Document Info
DJ | ART 385 | Project 1 | February 27, 2020

Re-state the Assignment
This assignment was a culmination of everything we've done and learned in the class so far. We needed to choose a target audience and make something interactive for them. We were advised to especially utilize state machines and needed to have at least 5, to make the project engaging.
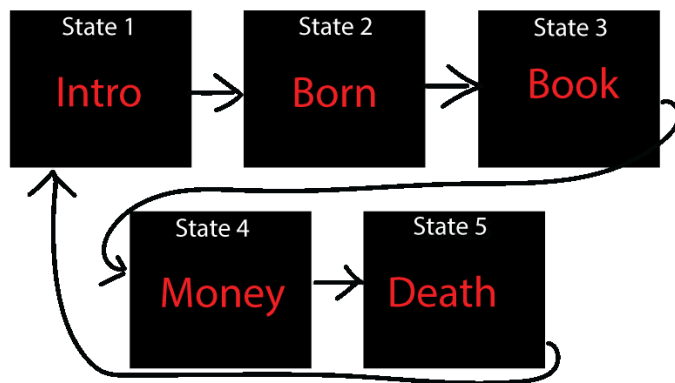
Audience
The audience is the professor and the other students, however, the theoretical target audience is people who like memes, and/or cats. This might be used for like a meme or joke website.

Hand-drawn sketches
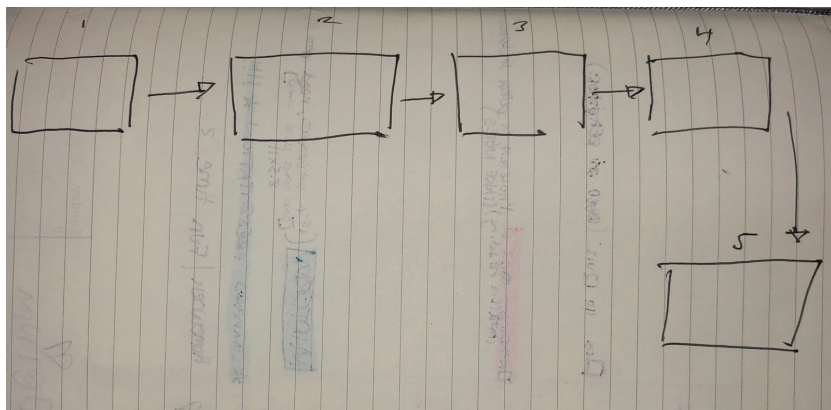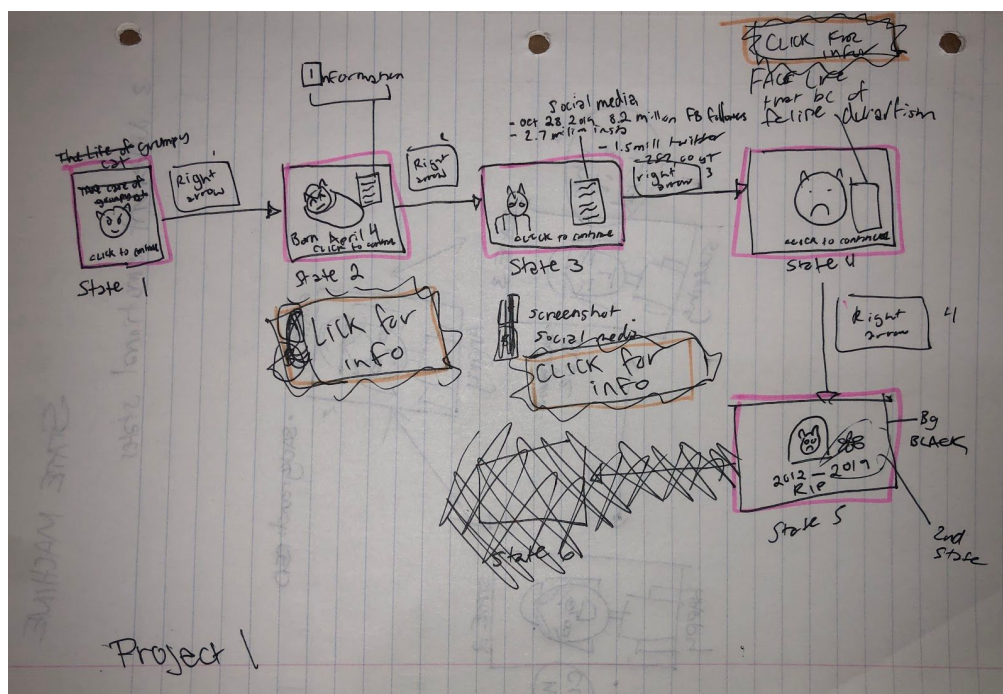
Interaction Diagram (Interface Design)

Conveying Technical Information (Software Design)
For this project, I made 5 different states and a lot of text. The mouse pressed moves the user along, while there is a key "a, s, d, f, g" that needs to be pressed on the keyboard per each state. This is connected to a function that enacts hover effects, new images, gifs, and information about the Grumpy Cat. I also added font by linking it into the HTML and a song that is triggered when you click the mouse.

Aesthetic Approach
I honestly didn't have an aesthetic direction in the beginning, I wanted to create something that was fun, and weird. I feel like it's a little bit psychedelic. In my Digitial Media design class, we're currently learning about Net Art–more specifically glitch art, at the moment, and I think that is having an influence on my aesthetic right now. I would have honestly drawn more of the assets if I had more time, but I am content with the concept and visual look of it the way it is.

Reflections
This was a very 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 there was a steep learning curve, I am content to where I got it to. I am kind of sad I had to use so many gifs and outside images, however every asset I altered to make it my own. Although some things still confuse me, I learned a lot with this project. 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, I somehow got it to run. The sound was one of the most frustrating things and took a while to figure out, I wish it had played on the initial state but I couldn't figure that out, although it does start when the mouse is clicked. This whole thing is very chaotic, and strange, but I hope it's understandable.