For my form, I wanted to make a check in form for an event, but the catch is that it is always working against you. I thought about how many different check-in forms I’ve seen and I wanted to try to see what it is like to slowly change more and see how usable the form is at the end.

The first thing is the label on the main form changes color periodically. Depending on the color it lands on, it becomes harder or easier to read what it says. This works in conjunction with the background which also changes color at the same time. These 2 distract you from the rest of the activity on the page.

Since it’s a form, the first thing I needed was a text box for the user to input their name. The prompt message is “Name goes here” and as soon as the form starts you can see letters disappearing from the message. The text box randomly removes a character from the string within the box. This continues until it removes all characters and if new characters are added, they will also eventually be deleted.

Another prompt I have is a numeric up-down which the user will input their age. Originally the number would increase by a random amount from where it is at, which means that as soon as the form loads, it would start climbing. I ended up changing it for one that always ends up at 0. If the input is below 0 then it will increase by 1 every time and if the input is above 0 then it will decrease by 1 every time. If it is a 0, it will stay there until the user inputs a new number that will get turned into 0.

There are 2 buttons that teleport around the screen. They are labeled “Form 2” and “Form 3” and they take you to Form 3 and Form 2 respectively. Instead of just being buttons that are hard to interact with because they occasionally move off the screen, they also deceive the user by sending them to the form on the other button.

If need be, it can be stopped by any conventional method, i.e. x button, alt+f4, etc. There shouldn’t’ be anyway for the user to get stuck or get caught in a loop.