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ART385 Interaction Design

GlitchArray Assignment

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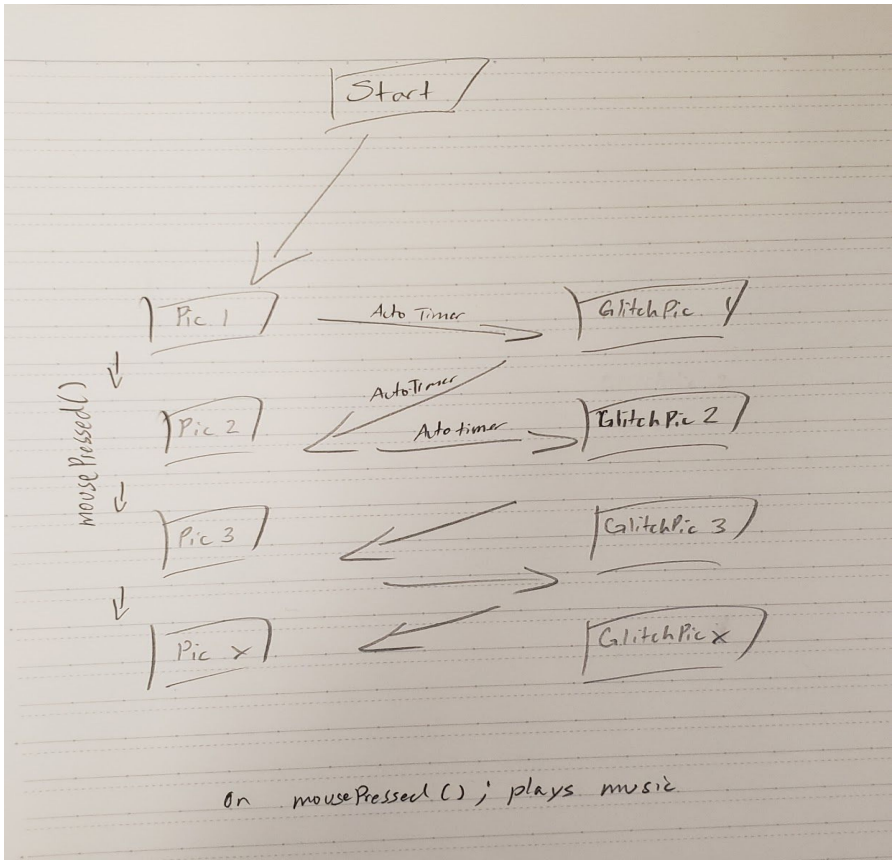
Assignment

This assignment will be building on the previous assignment by adding random aspects to the code in order to produce erratic and random behavior for the program. This assignment will be incorporating a new function millis() to create a state machine that will work directly in real time. Naturally, the audience for this assignment will be the members of ART385

Interaction Diagram:



Software Design

The data design consists of many of the previous functions used before. dance() and raveLights() will be the same as the walk() function that was previously implemented in the StateMachine program. However, this time, the frames are controlled using the millis() function to add further fidelity to the function. Naturally, that is also how the pictures will appear on the screen. A randomizer function was also used in order to provide a "random" effect that is outlined in the instructions.

The architecture design simply takes in clicks from the user in order to change from one screen to the other. No other inputs are necessary.

The procedural design is relatively simple as well. The user scrolls through the pictures using mouse clicks. As the user scrolls through the pictures, the pictures will either show up as normal or as the "glitchy" version of the picture. This is dependent on a timer that will forcibly switch the image from

Reflection

Since I was using the same image set from the CSP project, it was an easy transition. I really enjoyed creating the new emoticons to express emotion instead of changing the imageset from the CSP project since I did not want to change the 8-bit art appeal of it. I also enjoyed cleaning up my code by encapsulating it into a function. It was really satisfying. Perhaps the only issue I ran into was putting the statement "state=stateNeutral" in my void draw(){} function instead of my setup as it caused an issue where I wasn't able to change the states. Overall, I liked the assignment.