Document Info
DJ   ART 385   Glitch Image Arrays   February 19, 2020

Re-state the Assignment
This assignment was to utilize the things we have previously learned to incorporate images and make them interactive by using state machines. We also used timers millis() to get more movement and randomness, which we learned about in the examples during class.
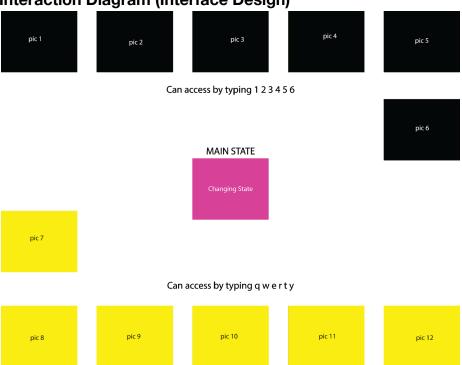
Audience
The audience is the professor and the other students.

Hand-drawn sketches
n/a

Interaction Diagram (Interface Design)

pic 1   pic 2   pic 3   pic 4   pic 5

Can access by typing 1 2 3 4 5 6

pic 6

MAIN STATE

Changing State

pic 7

Can access by typing q w e r t y

pic 8   pic 9   pic 10   pic 11   pic 12

Conveying Technical Information (Software Design)
For this project, I made 12 different images of dogs, state machines, and text. There are also some ellipses on top of the (key pressed) q w e r t y states. I utilized the code from the example in class and then changed it a lot. There are 12 states because I wanted the first 6 to be able to click onto the normal images, and then the last 6 were the same images but warped and with a new background color. (After running the program you can type 1, 2 3, 4 5, 6 to activate the normal pictures, or q, w, e, r, t, y to activate the warped photos.)

Reflections

This was a challenging project for me. I had to get a lot of help from peers and the professor. I also had to google a lot of things, and although some things still confuse me, with a lot of trial and error I think I learned a lot on this project. It was nice to not have to convert from Java to P5, although I do understand Java is useful for interaction design. There were many many many frustrating moments when the code wasn't working, or one small syntax error made the whole program not run, but in the end, it was satisfying to get to where I got.