

Hi Dave and Eric, my questions are at the bottom, but feel free to interject on any of this.

Title: The Color Wheel

Footer: TBD, my contact info?

Synopsis: This is a game, teaching the color wheel by interacting with circles.

Instructions

- Click an empty circle with a dotted outline to reveal that full circle of color and a playable transparent version of that color.
- Click and drag transparent (aka “alpha”) circles to overlap them with others and reveal additional colors.

Thoughts

- Note: instructions are not provided.
- Reset button for refresh?

Positioning of circles

- red: top, middle
- orange: close to top, right
- yellow: close to bottom, right
- green: bottom, middle
- blue: close to bottom, left
- purple: close to top, left
- white: tbd
- black: tbd

“Code”

1) show: red circle dotted

2) on click of red circle dotted:

- hide: red circle dotted
- show: red circle full
- show: red circle alpha (on top of red circle full)
- show: yellow circle dotted

3) on click of yellow circle dotted

- hide: yellow circle dotted
- show: yellow circle full
- show: yellow circle alpha (on top of yellow circle full)

4) Once yellow circle full appears

- Can click and drag red circle alpha
- Can click and drag yellow circle alpha

5) If red circle alpha overlaps (by 20%?) yellow circle alpha or yellow circle full
or If yellow circle alpha overlaps (by 20%?) red circle alpha or red circle full

- then:
- show: orange circle full
- show: orange circle alpha (on top of orange circle full)
- show: blue circle dotted

6) if orange circle full is shown, stop creating more if red circle 50% and yellow circle 50% overlap.

7) on click of blue circle dotted

- hide: blue circle dotted
- show: blue circle full
- show: blue circle alpha (on top of blue circle full)

8) Once blue circle full appears

- Can click and drag blue circle alpha

9) If red circle 50% alpha overlaps (by x%) blue circle alpha or blue circle full
or If blue circle 50% alpha overlaps (by x%) red circle alpha

- then:
- show: purple circle full
- show: purple circle alpha (on top of purple circle full)

10) If yellow circle alpha overlaps (by x%) blue circle alpha or blue circle full

or if blue circle alpha overlaps (by x%) yellow circle alpha or yellow circle full

- then:
- show: green circle full
- show green circle alpha (on top of green circle full)

11) if red circle full, orange circle full, yellow circle full, green circle full, blue circle full, and purple circle full appear

- then:
- show: Title
- show: footer

12) If red circle dotted, orange circle dotted, yellow circle dotted, green circle dotted, blue circle dotted, and purple circle dotted overlap each other

then:

- show: white circle full
- show: white circle alpha
- show: black circle full
- show: black circle alpha

<continue - i.e. move alpha circles around>

Questions for Dave and Eric

- How can I specify that two objects are overlapped?
- How can I trigger an event, only if an object is visible?
- For positioning of the circles, do you think I should create an invisible box and make the circles relative to that? Maybe they should be relative to the screen instead? I want this to be playable on a computer, tablet or phone too.
- See my HTML - is this how you would suggest I generate my circles of color?