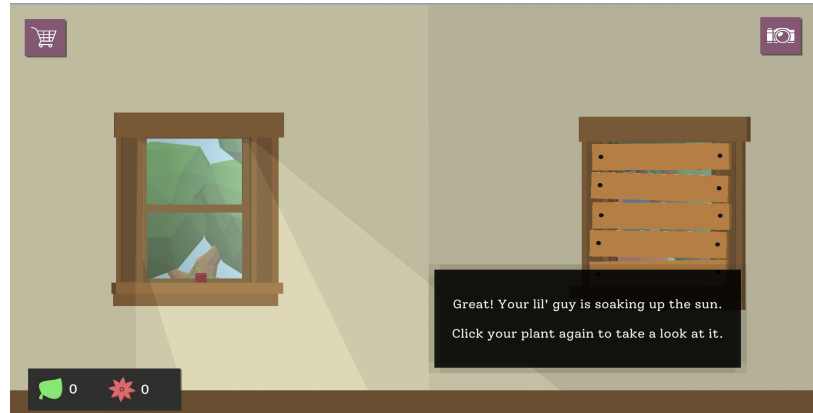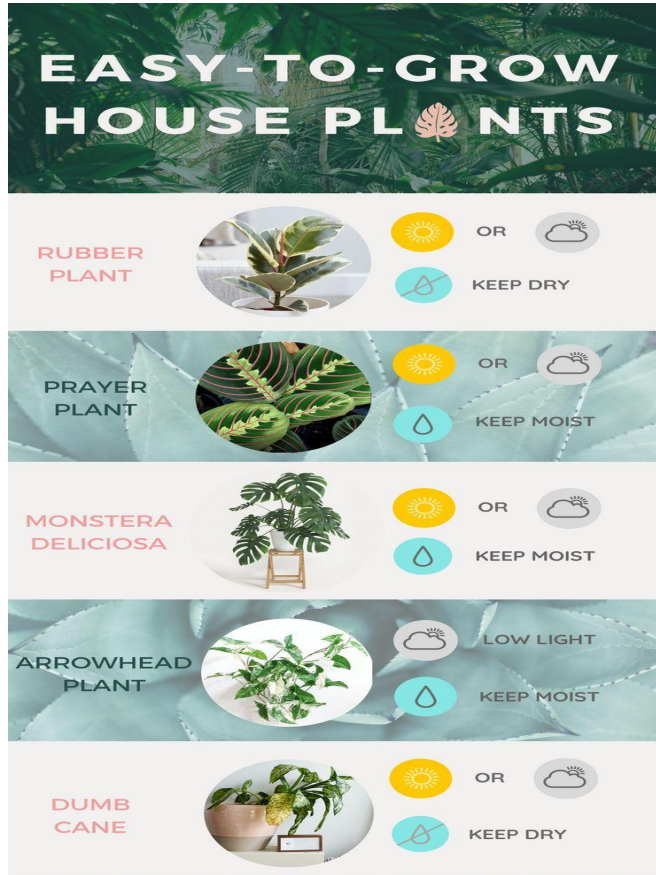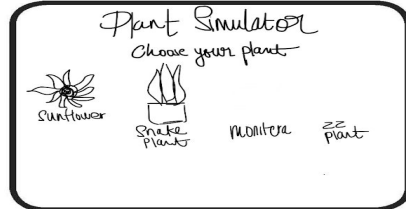# Roundtable presentation

Creative Coding
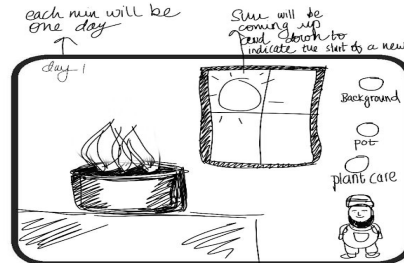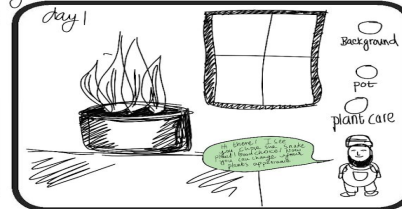
# First Idea: Plant Growth Simulator

Storyboard

Front page shows a group of different plants that the user can choose from On the top will be the title of the game.

After picking a plant the game will take you to a page where you have different icons that allow the user to do different things.

When we get to this page the gardener will start giving the user some instructions and he will ask you to click on him for help.
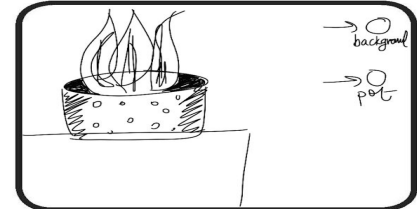
If you pick the pot option it will allow you to change the appearance of the pot and the background option lets you pick different backgrounds
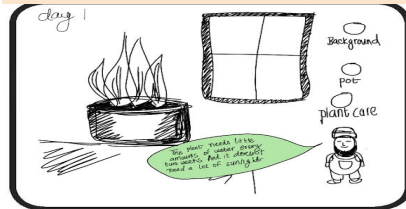
The gardner will tell you about the plant and the type of care each plant needs. Each plant will start off as a small plant that grows the more you take care of it.
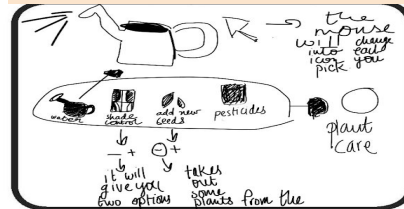
If you click on the plant care option it will show you multiple plant care options like watering, pesticides and changing the amount of sunlight.
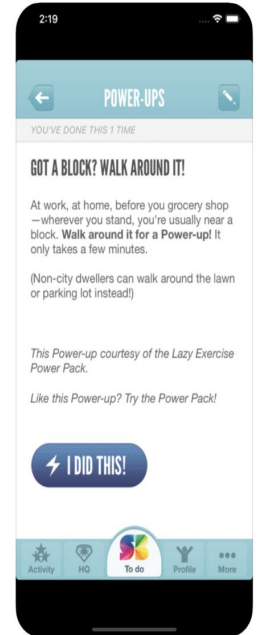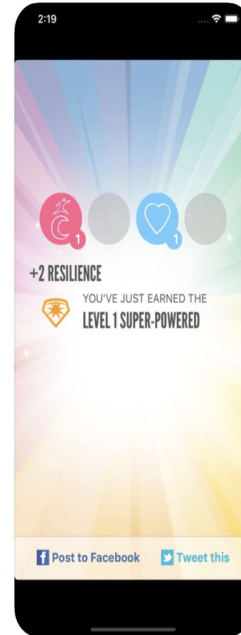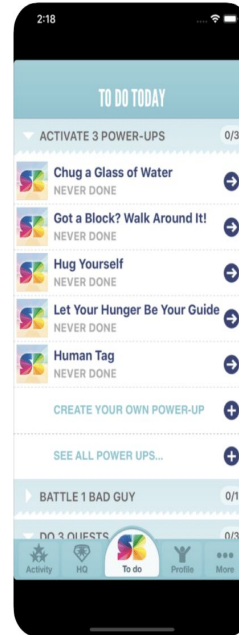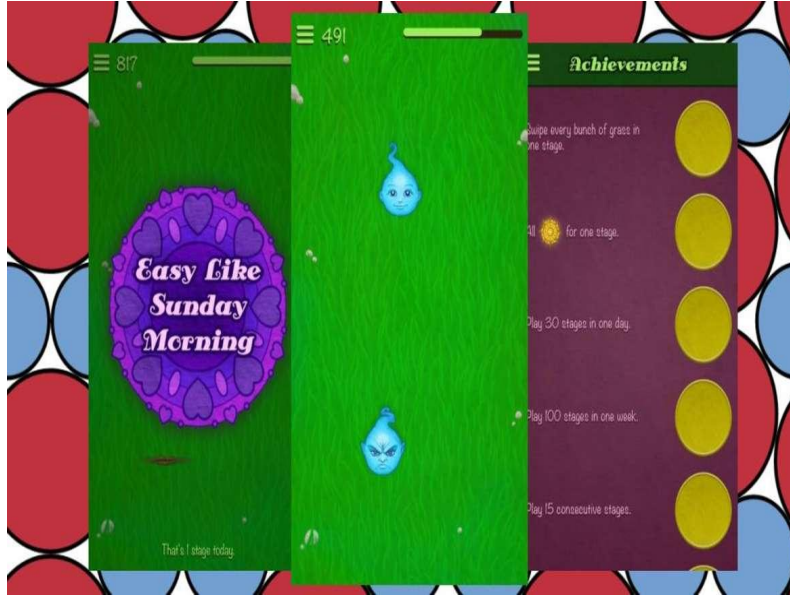
Over time if the plant doesn't get the right amount of care it will start to wilt and if it gets the right amount of car it will grow more.
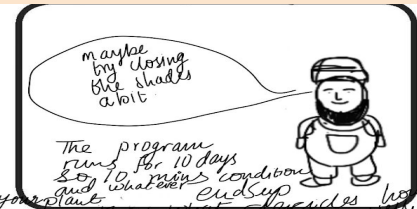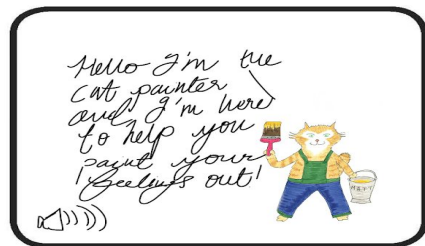
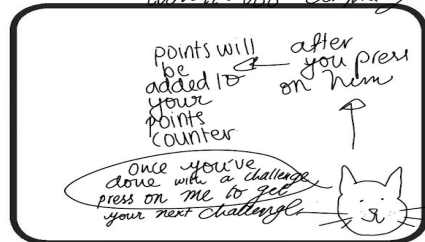If you don't know what exactly your plant needs you can press on the gardner and he will give you some tips.

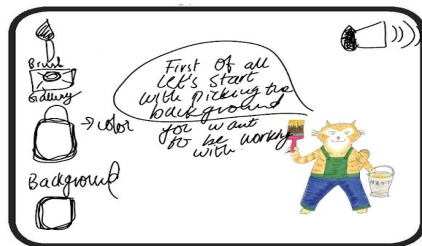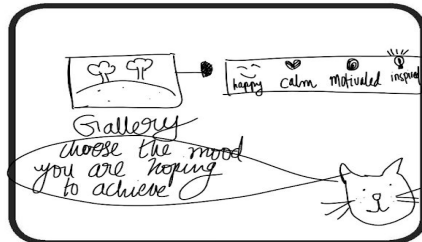# Second Idea: Interactive Relaxing game

Storyboard

This is the welcome page and as you get there music will be playing (relaxing music) and you can click on the volume button to change the music or turn it off completely
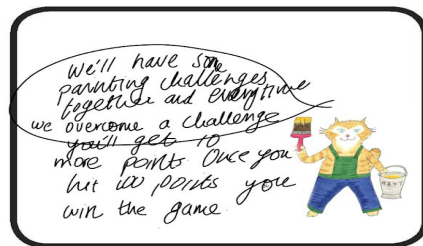
The painter cat will prompt the user to pick a background and a color the user feels represents their mood best

The challenges in this game are very subjective to what challenges you're facing in your day and what's making you anxious each game

The cat now will be in the corner instructing you throughout the game The brushes will be designed to create relaxing patterns

each brush stroke will have a specific sound effects attached to it and every movement will make a different sound

Once you pick the mood you are hoping to achieve the program will generate an abstract landscape that you can paint on

The next challenge will prompt you to paint new things on the previous challenge's painting
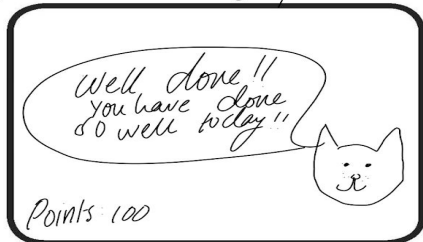
Everytime you achieve a new challenge the cat painter will congratulate you and at the end it will notify you that you achieved the challenge

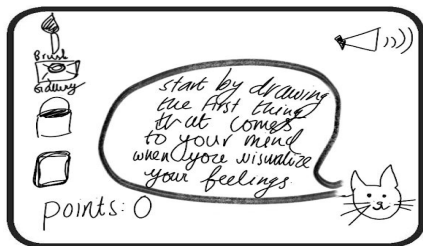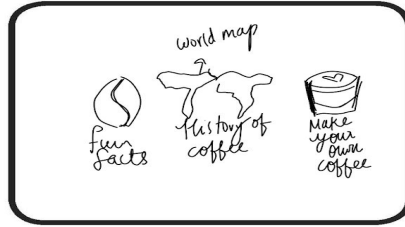# Third Idea: Learn about coffee's journey
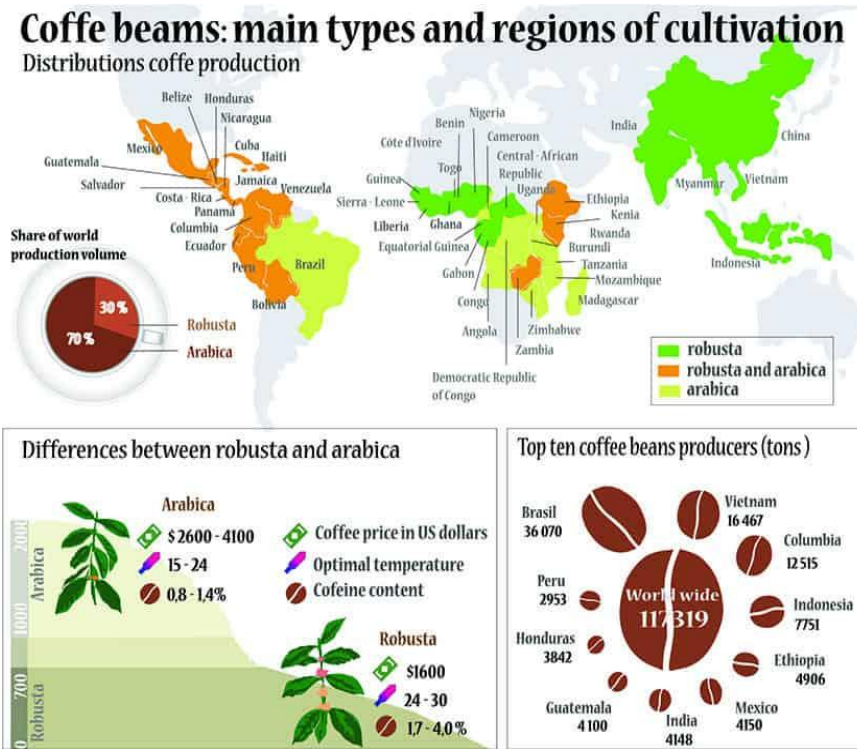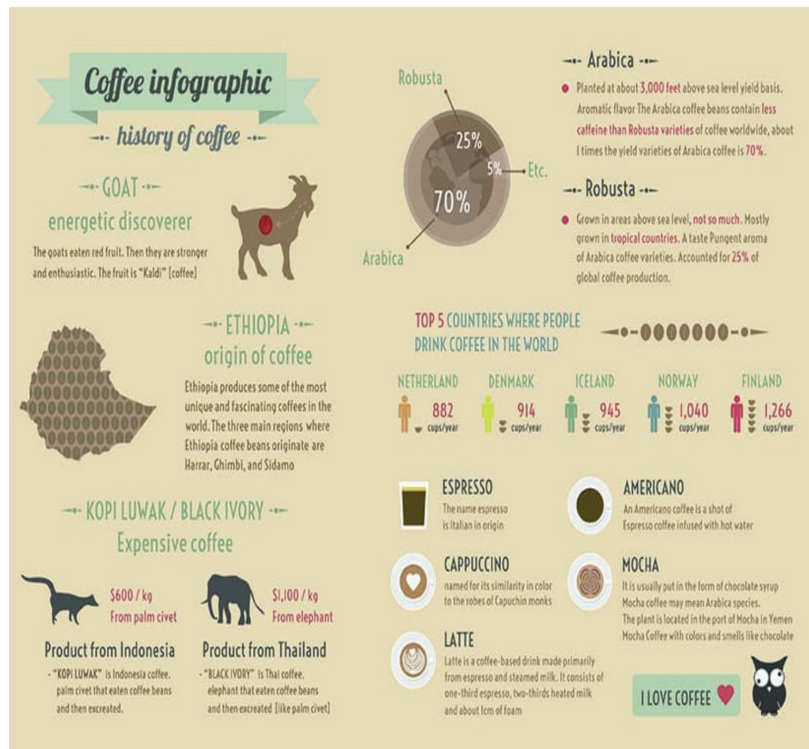
Irish coffee

Storyboard

Panel 1: Welcome to the visual coffee encyclopedia

Program starts with a welcome page that prompts the user to click on the coffee beans image to get the program started

Panel 2: world map, fun facts, History of coffee, Make your own coffee

After the user clicks on the image a list of options appear under the image. this will be the home page

Panel 3 (labels): controls takes you to the home page, volume, World map, you can pause the program, Home, starts the program from the start, start over, play

This map will have different parts light up according to whatever information is being heard (recording of specific history)

Panel 4: money, TOP 10 Producers, coffee around the world, they will be in grey when you click on it it turns into a colored image

Fun facts: click on each image to learn a new fun fact.

Panel 5: espresso, latte, Americano, cappuccino, Mocha, Cold brew, choose the coffee you want to make

Make coffee from here you can learn about different types of coffee. A little instruction at the bottom to tell you to pick the coffee you want to make
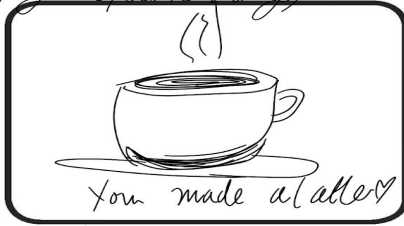
Panel 6: coffee beans, milk (very foamy), coffee grinder (fine)

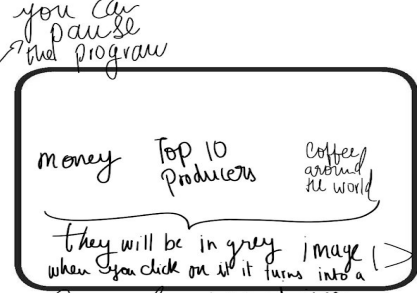Pressing on the icons will change the amount of milk/ type of coffee grind / etc once you get to the right for the type of coffee you want to make

Panel 7: You made a latte

Your coffee is ready!! this screen will show you that you got the right settings it will tell you your coffee is ready