

## Project 2: Progress Report

I've not made the progress I thought I would, but I'm happier with it than expected. In my prototype, all I had was a visual representation of translucent, multicoloured circles jittering all over the screen.

Right now, I've created the skeleton for the first type of particle I'm making, the Puffer. My idea for the Puffer is like the Pufferfish: Once provoked by a particle not of its type (in this case represented by the mouse), it will quickly inflate and extend its needle spikes. When the threat has distanced itself, the Puffer deflates and then retracts its spikes.

In this snapshot of my progress, some of what you see is meant for the final version, and some is not. The movement is from the bee/garden activity and is only a place holder. I want the particles to move in a straight line while using noise to change their angle. Of course, I could decide to have some particles to have a more vibrathey-style of movement, but only some of them. The functionality of the spikes extending, and retracting is working as intended, but my goal is to have many more placed at different angles. I also want the number of spikes, and angle of spikes to differ for each Puffer. What I'm really trying to create is the family of the Puffer; once they spawn, aspects of them like size, colour, spike count, aggression range etc., will be slightly different.

Looking at what I've done so far, I don't think I will go with my microbe direction and will instead focus on making cool particle looking things like the Puffer. Once I have the

movement I want, and variable aspects, I think I can create more types much faster as it will be less learning, and more playing and tinkering.