FINAL

COMP1720 Major Project Specifications

Semester 2, 2014

These are the final specifications for the COMP1720 standard project. As an advanced option, COMP1720 students can submit to the COMP6720 project specification. There is only one submission site on Wattle for both project types. YOU MUST STATE WHICH PROJECT YOU ARE SUBMITTING IN A TOP LEVEL COMMENT IN YOUR MAIN PROGRAM. PLACE THIS COMMENT IMMEDIATELY AFTER YOUR NAME AND UID.

You are to develop an interactive art work in Processing on the theme of "change". You are designing for a user experience of roughly three minutes.
   The detailed design specification of this work is as follows

- Your work will be concerned with the following ideas:

  - Change is inevitable. It is like a pressure that builds up.
  - Unfettered change is chaotic and unsettling.
  - Supressed change can appear to be static and boring. But under the surface, the pressure for change just keeps on building up until it can errupt suddenly and violently.
  - Well-managed change helps you to anticipate when and where the next change might occur and to flow along with the inevitable.

- The setting for your project is to be **abstract**; perhaps you might think of designing a sketch made up of a "jumble" of patterns, audio, text, shapes and images. You can also include cartoon characters and emoticons but avoid the use of 3D.

- Consider how you might use the interactive capabilities of Processing to drive changes in the output of your sketch. Your sketch must invite interaction with the mouse (and perhaps the keyboard). It should hold attention for at least two minutes and it should leave a good impression.

- You should consider the use of sound (although this is not compulsory).

The maximum canvas size is 1680 x 1050 and your final program must run smoothly on the lab machines (CSIT or PK). Your work must suitable for *public* presentation, viewing and interaction.

Deliverables (due no later than 23:55 Friday 24th October):

1. A Processing program with at least three IDE pages worth of original code, excluding comments. A statement of originality must be included somewhere in the source code comments. For example, this statement can be in an "acknowledgements" tab. In this statement you must make clear what code is original and what code (and images and audio files) you have sourced from elsewhere (and where you got them from). If you have obtained substantial *ideas* from elsewhere then you need to acknowledge these sources as well.

2. An Interaction Statement (IS) which is, essentially, a description of how a typical user will interact with your artwork. Your IS contains a step-by-step discussion of your planned interaction experience. For each step, you should describe what a user sees, what they should understand about the meaning of what they see, how they know what to do next, and what happens when they complete this step. When we mark this statement, we will compare it with your sketch and decide whether or not it is realistic.

Assessment (see Wattle for details):

30 marks Code (50% for quality of code and 50% for visual coherence and quality of the experience)

10 marks The interaction statement

Check List: (due 23:55 Friday 24th October)

1. A single ZIP file - do not submit RAR files

   - A ZIPPED directory of your processing (.pde) and data files
   - Interaction Statement