



BY
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DES 427.02

VISUAL IDEAS AND MOODBOARDS



My interactive visual items will take form as short interactive but fun games:

Whack-a-Mole

1. The first one will be modeled after the arcade game whack a mole. This idea will be like any whack a mole where players will have to smack (with a hammer/mallet) as many times as possible before the time runs out. There will be a set high score which the player will have to beat, but if the player runs out of time, then they will lose. However, this game will be slightly different. In total, I am thinking about adding 8-10 levels where each level will progressively get harder and harder. Instead of simply hitting the mole everytime, the mole will get smaller and smaller, starting from a diameter of 100 down to 2. The player will get a total of 6 seconds and everytime they hit the mole, 1 second will be added to their timer. As per the game, the mole will appear randomly around the canvas and players will have to use their mouse (which will take the form as a mallet) to click on the mole in order to increase their time and score. Also, when a player hits the mole, there will be a fun sound effect that will play which will let the player know that they hit it, something similar to a mallet/hammer hitting a flat surface.

Escape the Maze

2. My second idea will be a maze game. Within this game, players will take control of a shape which will start as a square. The player will control it by using the arrow keys which are: up, down, right and left. The goal of this game is to get through small cravases or spaces in between two other ships which will be rectangles. Depending on how far or close the two rectangles will be, the shape will have to reconfigure itself in order to pass through and into the next set of rectangles. In this case, the square will have to alternate between both square and rectangle with different lengths and sizes. The way the player will be able to change the shape is by pressing specific keys that will change the shape and length in order to be able to fit through each gap. However, if the player touches the surfaces of the shapes/walls, it will be game over and it will take the player to the beginning. There too will be a sound effect player which will let the okay know that they have touched the wall and therefore died as a result.

Duck Shooter

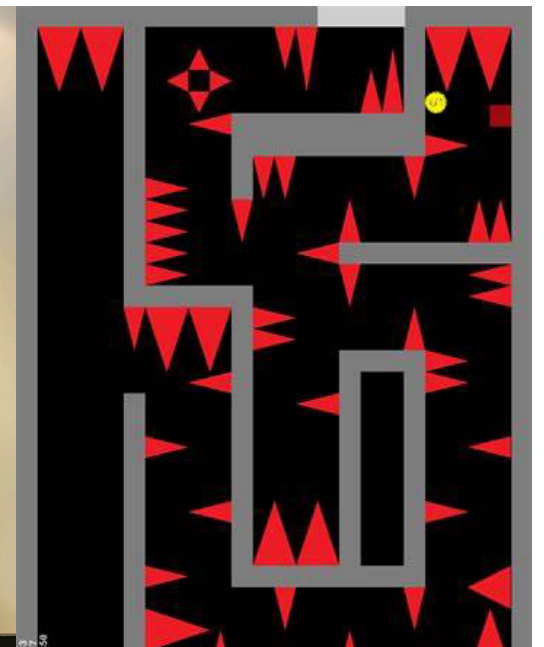
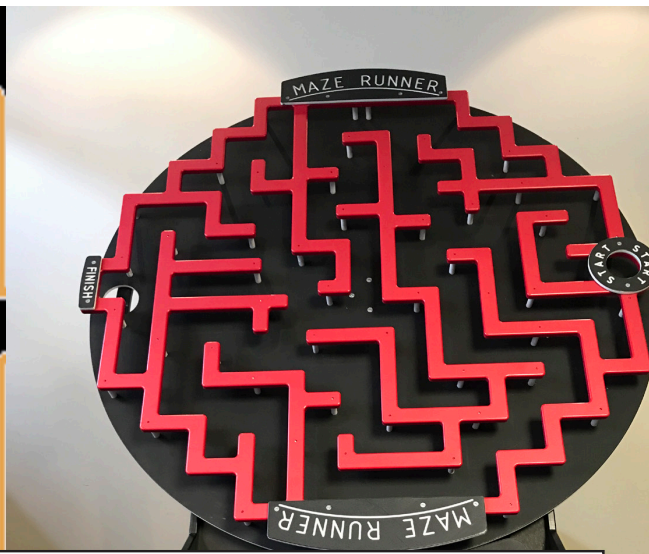
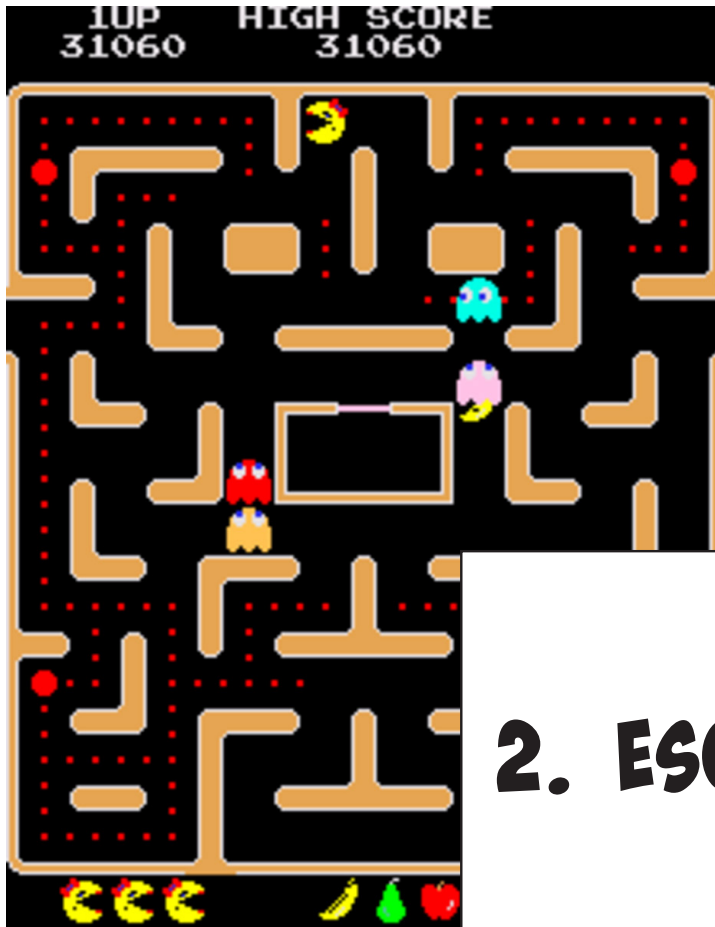
3. The last game idea is a shooting game. Like whack a mole, the game will be inspired by popular carnivals shooting games where people are given a toy gun that they will then have to shoot and standstill or moving targets to get a high score before the timer runs out. For this game, the targets will be ducks and the player will use their mouse which will take the form as a cursor to click/shoot at the moving targets that will appear from both the left and right side of the canvas. Some of the targets will move at a slower rate while others will move at a faster rate. The goal of this program is to shoot as many objects as possible before the timer runs out. Everytime the person shoots or clicks on the

target, a gun sound will play. Like any other gun, they don't have unlimited ammo so the player will have to press the space bar or another specific key in order to reload their firearm and the program will let the player know how many rounds they have left before they need to reload.

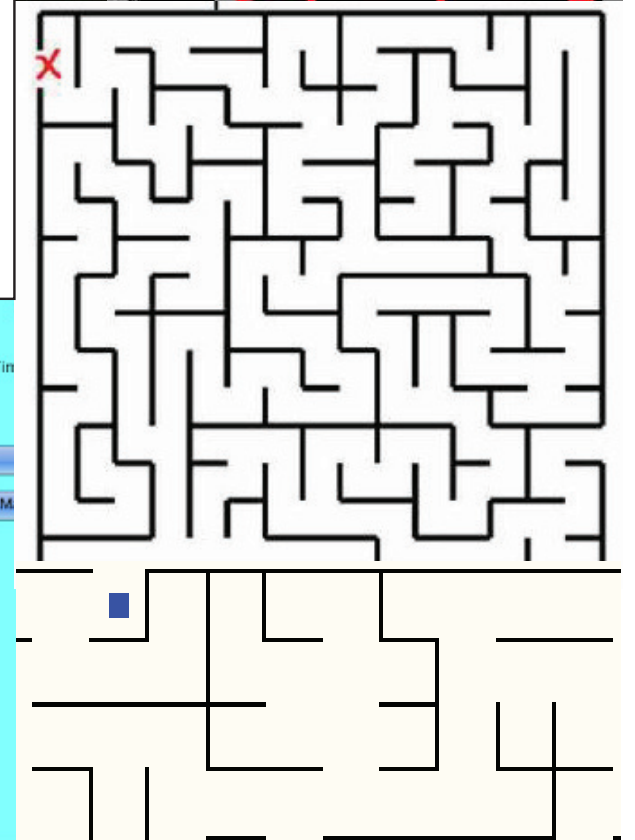
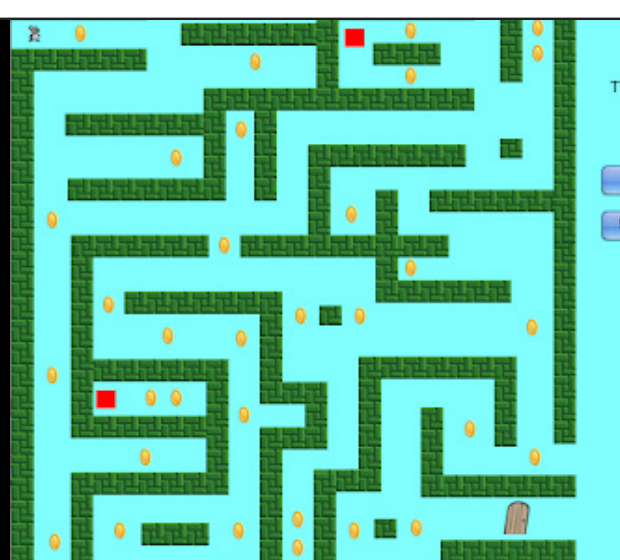
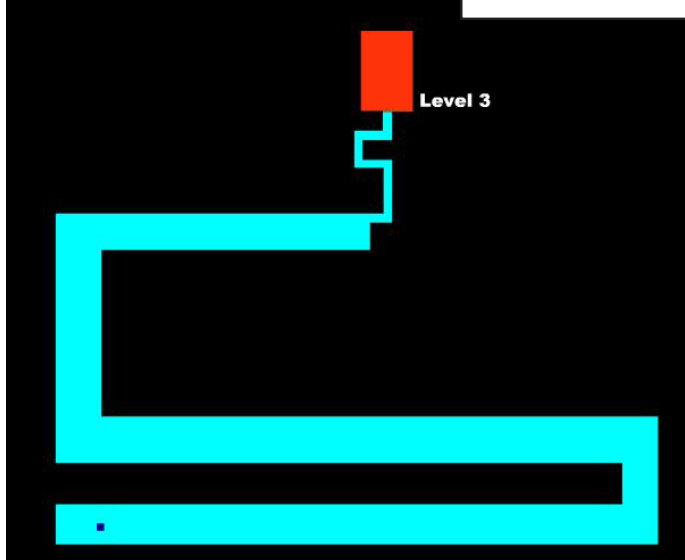


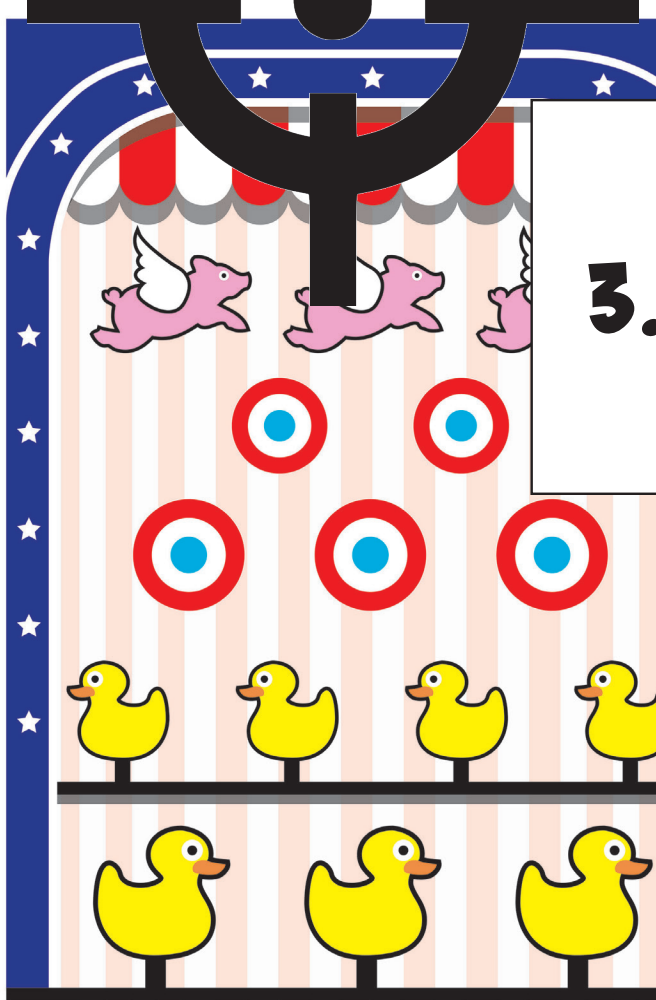
1. WHACK-A-MOLE



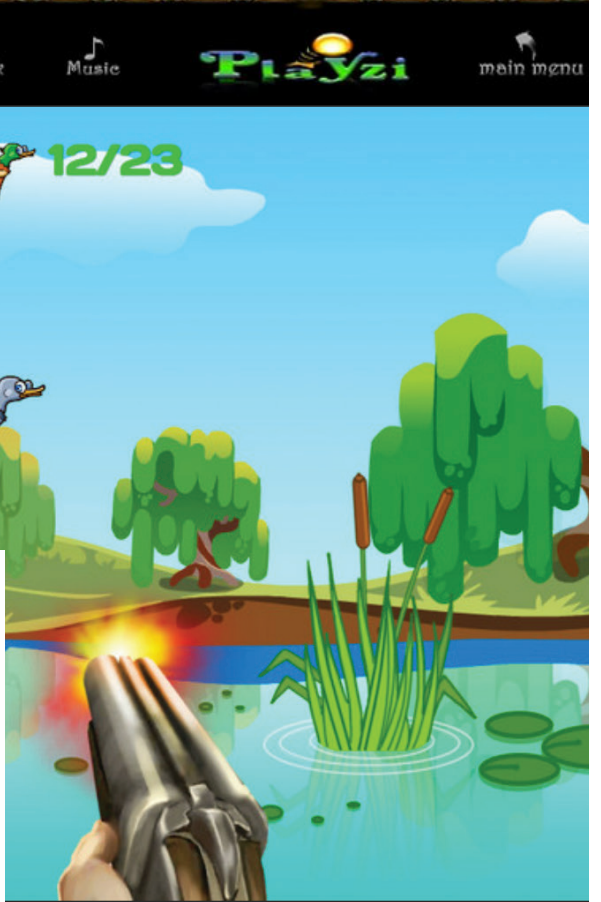


2. ESCAPE THE MAZE





3. DUCK SHOOTER



DESIGN BRIEF, PERSONA AND FLOWCHART





PROJECT GOAL

The goal of this project is to create an interactive item. This item will be a car and the user will be able to interact with it such as honking, turning it on and off, and playing music/turning on the radio. Overall, the project goal is to produce a final interactive product where the player's/user's actions will result in key outcomes based on their interactions with the display/visual item.

PROJECT TIMELINE

Monday October 3rd, 2022 (2 Weeks/14 Days)

- Interactive Visual Ideas: **September 19th, 2022**
- Finalize Idea: **September 21, 2022**
- Collect Images/Other Resources: **September 23, 2022**
- Design Brief / Persona / Flowchart: **September 26, 2022**
- Beginning Coding/Work: **September 28, 2022**

TARGET AUDIENCE

- Ages 13+
- Arcade Game Lovers
- Family Friendly
- Game of skill
- Inclusive(both male and female players)

This interactive item will be a form of relaxation where people who enjoy cars will be able to interact with it. It will be a fun and simple interactive product where people can play around with the car and drive it, slow down and enjoy the music playing.

EXPECTED OUTCOMES



The project will consist of both an HTML and Javascript file that will contain the necessary files needed for functional user interaction such as images and sound files for effects and engagement

Gamer — Persona



Nicolas Hammond

| | |
|-----------------|--------------|
| Gender | Male |
| Occupation | Animator |
| Age | 24 |
| Salary | \$78000/year |
| Education level | Bachelors |




[/nicolashammond](#)

Personality

Nicolas Hammond is known for being resourceful and idealistic. Of course he's also insightful, curious and helpful, but those are often overshadowed by tendencies of being overbearing at work. Friends usually count on him and his patience whenever they need cheering up.

| | | |
|-------------|--|-------------|
| Introvert | | Extrovert |
| Inactive | | Proactive |
| Apathetic | | Competitive |
| Unambitious | | Passive |
| Indifferent | | Caring |
| Idealistic | | Realistic |
| Overbearing | | Modest |

Interests

| | |
|---|---|
|  Drawing |  Video Games |
|  Puzzles |  Board Games |
|  Art |  Reading |

Routine

Waking up early to begin the morning and eat breakfast

Shower and getting ready for work

Follow up with clients and respond/catch up on emails







Drafting up plans for upcoming animation projects

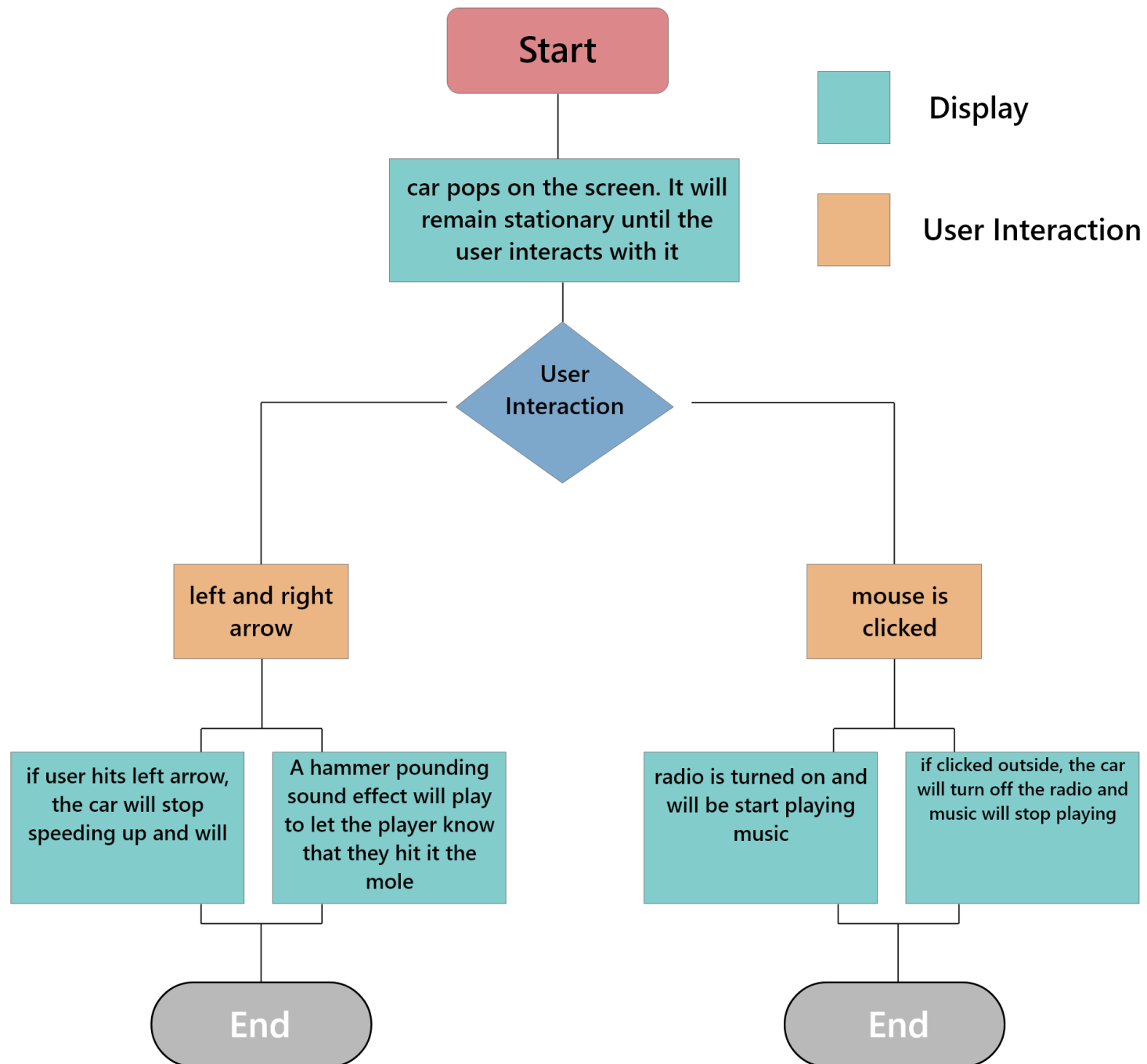
Getting in touch with friends, family and other loved ones

Skills

| | |
|------------|--|
| Technology | |
| Animation | |
| Drawing | |
| Analytical | |

Frustrations/Pain Points

| | |
|--|--|
|  Gaming bugs/Glitches/Lagging |  Complexity/Poor Structure |
|  Lack of Design |  Too Many Clicks/Repetitiveness |
|  Slow Response/Loading Time |  Longevity |



PLAY NOW!!

<https://ismaelpiceno.github.io/Car.html>

