

CART 351 Exercise IV

Eamon Foley

1. Ethan - <https://github.com/Sharp-steel/cart351/tree/main/Projects/Project2>

Project: 'This or That' Survey Site.

Users works through a series of 'this or that' questions based on their preferences, and the responses are collected and compared to existing user responses. At the end of the survey, the responses are displayed and you can see how your preferences compare to those of other people.

I think this project is very effective in achieving its goal, the user interface is clean, and simple and it clearly demonstrates the desired behaviour. The questions were simple and general, which is good for this exercise, but I think in the future, it could be cool to have some more difficult questions, or even allow for users to upload their own questions, and popular ones can be included in the survey. Overall good job, the comparison to other peoples answers was the most compelling part of the project and i wasn't necessarily expecting it which was cool. Good work.

2. Julia & Olivia - <https://github.com/olivax28/CART351/tree/main/Projects/Project01>

Project: Fortune teller

In this application, users enter their name and birth date and receive a fortune based off of this data, their fortune is then posted to a board, where other users fortunes are visible. I thought this project was really cool and I found the uncertainty of what your fortune will be very compelling. I also thought it was funny that we both picked the idea of fortune from the project brief, and how that was the idea that spawned from the requirement of client generated content stored on server and being visible to other clients. The user interface was fitting with the theme of fortune, I really liked the patterns and colour palette that was used, it was reminding me of nostalgic depictions of fortune tellers and psychics which was a really good fit. One suggestion I would have would be to increase the number of possible fortunes, but I think it was sufficient for this exercise.

3. Jolene & John - (no link available)

Project: Heat Tracking Sounds on Mouse

An application where users use mouse movements and position to play sounds, a small dot with trailing animations is used to track position of the mouse. The position data of the mouse is collected and averaged and then used to determine the 'average' point on the screen where the user was and displays a sort of heat signature from the user's mouse trajectory on the site. What i found ,ost compelling about this project was the use of sound combined with visualisation. I thought it looked really great visually, and it was super cool to be able to produce a variety of sounds in their application. The styling was nice, and the interface was very clean, it felt like a very complete project. Nice work!

4. Owen - (link unavailable)

Project: Sierpinski's Triangle Fractal Generator

In this application users start with one central triangle. When the mouse is moved in and out of the triangle, it becomes a fractal, specifically the Sierpinski triangle fractal. As you continue to move your mouse in and out of different parts of the fractal, the

fractal continues to collapse, and becomes more and more complex. Owen mentioned he has it currently set to 9 layers of depth, which is pretty substantial and sufficient and looks really cool when you get that far. This project was super cool, I think it was my favourite that i saw as it was both really beautifully styled, as well as satisfying to use and create unique fractals. It was really inspiring for me in terms of generating different graphic designs, and i liked the way you could have parts of the fractal more collapsed than others, creating a lot of possibilities for uniqueness