

Love me,  
Love me not



# Ideation



I'm a big BIG cat fan so I wanted to develop a program that emulates you petting my cat when tapping on the cat! I also wanted to animate when you click enough that the imagery of the cat starts drooling! Also, just so you know my cats start purring and drooling after being pet for a long time because they get super excited. I believe the issue I would have is how I would change when they start drooling in the animation for when the user does click enough.



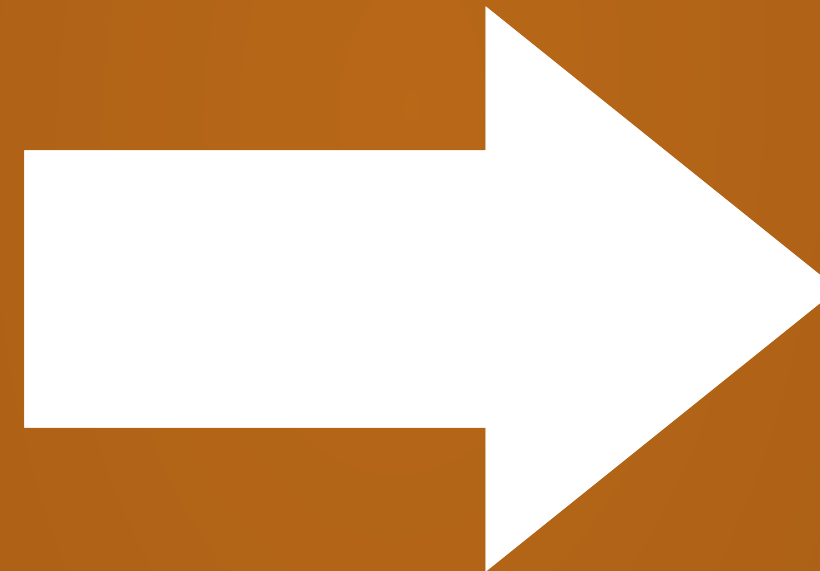
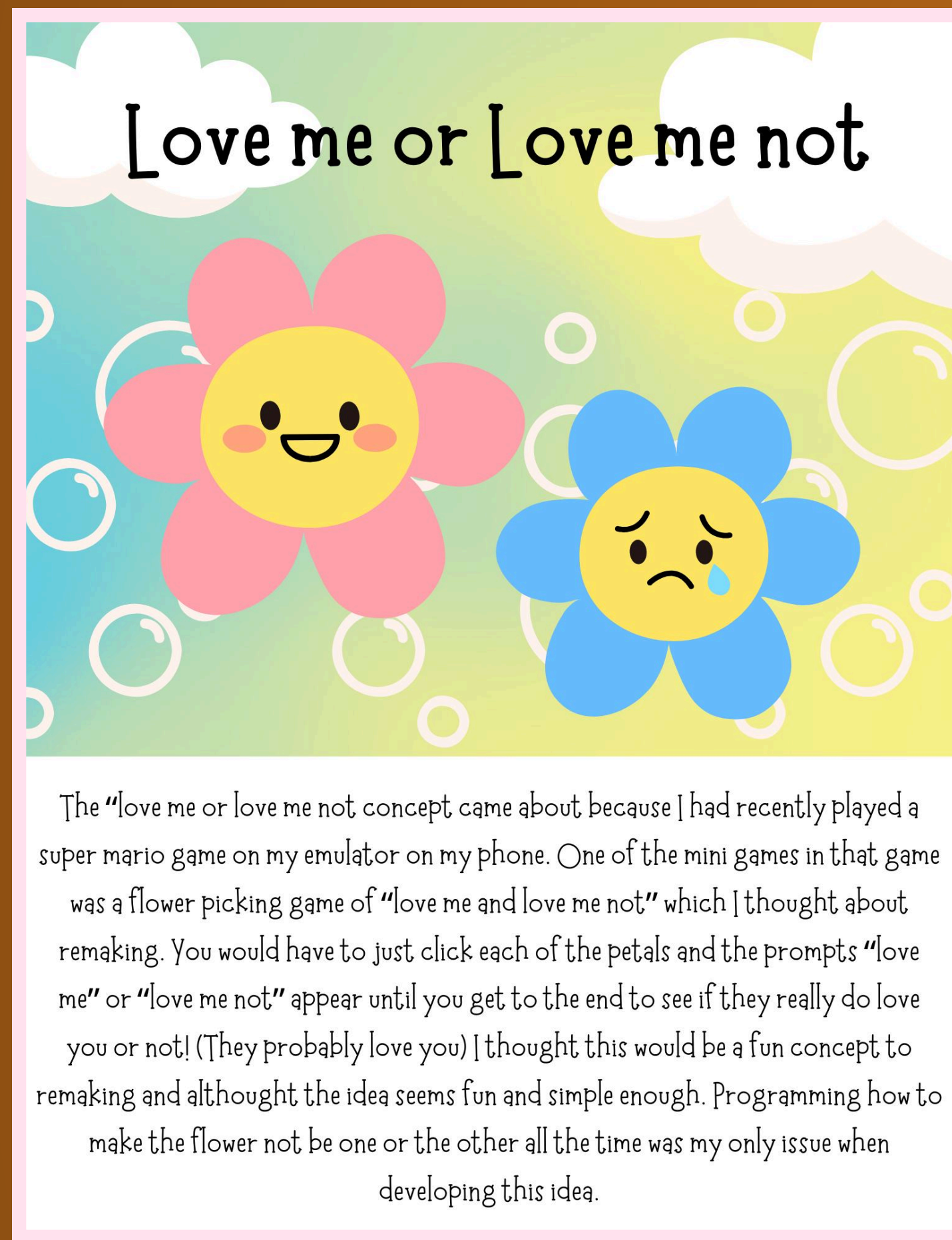
Among all the other projects made I wanted to make a cutesy get well soon card when clicking on the cake rapidly enough it'll explode and show a "get well soon" heart with some cutesy effect appear. I thought this would be easy and cute to do it, and I've been trying to draw more often so this would be a fun concept to do! I suppose the only issue I would have is if I have enough time programming everything in the next 2 weeks!



The "love me or love me not" concept came about because I had recently played a super mario game on my emulator on my phone. One of the mini games in that game was a flower picking game of "love me and love me not" which I thought about remaking. You would have to just click each of the petals and the prompts "love me" or "love me not" appear until you get to the end to see if they really do love you or not! (They probably love you) I thought this would be a fun concept to remaking and although the idea seems fun and simple enough. Programming how to make the flower not be one or the other all the time was my only issue when developing this idea.



# Final cover





# Design Brief

## DESIGN BRIEF

Kay-Yea Wong  
DES 427 Interactive Design

### TIMELINE

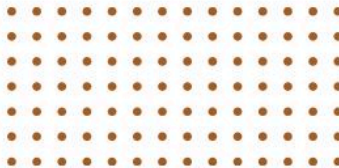
|                         |                |
|-------------------------|----------------|
| 02.17.2025              | 02.19.2025     |
| Finish Ideas            | Start Coding   |
| 02.23.2025              | 02.25.2025     |
| Finish my first verison | Last iteration |

### PROJECT GOAL

The goal of the project is having it playable and fun. Encouraging the user to keep trying to get the results they want or get the results the first time doing it Having a fun experience with music that goes along with it.

### TARGET USER

My target user is anyone willing to spend time to play it. Just exploring the outcome of picking out the flower to see the results over time.  
Encouraging any user to play it because it's child friendly too.







TIFFANY  
TRAN

San Francisco State Liberal Arts Student  
Age 22  
Female

PERSONAL INFO

LIKES

- Reading books
- Volunteering
- Dancing
- Working out

DISLIKES

- Writing
- Eating unhealthy
- Being disorganized
- Being unproductive

APPS USED



PROFILE

Tiffany started going to SF State to pursue her teacher credentials by getting into liberal arts. After classes, she normally goes to her club meetings where she actively teaches dancing. Afterwards, she heads to the library and studies child development for her classes. By the end of the day she usually does her gym routine before finishing up any assignments at home.

EXPERIENCES

- Participated in vounteering at an afterschool program for kids (Student Grade 1st-3rd)
- Hosted Dance workshops with her club members in the Bay Area
- Vounteering work at her local libraries
- Experienced Marathon Runner

PERSONAL GOALS

- Graduating with teaching credentials by the end of 2025
- Actively participating in vounteering work for better personal experiences
- Getting more insight on child development for students with learning disabilities

PERSONAL PAIN POINTS

- Having stressful moments with anxiety
- Not having enough work for her personal portfolio
- Life after college with finding a good teaching job
- Not being someone her students would appreciate



ELLIOT  
KANG

San Jose State Engineering Student  
Age 24

PROFILE

We believe in pushing the boundaries of what's possible. We are a team of experts committed to delivering outstanding results.

PERSONAL GOALS

Design services for user-friendly interfaces. Our team excels.

PERSONALITY

Design services for user-friendly interfaces. Our team excels.

LIKES

Design services for user-friendly interfaces. Our team excels.

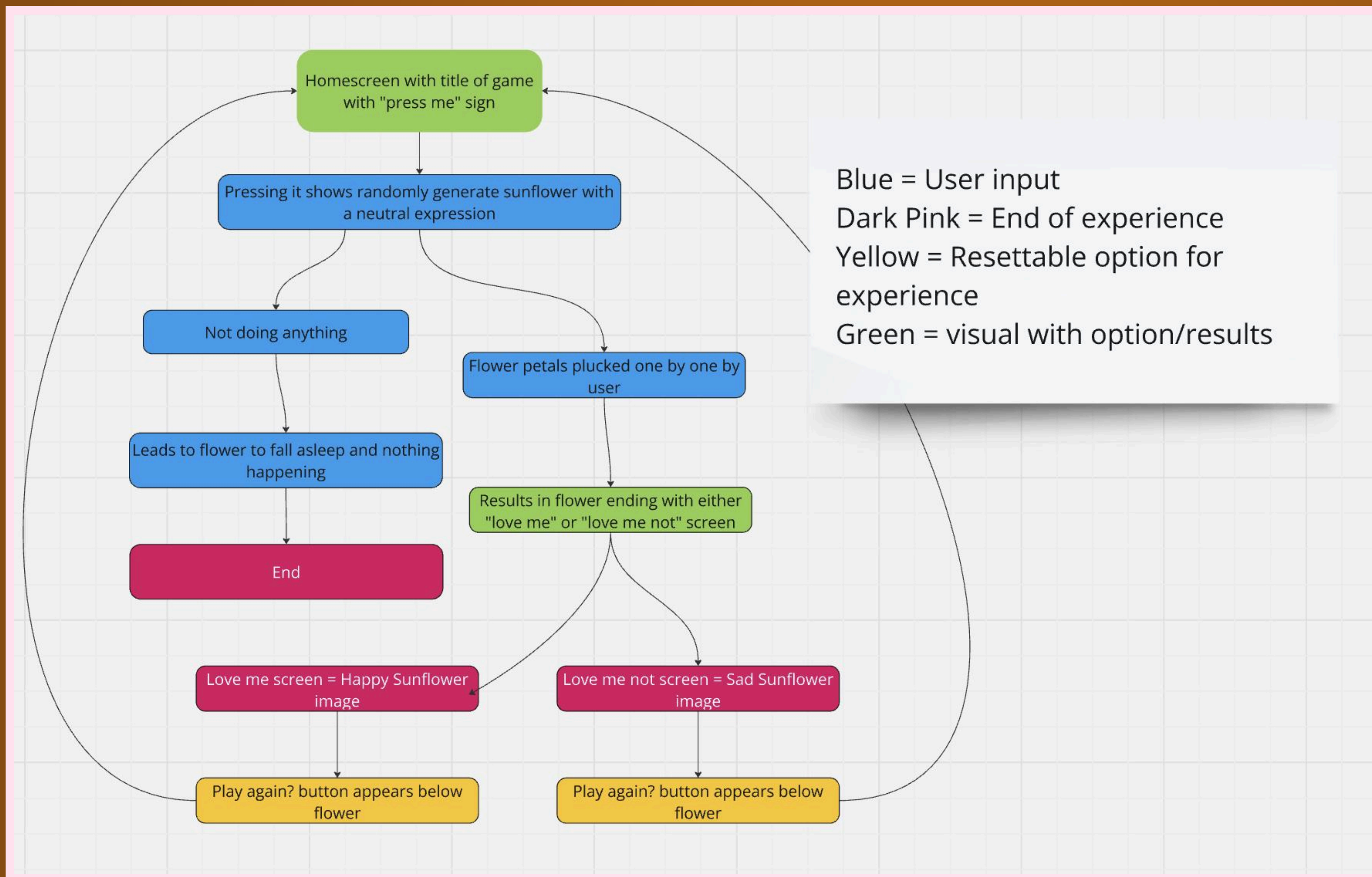
DISLIKES

Design services for user-friendly interfaces. Our team excels.

Personas







# Flowchart

# Project Link!