Project 2 Update

U P D A T E S

There has been many updates to my original idea. I was heading down the right path with my original proposal but I had difficulty bringing together the coding component with the creative one. My updated prototype introduces how I plan to switch between different states as well as how I plan to incorporate some of the coding concepts I discussed. I am still working on the different ways I would like incorporate sound and finding this challenging. I prefer to use computer generated sound but may decide to use audio clips if I am unable to create the sounds I like.

I have decided to keep the scenario responsive across platforms as it lends better to the immersive experience. Plus I would like to be able to access the simulation on my phone. I am ok that some interactions will not be possible and will try find creative alternatives for the mobile experience. In order to do this, I have worked with fractions of the width and height rather than absolute values. As this is in line with how I currently create online I found it an easier approach to think about objects in relative space rather than exact x, y positions.

At the moment, I am not sure if I want all landscapes to be similar. I also do not want there to be a sense of time or urgency, beginning or end, and therefore have deviated from the original proposal search for the sun dog idea. For the winter landscape, I think it will still contain the sun/sundog element in the sky but plan to recode/expand on this.

All movement and sound will be user driven whether through keyboard interactions or mouse clicking on different areas of the screen. The concept of hidden gifts will continue and I have illustrated this in the prototype with the 9 markers spaced out on the screen. The markers will not be visible or may appear as the mouse gets closer. They may not all be active in the different spaces. They may also be highlighted by another visual/ shape, ie: circle on the screen.

Now that I have a better vision for the project, I am able to move forward with thinking about the code. I am thinking to use super class and inheritance for the marker points but not exactly sure how at this point. I would like my code and simulation to be as efficient as possible within my current knowledge. Any input that you can provide is appreciated.

FUTURE UPDATES

- Recreate the sun animation for the landscape scenario, I would like it to be more spectacular and interactive than the original, add sound when clicked
- Find ways to incorporate color? I like the idea of color changing over time and space depending on areas of the scenario and thinking of different ways to do this, one idea is changing the saturation (color) of the airplane as it moves throughout the scenes?
- Create the different landscapes, how will they differ? How will they be similar. At the moment only the sky color changes in each world
- Create the interactive points that will incorporate sound and animated objects, not all points will necessarily be in every space
- Adding some additional mouse interactions or other animations that are not keyboard specific or user directed, ie snow falling in winter scene, pattern created by a moving mouse?
- Find ways to incorporate sound in creative ways, I haven't worked much with sound and I am finding this challenging at the moment
- I would like to explore computer generated sound in more depth

EXTRAS

- Try to incorporate all / most of the coding concepts we experimented with this semester and may adapt some of code/creatives I used in exercises
- Build in a timer that is randomly set and brings user back to the room / original screen when time is up