Your final project will incorporate multiple techniques for drawing on the web including **graphics, motion, interactivity, and random numbers**.

Before you begin working on your final project, take some time to consider how you would like to approach it. How will you explore randomness in a way that is of interest to you? What kinds of forms do you intend to create? What kind of interactivity will there be and how will you achieve it?

Write a concise project outline of at least 200 words describing your intent. Include at least one sketch (hand-drawn, Photoshopped, or coded) to illustrate this. While you will not be held to every detail of your outline, your final project should be clearly derived from what you set out to do.

The theme of my project is Paper Mario, with different "worlds". I want to try recreating this stage/world using primarily SVG, CSS animations, JS, and p5 , in which the layout starts out as 2D, but when you press a certain button/object, the images will transform/rotate, and show the stage from a different angle (it'll still be 2D, but it won't 'feel' that way). Use SVG and CSS because not much time...p5 if you have the time to spend. > Date Function > Day/Night Backgrounds

I am still thinking about how to incorporate randomness/random numbers to this idea. Maybe when the images rotate, there will be an easter egg/something that will be revealed with the new angle. Based on the random number that is generated, it will draw from an array (?), and a different easter egg will appear. (If this doesn't work out, I'll use random numbers for color values). I previously made a minigame in which a random Paper Mario-styled Yoshi would appear, so maybe I can incorporate that into this project too - Mario can get a random Yoshi companion. The only thing that really concerns me, is whether or not the Yoshis have to be SVG images.





