



Winter is coming and lately not a day goes by when I do not question the point of it all? As minutes pass to days, days to weeks, weeks to months, I both fear and find comfort in my routines. The concept of looping and recursiveness appeals to me on many levels and I hope to expand my understanding of these coding concepts in this expanded simulation. I also hope to rekindle the essence of surprise and wonder in an otherwise monochromatic world.

BACKGROUND

I will work from the Project 1 Simulation I created, the link to this simulation can be found here: <https://bluejenny.github.io/cart253/assignments/Project01-Simulation>

UPDATES

I will change the name/title, as per the contribution of mon mari to Féérie d'Hiver! He tells me that there is no direct english equivalent but google translates it to fairyland winter. He says it's more the magic or sparkle of winter, which again does not translate well. This notion that a concept exists in a language but is not fully recognized by another is truly a hidden gift that I hope to explore further in this realization.

Winter was once my favourite time of year. These days I am less excited. I am planning to move back to BC (where I was born) this winter for a few months which has sparked

some joy and memories of winters passed. I hope to spark a similar joy and wonder with this simulation.

Some of the updates I am planning to incorporate:

- add sound
- responsive across platforms either with math or CSS
- better animation when user clicks on the activated sun
- trees
- movement
- hidden gifts along the way that user needs to find on in order to activate the sun animation

SOUND

My original idea was to add the sound of walking on snow from audio I collected in the past. I will create the audio loop to accompany the simulation and add sparkles of sound when user clicks on different items in the scenario.

RESPONSIVENESS

I would like the simulation to be viewable on all devices. I would prefer it to be full screen but may decide to scale down on vertical screen size using CSS. I am not sure if P5 has some adaptations for mobile use but may look further into this, as time allows.

SUN ANIMATION

In the current simulation the user is directed to click on the sun once the rainbow appears. I would like to do something similar but create something with a little more wow factor. Looking into this for inspiration: <https://editor.p5js.org/willgeary/sketches/0koqjcxEk>

TREES

Trees will be added to the landscape. See Diagram 1.

MOVEMENT

I would like to further work on the concept of movement by using a moving line that speeds up and slows down or increases frequency. I may also try playing with tree size for added perspective. I am not sure how I will do this at the moment and will look into the 3d with p5. I will also look into creating movement with shadows and the position of the sun in the sky.

HIDDEN GIFTS

To add to the scenario, items (2-4) will appear in the landscape for the user to interact with. I would like to look into recursive functions to create some of these elements of interaction.

CODING & DESIGN INFO

- the animation will have 3 parts: title, animation and final screen, final screen can only be reached once user finds and opens all hidden gifts and clicks on the sun at the right time. Otherwise the simulation will not end and will loop forever
- Recreate the sun animation
- try to incorporate all of the concepts we have learned this semester
- I may add color but may also stick with the monochromatic palette and will depend heavily on the hidden gifts I create
- work on commenting as well as stylistic and structural issues in my code from input received on first assignment

