

waterfall

WHAT HAS BEEN DONE SO FAR

- The basic structure and behaviour of the waterfall
- The waterfall reacting to keyPressed
- The timer which gives the user some time to think before water runs out
- Foam that is generated at the bottom

WHAT NEEDS TO BE DONE

- The water meter which counts the amount of water accumulated (with `var spawnCount`)
- Generation of the animals in link with water meter (using image array when they walk)
- Creation of the vectorial animals in Illustrator
- Creation of that one very special animal which you only obtain when reaching a certain number on the water meter (acts as a motivational tool)
- Creation of the type box where the user writes (with `p5.dom` library)
- Creation of HTML content on the page (some text, page layout, etc. with `p5.dom` library)
- Publishing the website online

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WHAT CAN BE ADDED (OPTIONAL)

- Bouncing particles at the bottom to imitate splashing water (more realistic)
- Creating a background with little vectorial trees, clouds, etc.
- Creating each animal's behaviour (how they walk, what they do when static, etc.)
- Creating animals' negative reaction when water stops running
- Creating three levels of animals :
 - First level, 10L and under, small animals like rabbits, frogs, turtles, etc.
 - Second level, 25L and under, large mammals like hippopotamus, giraffes, etc.
 - Third level, 50L and more, mythical creatures like centaurs, unicorns, etc.
- When the user moves on the the next level, the background changes colors/decor and the previous animals disappear.
 - OR : There is no level, but at the beginning, the page tells you you can collect three or more special and rare creatures through typing your essay.
- Appearance of +1 whenever an animal is generated.
- Creation of a 'end' button, so that when you are done the page gives you statistics, such as how many animals, your water meter, how many words, how much time it took you, etc.

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RESEARCH QUESTIONS

- How can I improve the user experience on my website?
- What will the interface look like? Should I make quick wireframes?
- How will I make sure that the visual elements do not distract/overwhelm the user?
- How can I possibly motivate the user to complete his essay without leaving the page?
- How can I convince the user to use Waterfall instead of other tools?