

# Assignment 2 – Documentation

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## **//concept**

A simple, lighthearted, interactive animation that allows the user to throw snowballs at our character: Snow Buddy.

If you're looking for some nonsensical, button-mashing fun, then Snow Buddy is the perfect animation for you. Landing hits produces a satisfying and responsive sound effect, while the interactive background solidifies a chilly atmosphere.

Fans of Nintendo's popular "WarioWare" video game series will recognize similar thematic elements in this animation such fast-paced interactivity and minimalist graphics that compel the user to click hastily in an effort to hurl as many snowballs as they can.

## **//user interactions**

### Primary interaction:

The user can throw snowballs at Snow Buddy by clicking the left or right side of the screen. Each registered hit produces a funny sound! Each snowball is a separate object in an array and collides with Snow Buddy.

### Secondary Interaction:

The user can manipulate the weather by moving their mouse position throughout the environment. You can create a peaceful flurry or a blustery blizzard! The snowflakes are formed by randomly generated locations and sizes the automatically re-generate once they've gone off screen.

## //purpose

The drive for our animation is to provide the user with an easygoing, quickly mastered interface that offers immediate enjoyment through silly mechanics and adorable character art. Our intention was to emulate a single representation of a micro-game, typically found in mobile or handheld electronics.

Our design philosophy focused on a simple user-interface to ensure that the user understands basic functions within the first few moments of interactive with the animation.

## //design choices & group roles

Originally, our project focused on a character modeling animation where the user is able to swap and change the features of a blank models face. This primary iteration evolved into our common interest in ridiculous animation styles that concentrated on producing satisfying interactions through repetition. Coupled with a passion to animate a nonsensical and interesting environment, our idea for Snow Buddy was visualized.

Our animation features Snow Buddy, a character rendered in 2D vector graphics sporting brightly colored winter clothing. The background and snowstorm illustrate the winter theme, with soft blues and piercing whites instilling an icy landscape. Since the main character is displayed as a 2D model, the animation style is direct and repetitive in order to ensure the user associates the impact of a snowball and Snow Buddy's reaction. Marie-Ève completed the interactive character animation and visual storyboard, while Matteo finalized the dynamic background and the written documentation. Snow Buddy is our interpretation of a silly and satisfying micro-game intended for brief moments of excessive enjoyment.