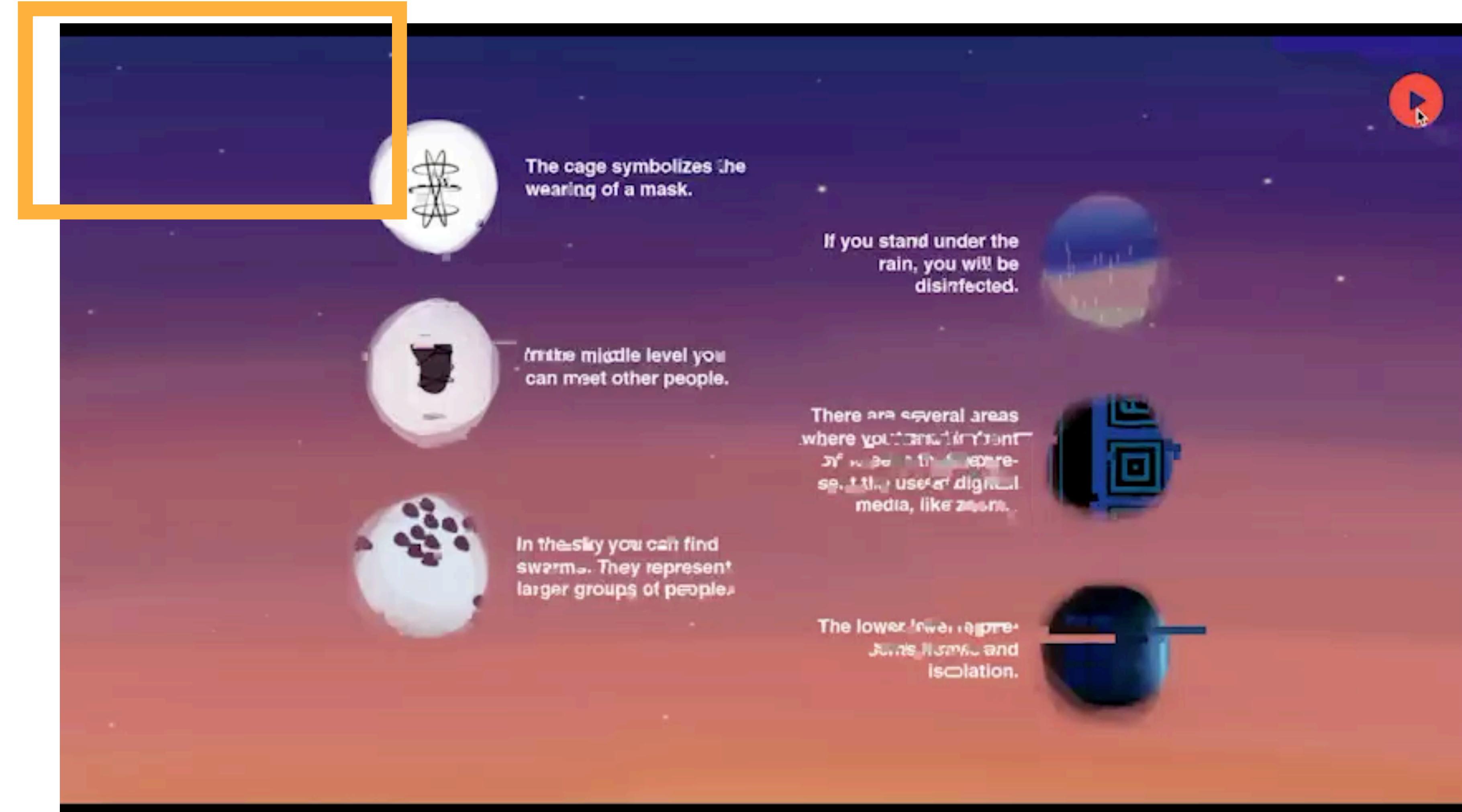
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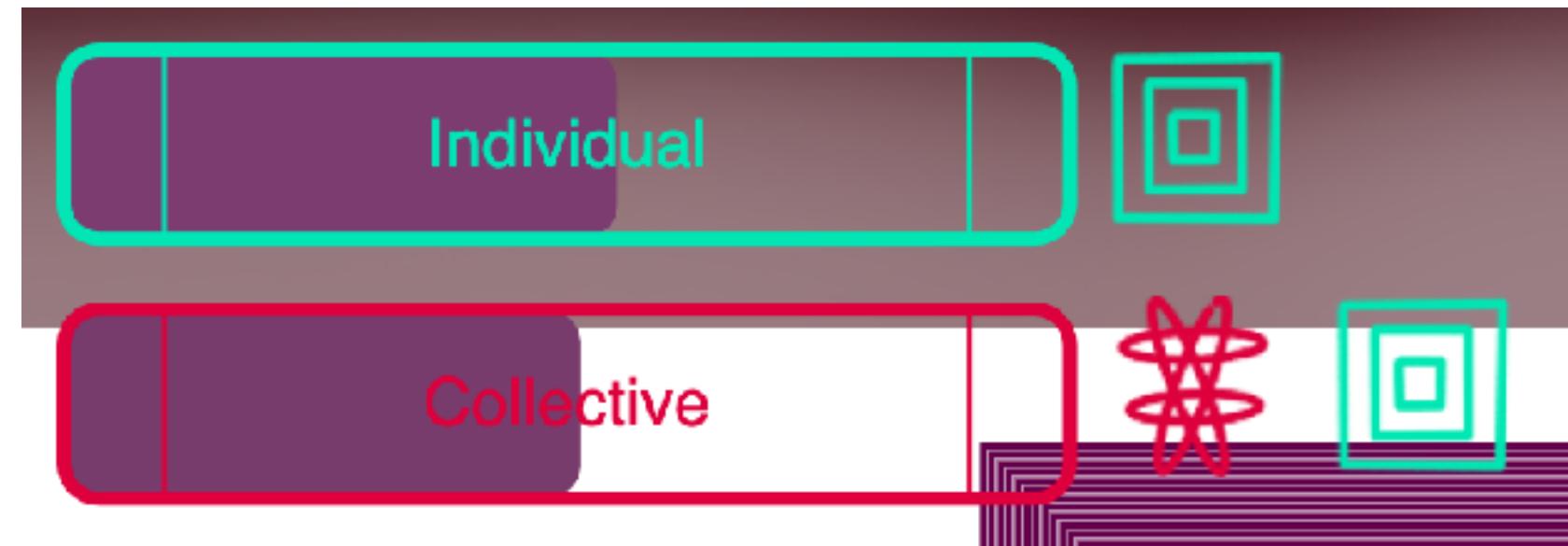
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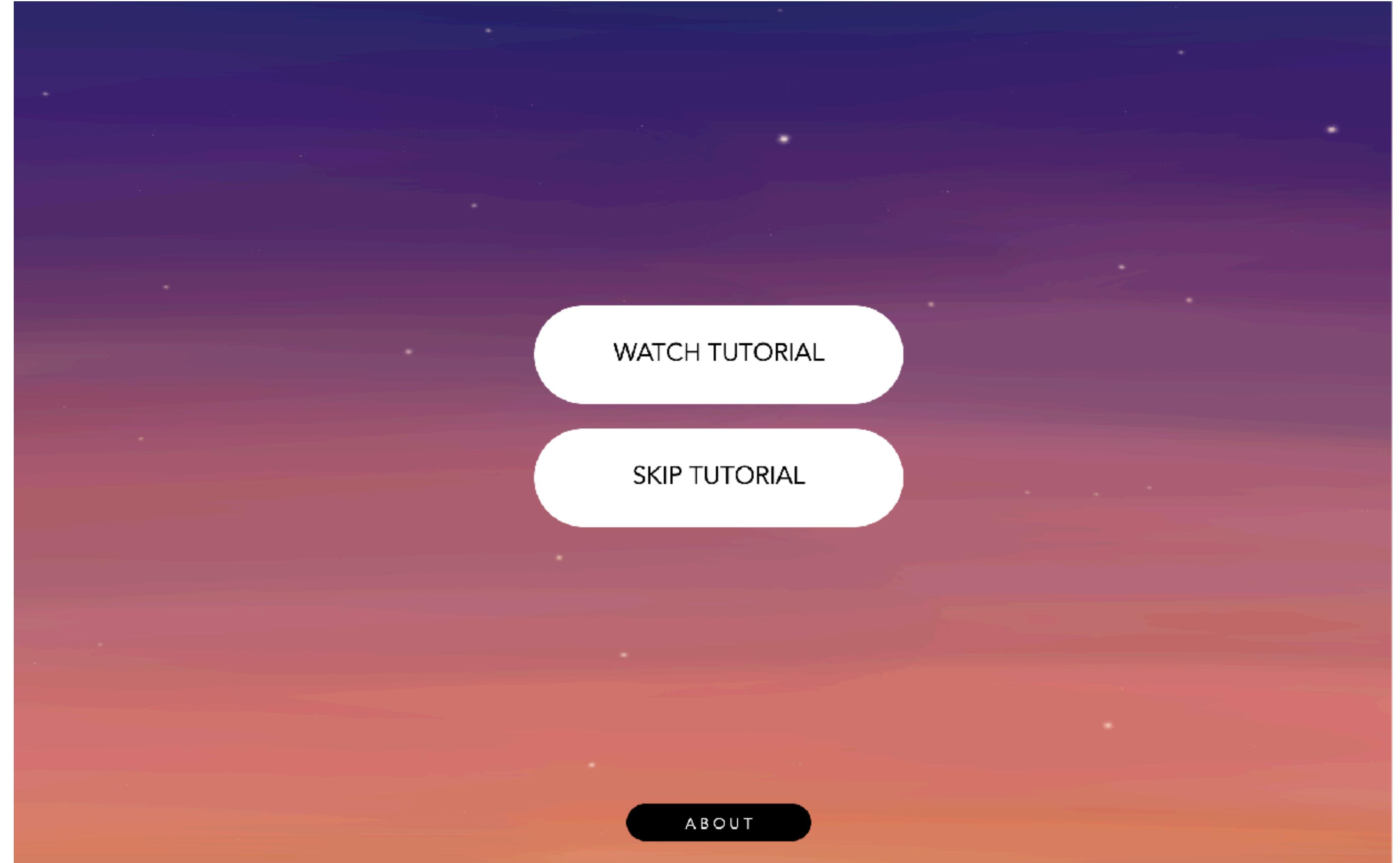
TEST & IMPROVE

MAR

```
this.string = string,  
}  
  
push(){  
    this.arr.push(this.string);  
}  
  
pop(){  
    this.arr.pop();  
}  
  
display(){  
    push();  
    scale(0.8);  
    if(this.arr.indexOf(this.string) === 0){  
        image(this.image,this.width*1.25,this.height*1.25);  
    }else if(this.arr.indexOf(this.string) === 1){  
        image(this.image,(this.width*1.25)+80,this.height*1.25);  
    }else if(this.arr.indexOf(this.string) === 2){  
        image(this.image,(this.width*1.25)+160,this.height*1.25);  
    }else if(this.arr.indexOf(this.string) === 3){  
        image(this.image,(this.width*1.25)+240,this.height*1.25);  
    }  
    pop();  
}
```

UX

Added a tutorial



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ENDINGS

INDIVIDUAL FREEDOM

BASED ON YOUR DECISIONS IN THIS GAME YOU GAINED A LOT OF POINTS FOR YOUR COLLECTIVE FREEDOM.

The game results visualise this interaction between individual and collective freedom. Your game behaviour has resulted in a high value of individual freedom. Thus, with similar decisions in the pandemic, the person acting would sacrifice many freedoms, but this would limit the freedom of the collective. The concept of freedom would shift to the purely personal.

In the game, the background shows out of a low individual value, with the individual increased in detail: hitting a pingu or ignoring the mask requirement makes the individual freedom value increase, but hurts the collective one. Nevertheless, there would be actions which let the individual freedom - without massive breaking of the collective - rise like individual meetings with mask or the stay in the health airbus could also both values increase?

WHAT EXACTLY IS THE DIFFERENCE BETWEEN COLLECTIVE AND INDIVIDUAL FREEDOM?

Freedom is a term that is often used in everyday language. But what does freedom actually mean? It is about the individual existence and the possibility to make independent decisions. But if we grant everyone unrestricted freedom of action, others will also be influenced by those supposedly "free" actions - perhaps they will even be restricted in their own freedom of action. Is individual freedom in community then possible at all?

To live completely in today's existence - "free" in a society is not only difficult because society specifies norms and traditions, surely influence the individual, but also because freedom should not be seen as something purely individual, which can hardly be freed from the group. Thus, understanding freedom as something purely individual cannot work in a group, otherwise it would not be possible to say that the entire group can be "free".

When freedom is seen not only as something individual, but also as something collective, a tension arises between these two concepts. Individual freedom is often limited, while at the same time the person wants to take for oneself around a lot to grant to others. Effects of action should not hurt or cause too much in other freedoms. This also already happens so that some allegedly freedom-loving actions do not restrict freedom, but only guarantee it.

Additionally, the measures of the Corona pandemic are not only freedom restricting for the individual, but also freedom giving for the collective: the measures prevent many people from falling ill, which could result in the death of their family, for example through death. Thus, if the normally freedom-restricting effect of action is weighed before action is taken, it may be possible to choose a path that is freedom maximizing - for the individual and the group - in the aggregate.

The interaction and relationship between freedoms is not unique to the Corona pandemic. Also in consideration of other issues - like climate change or the consumption of cheap products (and much more) - actions could limit or expand the different freedoms.

PLAY AGAIN!

READ MORE ABOUT INDIVIDUAL FREEDOM

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Made by India Apelido | Made with p5.js | Documentation of project

FREEDOM

BASED ON YOUR DECISIONS IN THIS GAME YOU GAINED A LOT OF POINTS FOR YOUR COLLECTIVE FREEDOM.

The game results visualise this interaction between individual and collective freedom. Your game behaviour has resulted in a high value of collective freedom. Thus, with similar choices in the pandemic, the person would personally forgo many freedoms, but this would limit the freedom of the collective. The concept of freedom would shift to the purely personal.

In the game, the background shows out of a low individual value, with the environment increased in detail: Choosing during the pandemic, such as working more, distancing regularly, or avoiding large groups, limit the individual freedom value but make the collective value increase. Meeting groups or ignoring the mask requirement for example makes the individual freedom value increase but hurts the collective one. However, you have found a way to keep both values high. Congratulation!

WHAT EXACTLY IS THE DIFFERENCE BETWEEN COLLECTIVE AND INDIVIDUAL FREEDOM?

Freedom is a term that is often used in everyday language. But what does freedom actually mean? It is about the individual existence and the possibility to make independent decisions. But if we grant everyone unrestricted freedom of action, others will also be influenced by those supposedly "free" actions - perhaps they will even be restricted in their own freedom of action. Is individual freedom in community then possible at all?

To live completely in today's existence - "free" in a society is not only difficult because society specifies norms and traditions, surely influence the individual, but also because freedom should not be seen as something purely individual, which can hardly be freed from the group. Thus, understanding freedom as something purely individual cannot work in a group, otherwise it would not be possible at all.

When freedom is seen not only as something individual, but also as something collective, a tension arises between these two concepts. Individual and collective freedom are interrelated, when at the same time the person wants to take for himself a lot and grant to others. Effects of action should not restrict others too much in their freedom. This also already happens so that some allegedly freedom-loving actions do not restrict freedom, but only guarantee it.

Accordingly, the measures of the Corona pandemic are not only freedom restricting for the individual, but also freedom giving for the collective: the measures prevent many people from falling ill, which could result in the death of their family, for example through death. Thus, if the normally freedom-restricting effect of action is weighed before action is taken, it may be possible to choose a path that is freedom maximizing - for the individual and the group - in the aggregate.

The interaction and relationship between freedoms is not unique to the Corona pandemic. Also in consideration of other issues - like climate change or the consumption of cheap products (and much more) - actions could limit or expand the different freedoms.

PLAY AGAIN!

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COLLECTIVE FREEDOM

BASED ON YOUR DECISIONS IN THIS GAME YOU GAINED A LOT OF POINTS FOR YOUR COLLECTIVE FREEDOM.

The game results visualise this interaction between individual and collective freedom. Your game behaviour has resulted in a high value of collective freedom. Thus, with similar choices in the pandemic, the person would personally forgo many freedoms, to allow the collective as much freedom as possible.

In the game, the background shows out of a low individual value, with the environment increased in detail: Choosing during the pandemic, such as working more, distancing regularly, or avoiding large groups, limit the individual freedom value but make the collective value increase. Even though being mindful of fellow humans and their freedoms is important, the individual value should not be forgotten. Even in the game, there would be actions that let the individual freedom - without massive breaking of the collective - increase, like individual encounters with work or spending time in the health airbus. So could also both values increase?

WHAT EXACTLY IS THE DIFFERENCE BETWEEN COLLECTIVE AND INDIVIDUAL FREEDOM?

Freedom is a term that is often used in everyday language. But what does freedom actually mean? It is about the individual existence and the possibility to make independent decisions. But if we grant everyone unrestricted freedom of action, others will also be influenced by those supposedly "free" actions - perhaps they will even be restricted in their own freedom of action. Is individual freedom in community then possible at all?

To live completely in today's existence - "free" in a society is not only difficult because society specifies norms and traditions, surely influence the individual, but also because freedom should not be seen as something purely individual, which can hardly be freed from the group. Thus, understanding freedom as something purely individual cannot work in a group, otherwise it would not be possible at all.

When freedom is seen not only as something individual, but also as something collective, a tension arises between these two concepts. Individual and collective freedom are interrelated, when at the same time the person wants to take for himself a lot and grant to others. Effects of action should not restrict others too much in their freedom. This also already happens so that some allegedly freedom-loving actions do not restrict freedom, but only guarantee it.

Accordingly, the measures of the Corona pandemic are not only freedom restricting for the individual, but also freedom giving for the collective: the measures prevent many people from falling ill, which could result in the death of their family, for example through death. Thus, if the normally freedom-restricting effect of action is weighed before action is taken, it may be possible to choose a path that is freedom maximizing - for the individual and the group - in the aggregate.

The interaction and relationship between freedoms is not unique to the Corona pandemic. Also in consideration of other issues - like climate change or the consumption of cheap products (and much more) - actions could limit or expand the different freedoms.

PLAY AGAIN!

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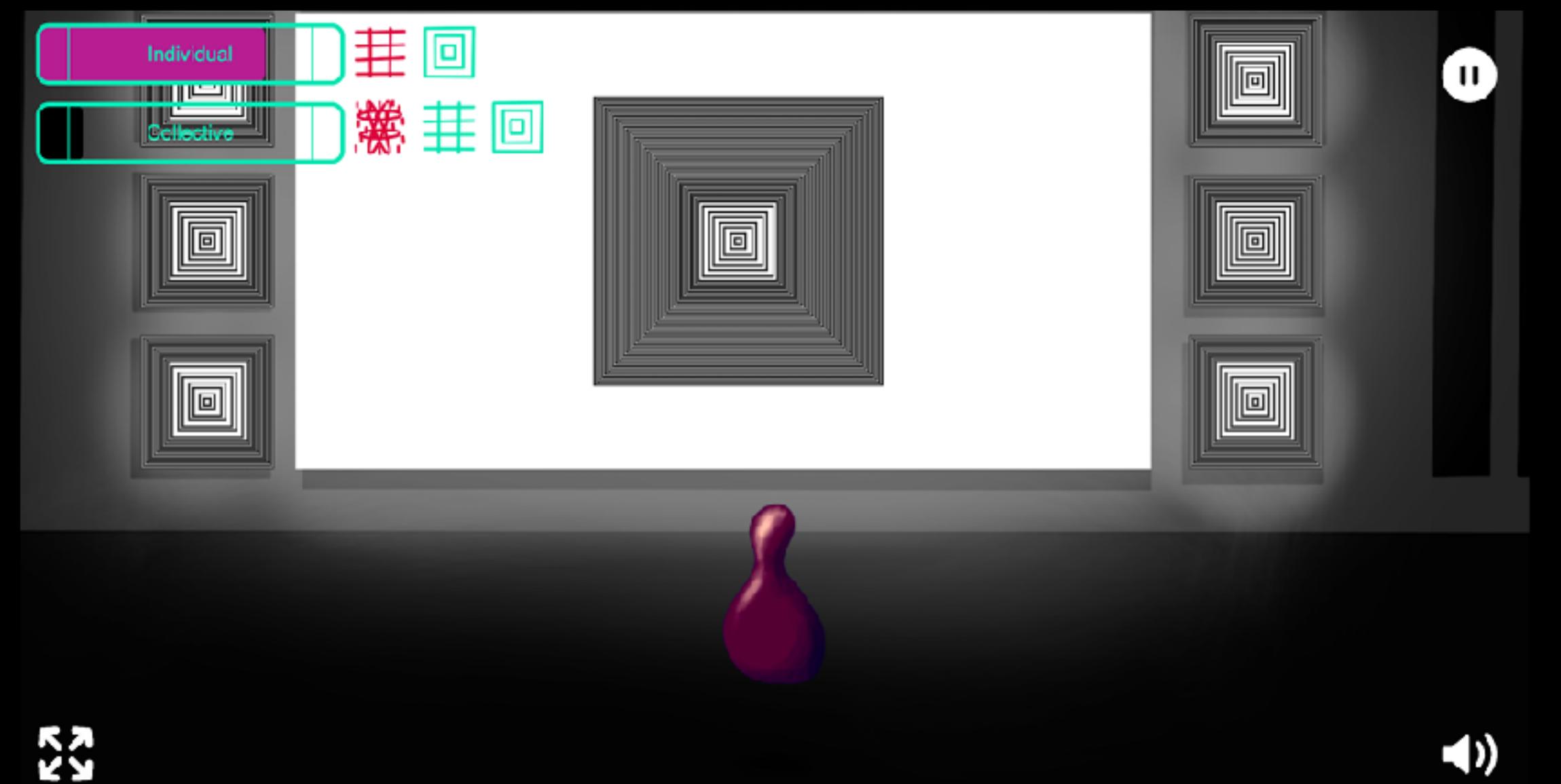


- Game is working (at least in google chrome)
- All six interactions + 1 new
- 5 different states of detail
- 3 endings that make sense and are possible
- Feedback + Tutorial
- Sound and Music
- Nice Player Animation

- Feedback-Icons still have bugs
- The transitions of the design-styles
- Music sometimes plays when on mute
- More theory about freedom
- Optimizing code

CHALLENGE

- The coding; **ESPECIALLY:**
 - Distancing - function
 - Feedback Icon - function
 - Scoring System
- The planning
- Communication html with js
- Structuring the code
- Trying to be not as chaotic as usual



DEMO



DEMO 1



DEMO 2



DEMO 3