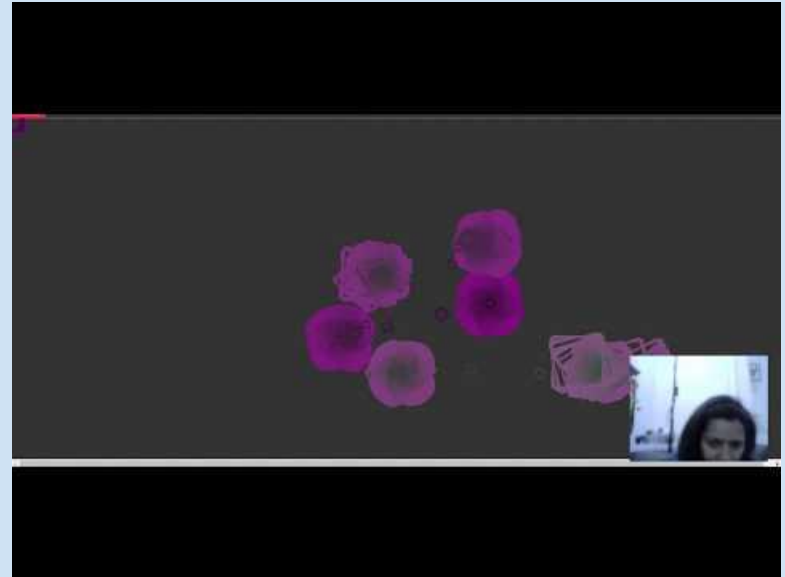


round table presentation

erin utter

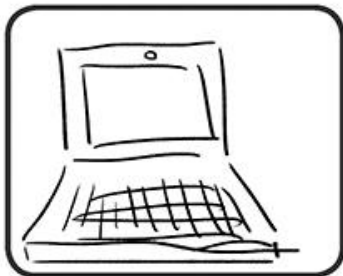
idea #1: body tracking using ml5.js

- something like those interactive screens at museums that track where you are and the screen changes based on how you move
- posenet

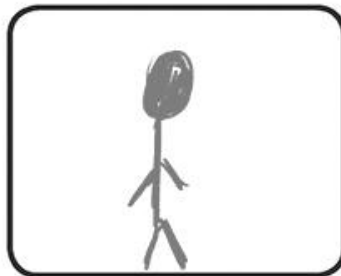


idea #1: storyboard

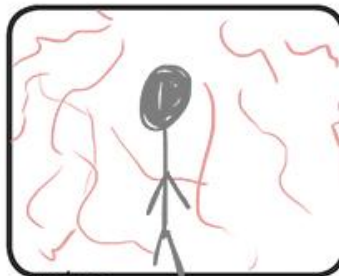
IDEA #1 : MLS-JS THING



ALLOW use of
Camera



program transforms
user into a silhouette



moving
pattern emerges
surrounding user

(mls.js, posnet)



when you
move the program
registers it & the
pattern moves away
from you

idea #2: game development

- platformer game on p5.js that is like scream hero go but with a different theme
- taking microphone input to determine how high the character should jump



idea #2: storyboard

IDEA #2: GAME DEVELOPMENT



user opens sketch
asked to use mic

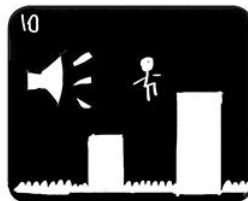


Start page
read instructions



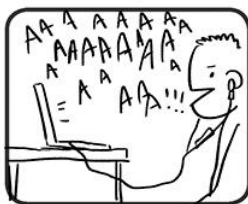
starts platformer
game

goal: survive as long as possible

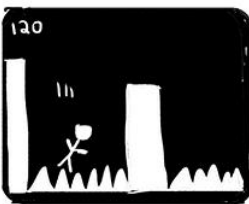


ye'll into
microphone to

jump - height of jump
based on volume level
character continuously runs forward



a visual demonstration
of how the player
interacts with the
program



fall onto spikes =
end game



end screen
press space to try again



testimony from
a hypothetical player

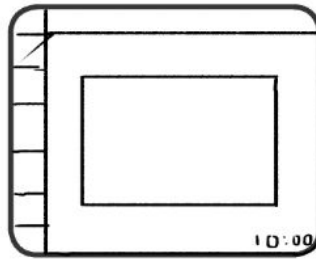
Name:

idea #3: i hate adobe

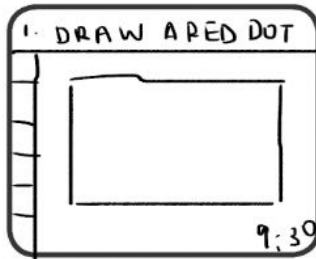
- a frustrating “game” that looks like a suspiciously familiar design / paint / photo editing software....



idea #3: storyboard*



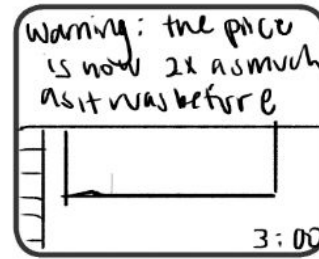
open sketch,
looks like
software



user has to
finish all tasks
before time is
up



warnings pop up
all the time
and keep you
from getting tasks
done



price keeps going
up as you play,
& you keep
getting distracted
from your tasks