

# Final Project Roundtable

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Creative Coding

# Styles Davis (interactive narrative game)

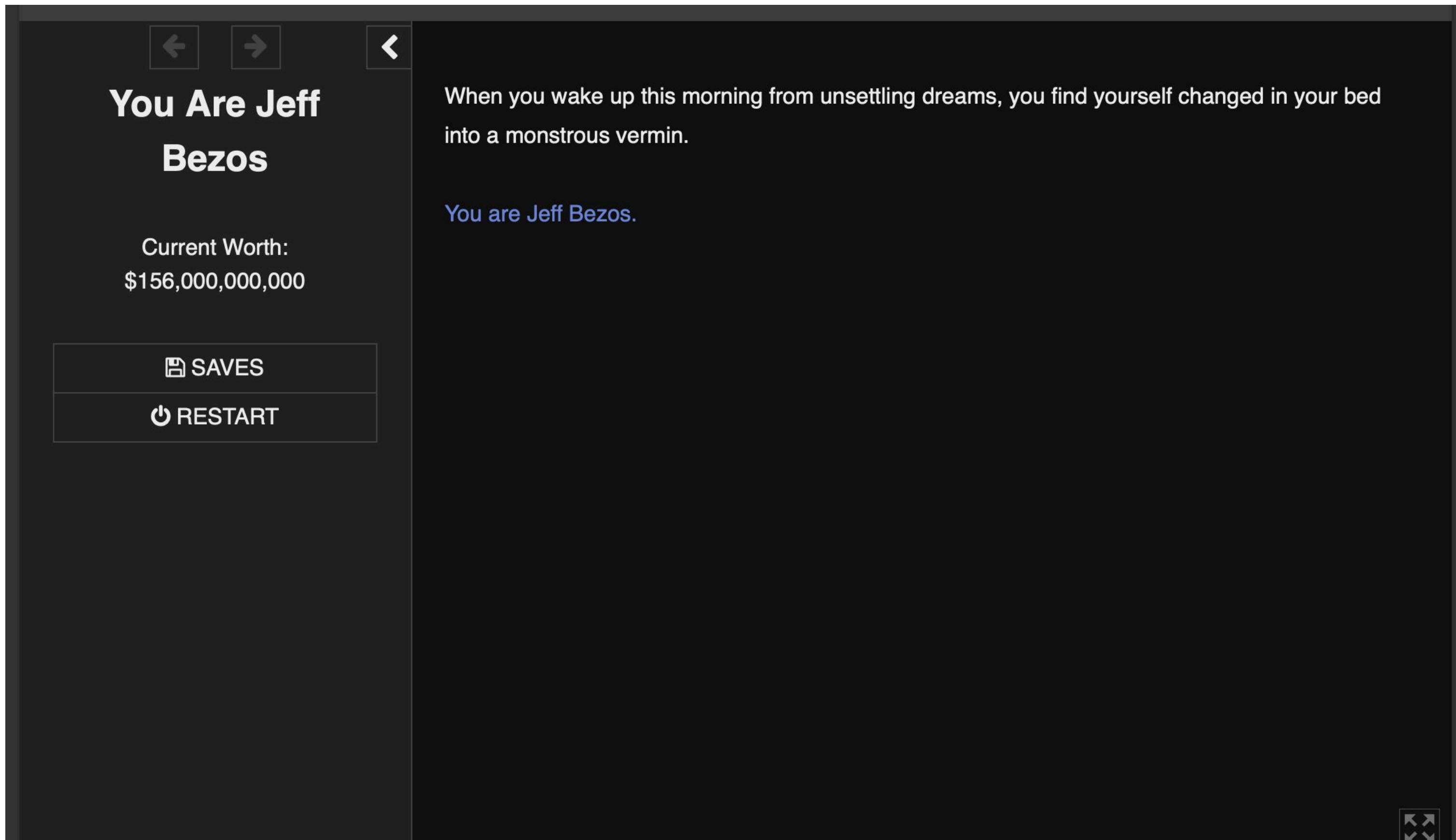
Its 1980 and you wake up in a New York City apartment. There's Jazz vinyl scattered on the floor, alligator belts thrown about, and various foreign car keys thrown across your bed. You are a slob. You might be passed your prime. You ruined all your friendship. But you're still a walking icon.

**You are Miles Davis.**

- created last spring
- wake up as Miles Davis and the task is to create an outfit using his extensive wardrobe
- User decision making
  - currently narrative was made in Twine



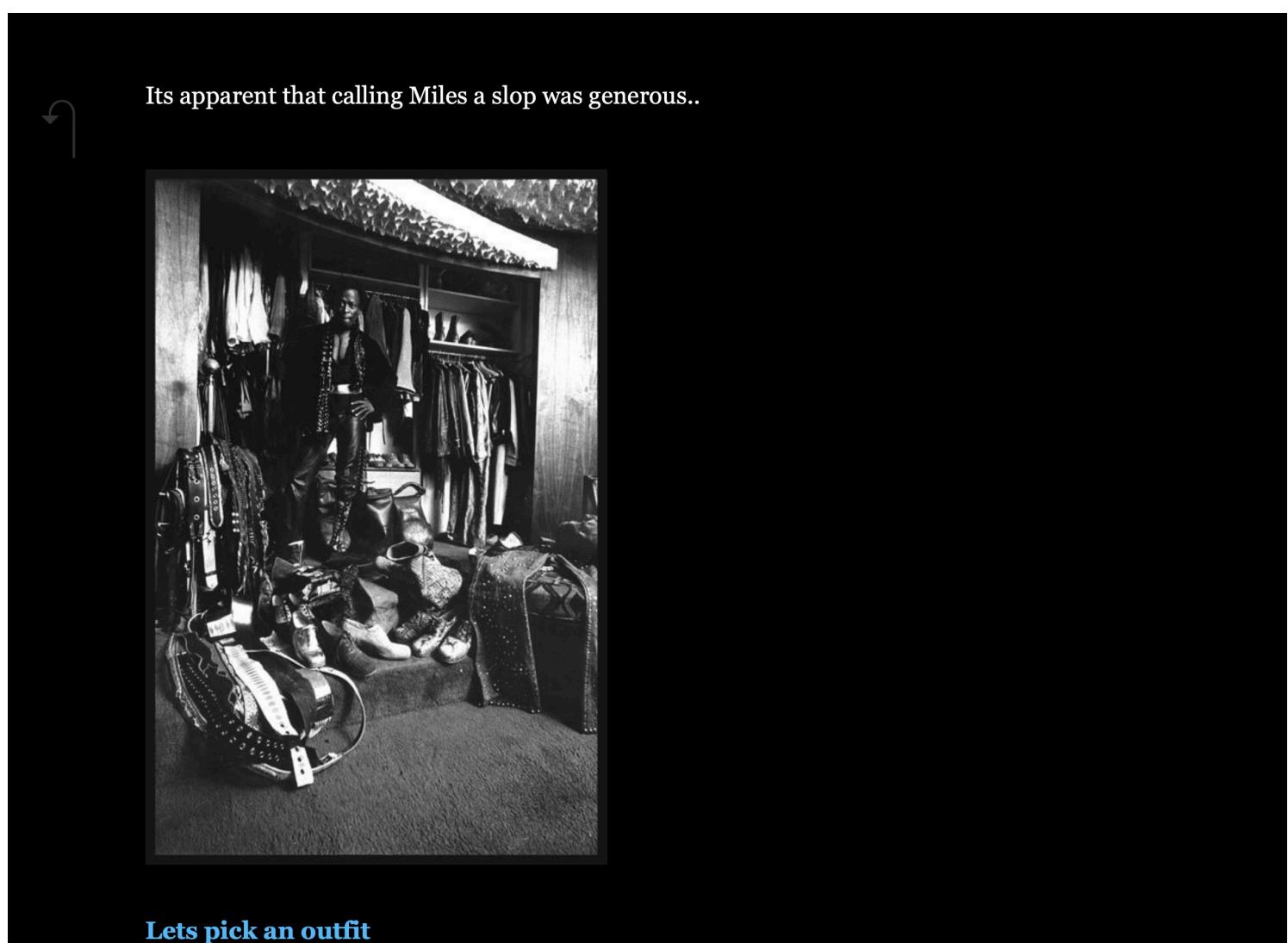
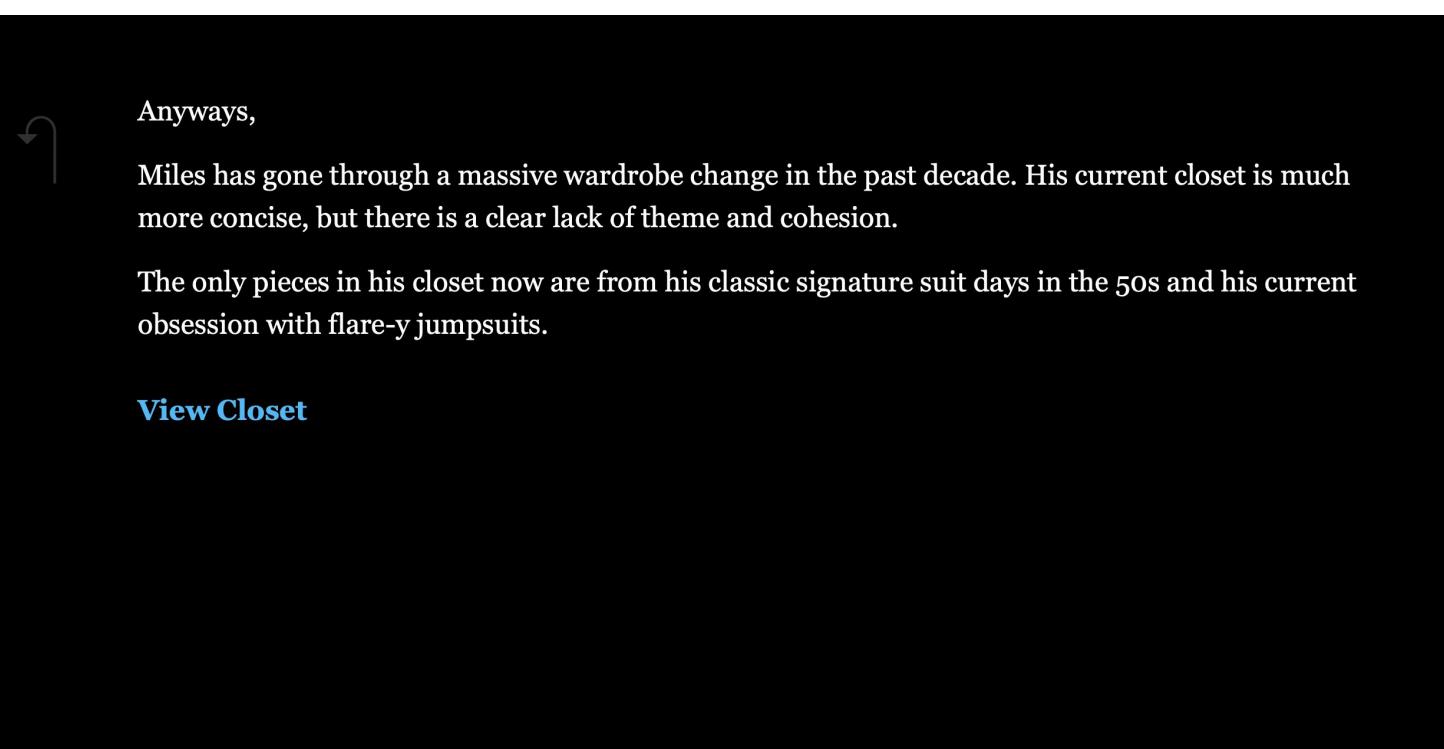
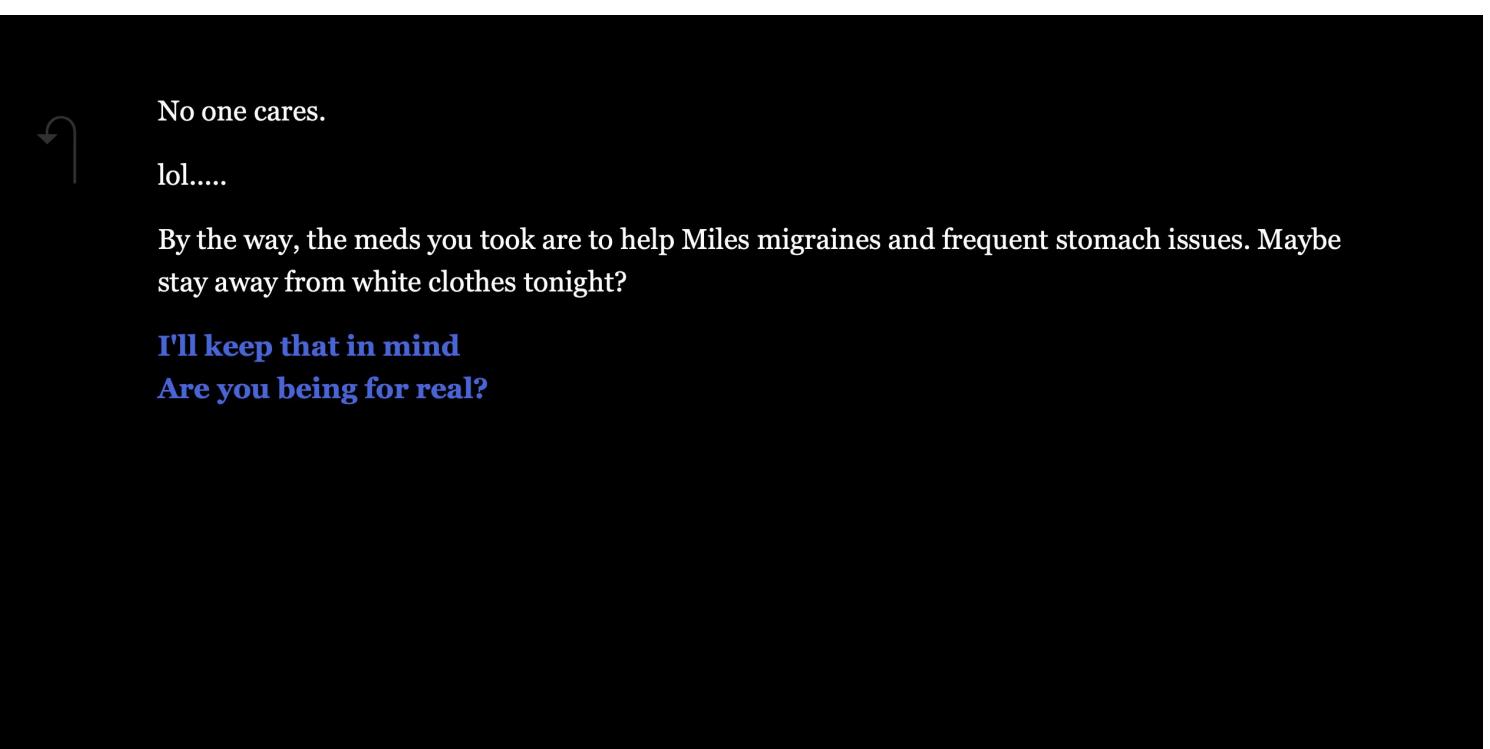
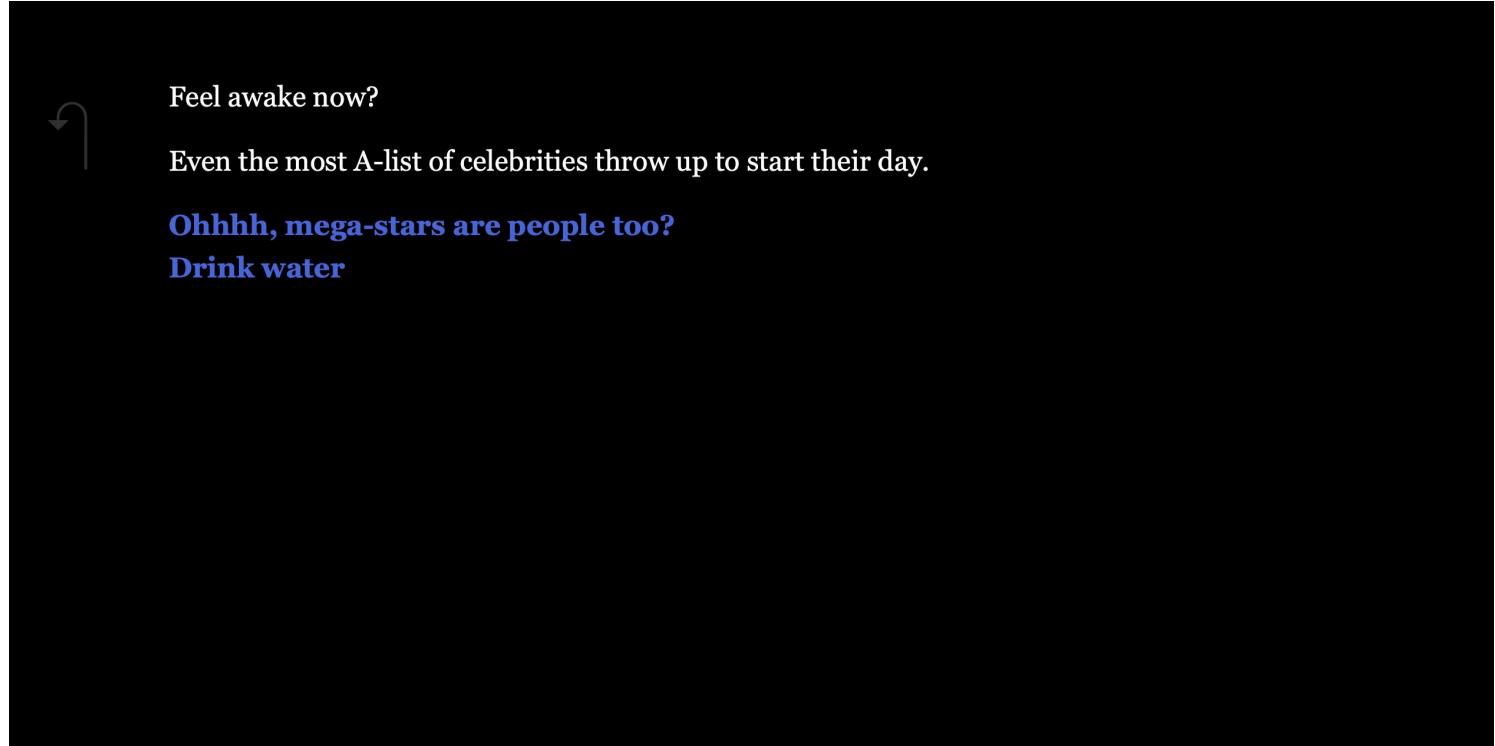
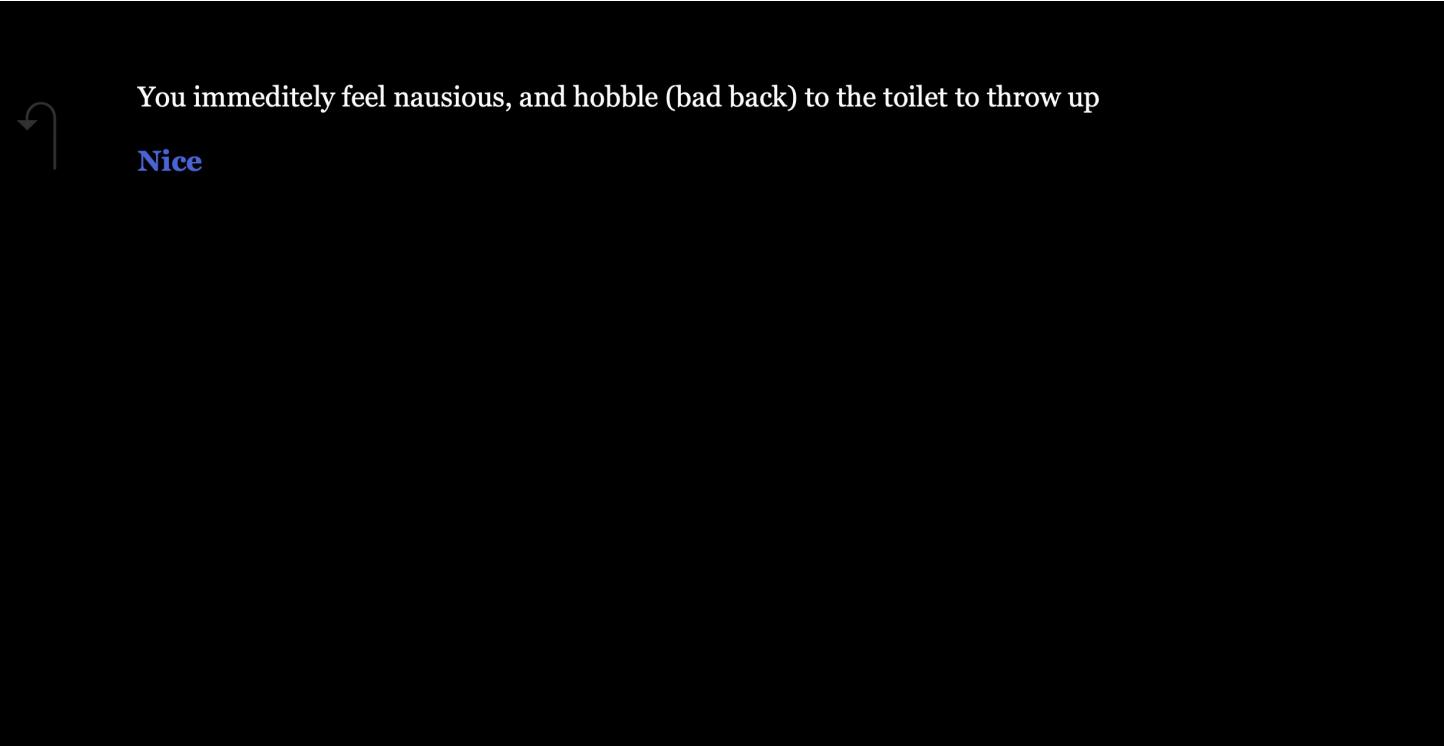
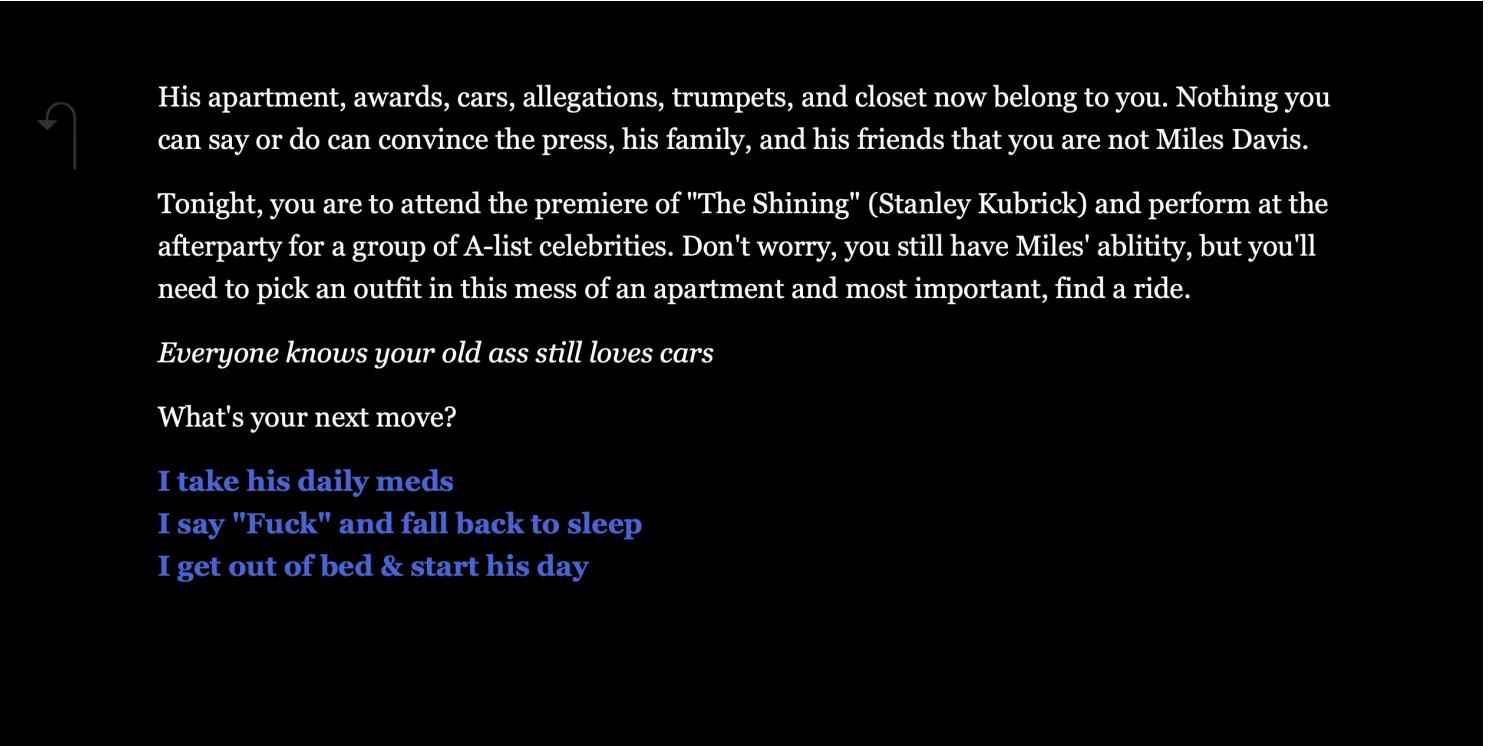
# Inspo



- everyone *thinks* they want to be in the shoes of someone in power – till you have to make decisions that contextualize your legacy
- how will history remember you?

## IDEA 1

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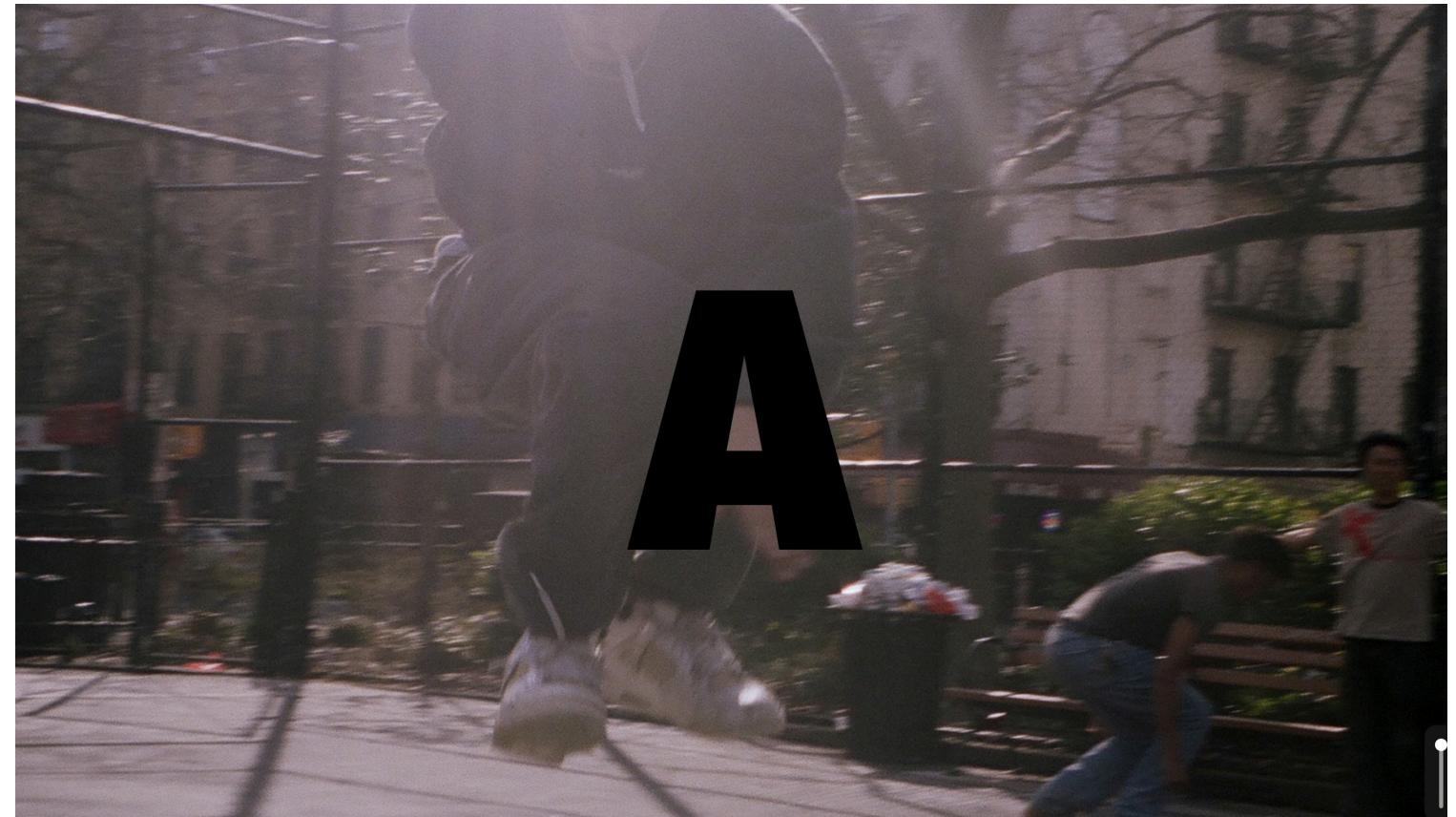
# Intro Sequence for my blog



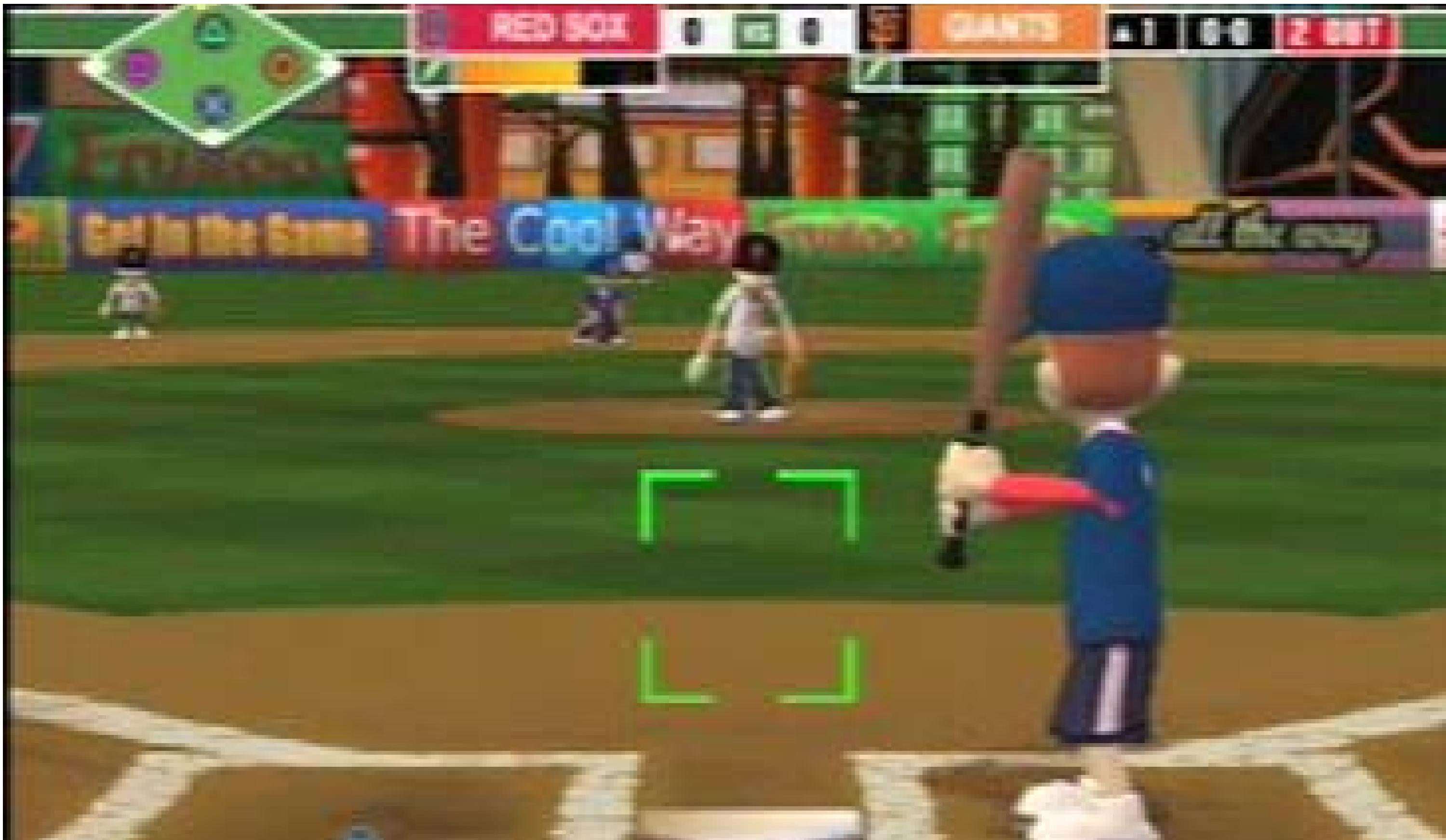
- Macro-scale
  - a. Black Screen → Logo Fade-In: Centered blog logo appears with bloom.
  - b. Photo sequence (2.5 seconds long) that reveals project title
- Micro-scale
  - mouse movement pauses sequence

# Inspo

- pitchfork has been using p5 to generate motion graphic title cards for stories or sections
  - inspires me to create a landing slab for the blog with a pattern + aesthetic closer to our identity
  - user mouse interaction OR web cam
  - want to play w blend modes!



# Bullpen Baseball: Immaculate Inning



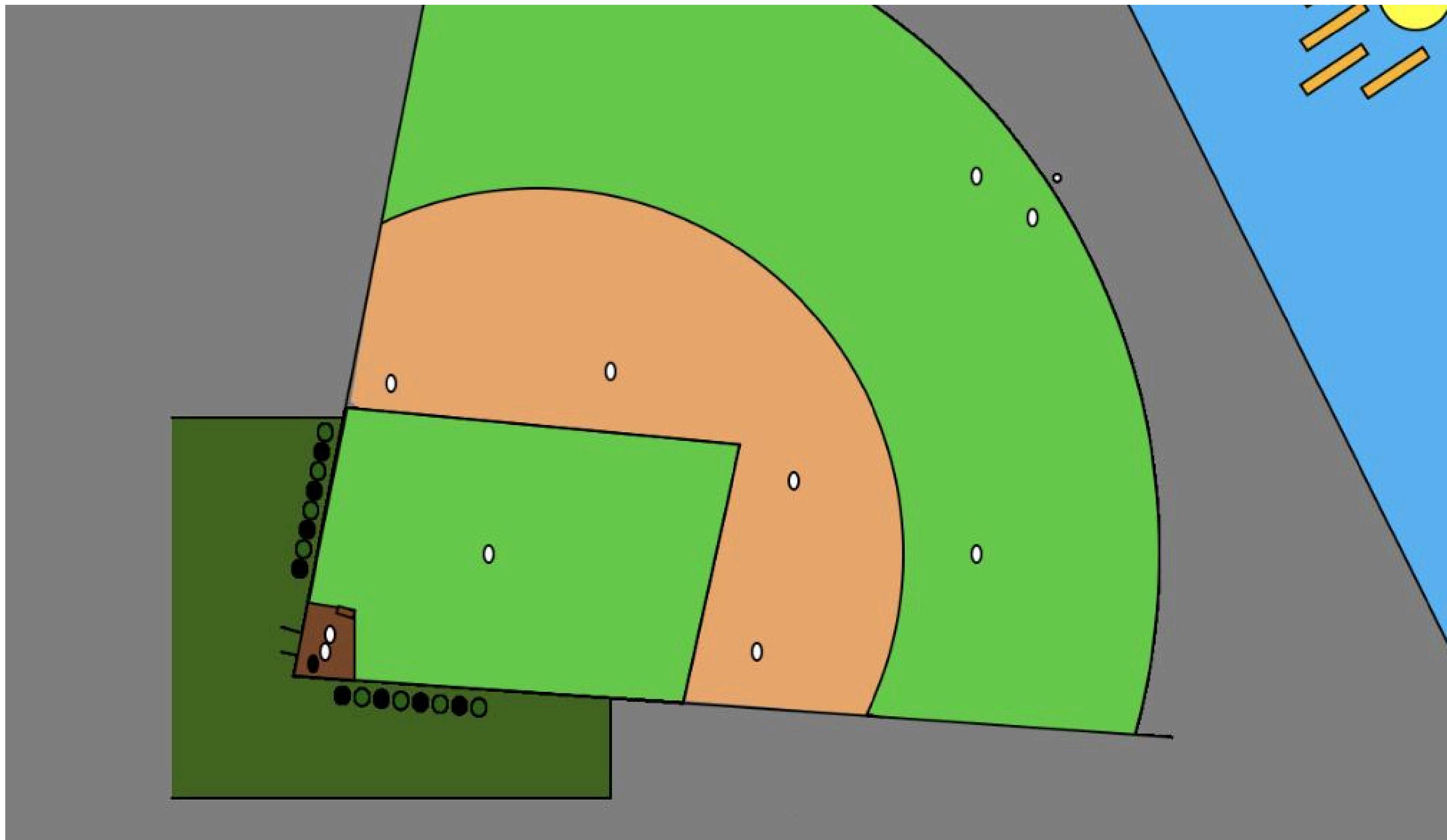
## Macro-scale

1. Game Start: Mound view, 0–0 on scoreboard.
2. Pitch Selection UI: Buttons for Fastball, Curveball, Slider.
3. Result Display: "Strike" or "Ball" pops up, 9 pitches total.

## Micro-scale

- Pitch Trajectory: Close-up of ball arc—color indicates pitch type.
- Swing Animation: Batter sprite flashes on swinging strike.
- Immaculate Popup

# Inspo



- Pocket Baseball (2006) minimalist UI
- MLB The Show pitching meter decision timing
- OpenProcessing baseball sketches