

Recipe for Happiness

I can't believe I'm wanting to do this, but I am.

Recipe for Happiness. This is a realization of an over-simplified concept.

So far, I included 3 steps in the making of Happiness:

- a) a touch of nature: flower buds, sunny day, squirrel climbing trees, etc.
- b) fulfillment of needs: a good burger, a tasty salad, a cup of coffee, a good song, etc.
- c) the abstract: a fun chat, a chill drive, a romantic date, etc.

I will make a giant list of things, close to 100 in total, and pick about 6-12 of these to realize in illustration (for the purpose of this project), i.e. each selection of an option should have a corresponding illustration, ideally.

Options will be shown to users at random, and a user-input-space for the user to type in what they want will also be available, given this Recipe does not lead to anything tangible, so whatever the user wants to add onto their list.

The end product will be html slide-show / clickable-prototype, showcasing static and transitional moments of the configurator when (never) fully realized. Each individual buttons might realized, though randomization somehow requires the use of buttons to be effective, so I'd try to make it work. If not, clickable prototype it is.

Timeline:

Week 1 Monday: option list + ideas on what to illustrate + reference.

Week 1 Wednesday: sketches on composition

Week 2 Monday: 2-4 illustrations

Week 2 Wednesday: another 1-3 illustrations or refined mockup.

Week 3 Monday: 2-4 illustrations.

Week 3 Wednesday: static elements finished

Week 4 Monday: first draft codes finished

Week 4 Wednesday: prototype site ready for presentation.