

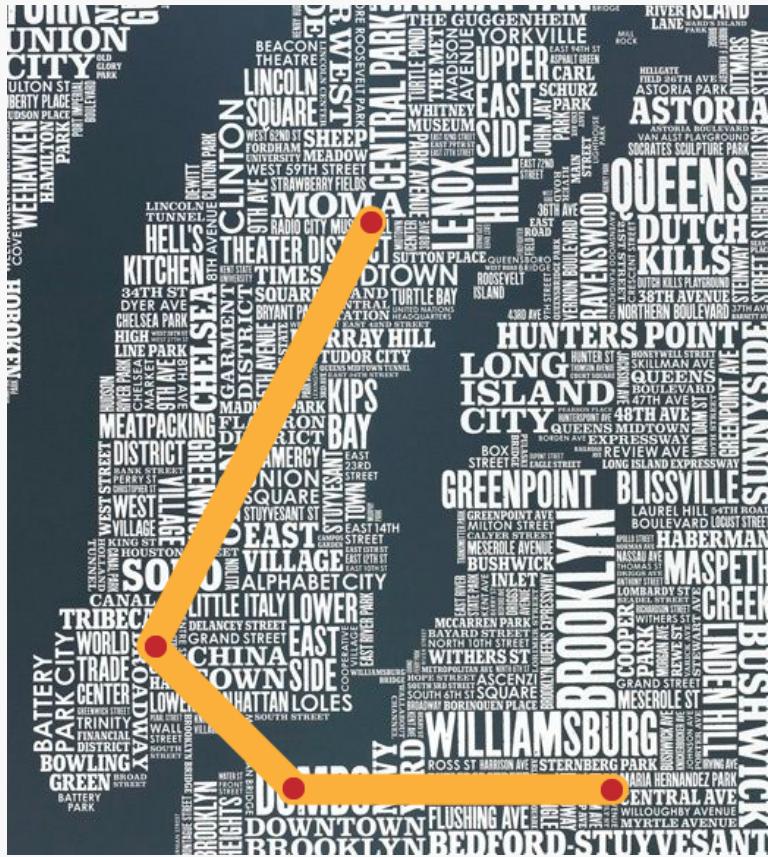
Final Project

Ideas

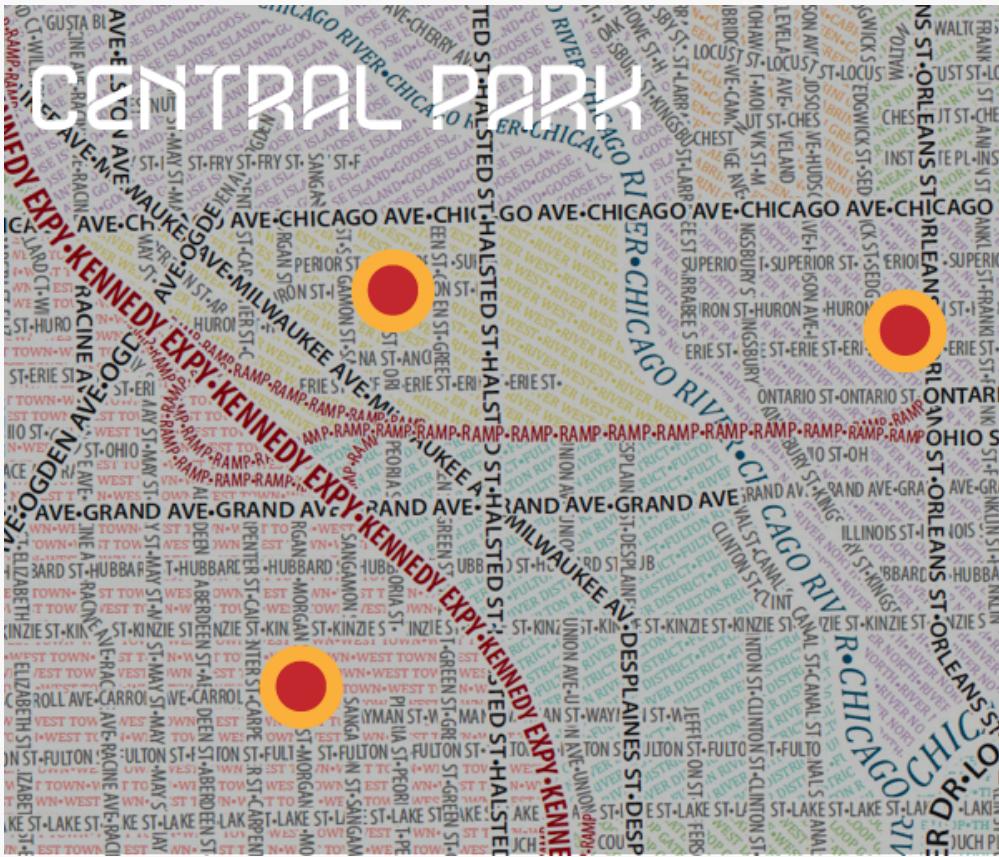
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Creative Coding
DM 1133B

Idea 1: Map

Use text to create an interactive map of NYC



Full map of city, with dots in the interactive areas



User clicks on Central Park and sees dots marking the different interactive areas around the park

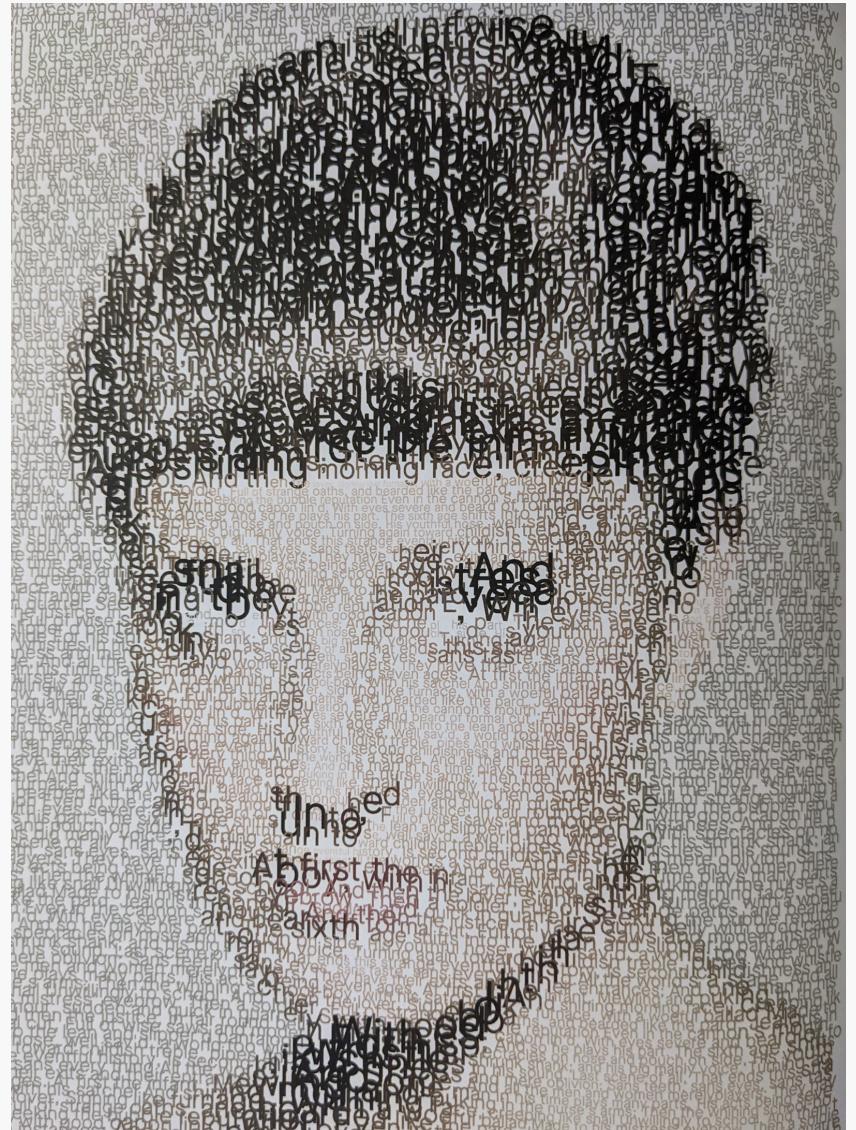


Met with image + sound of area.
(Will be either static, panoramic, or draggable)

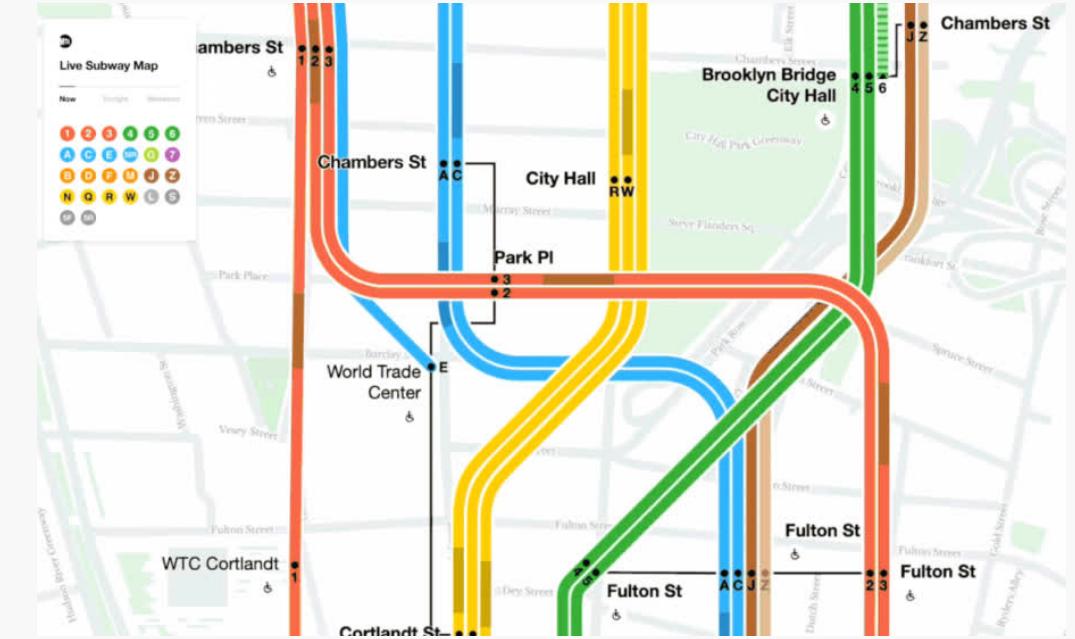
Idea 1 Inspirations



"Maps" Paula Scher



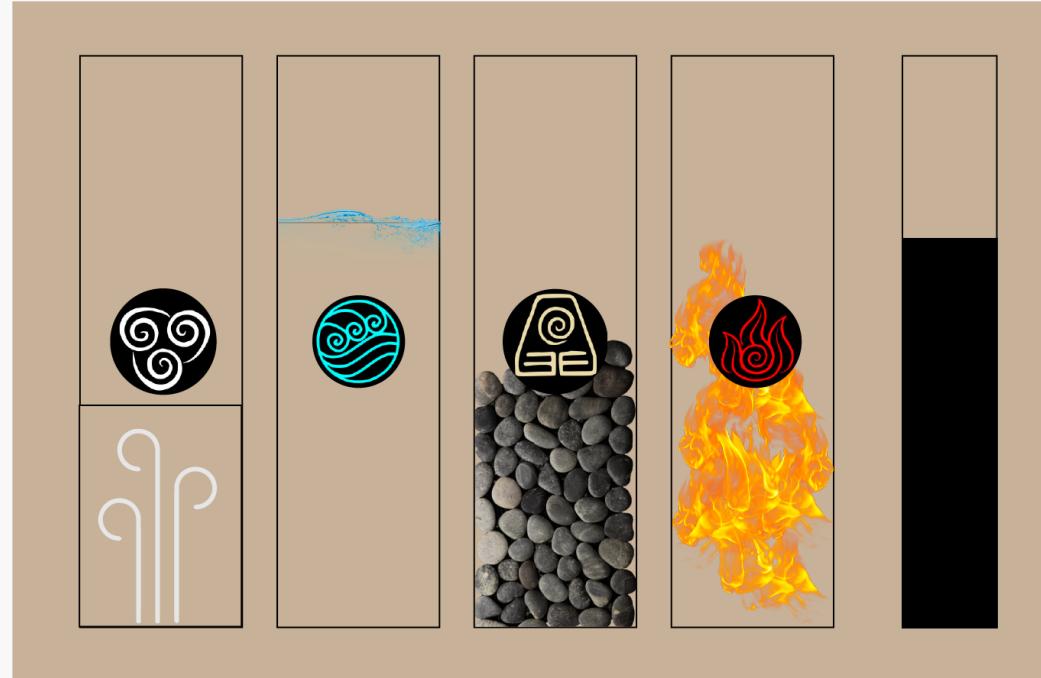
Type from pixel values.
Generative Design Textbook



MTA Realtime Map

Idea 2: Avatar Game

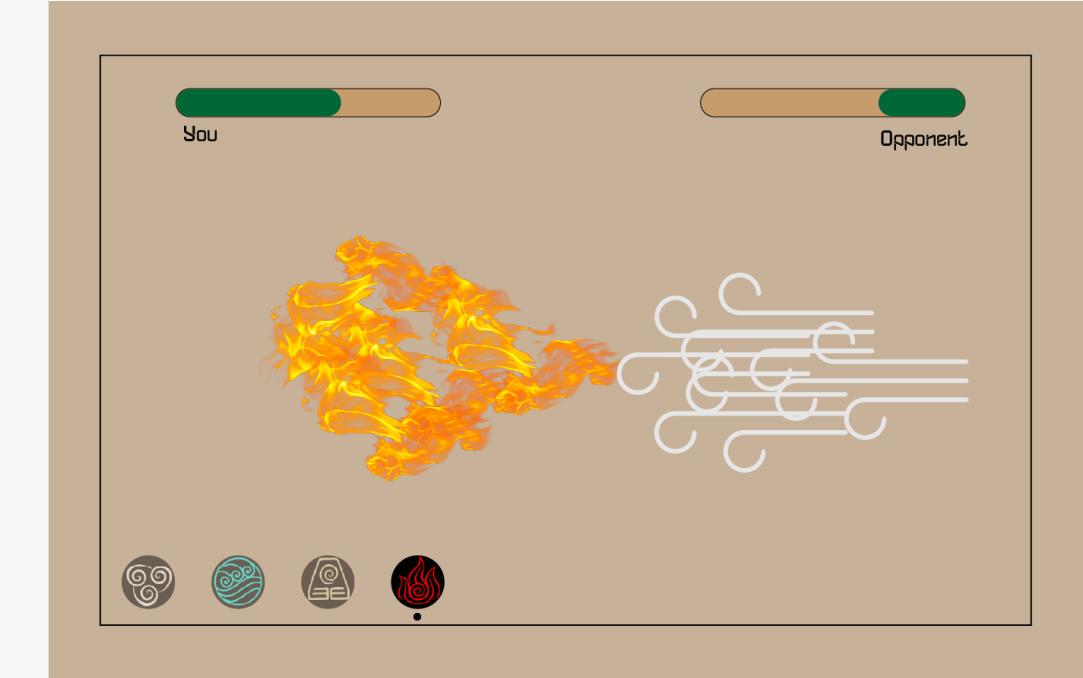
Game: Master all four elements to defeat the final boss



Shows current skill level for each element. Clicking on an element takes you to a screen where you can build your skills

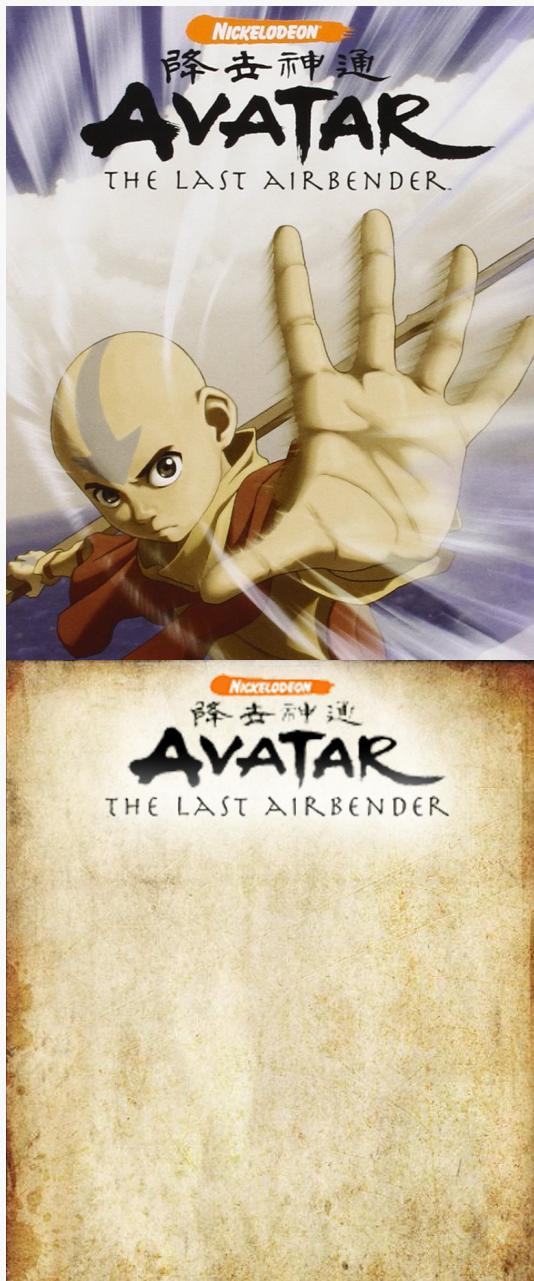


Page where player can build their air skills. Complete task to move on



When all elements are mastered, player can battle the final boss. Use arrows to change currently used element. Drag cursor to fight. Defeat opponent

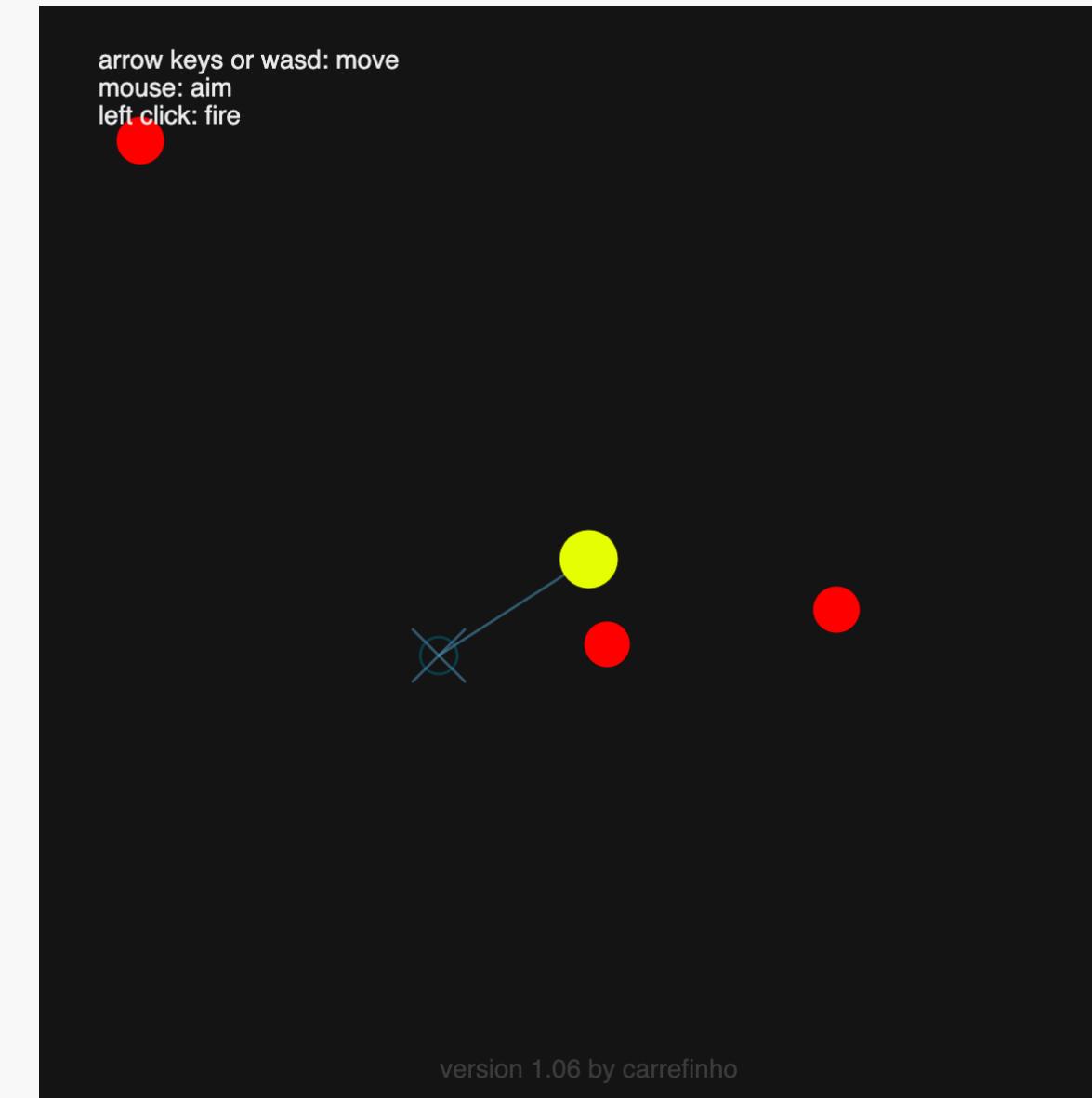
Idea 2 Inspirations



Avatar aesthetic and color palette



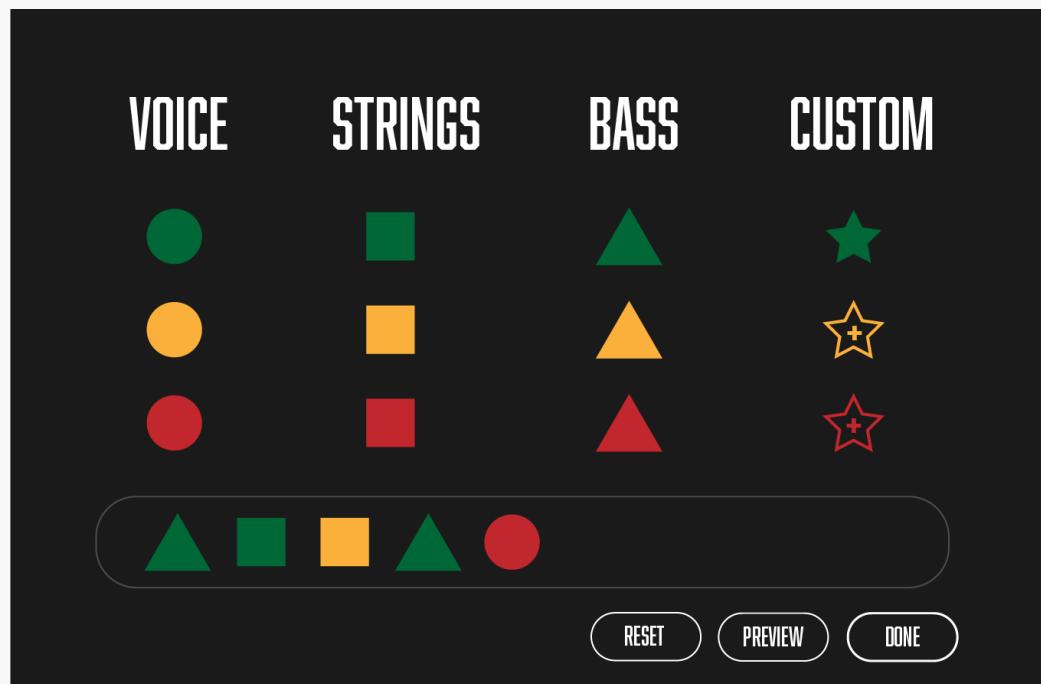
Old school Mortal Kombat function



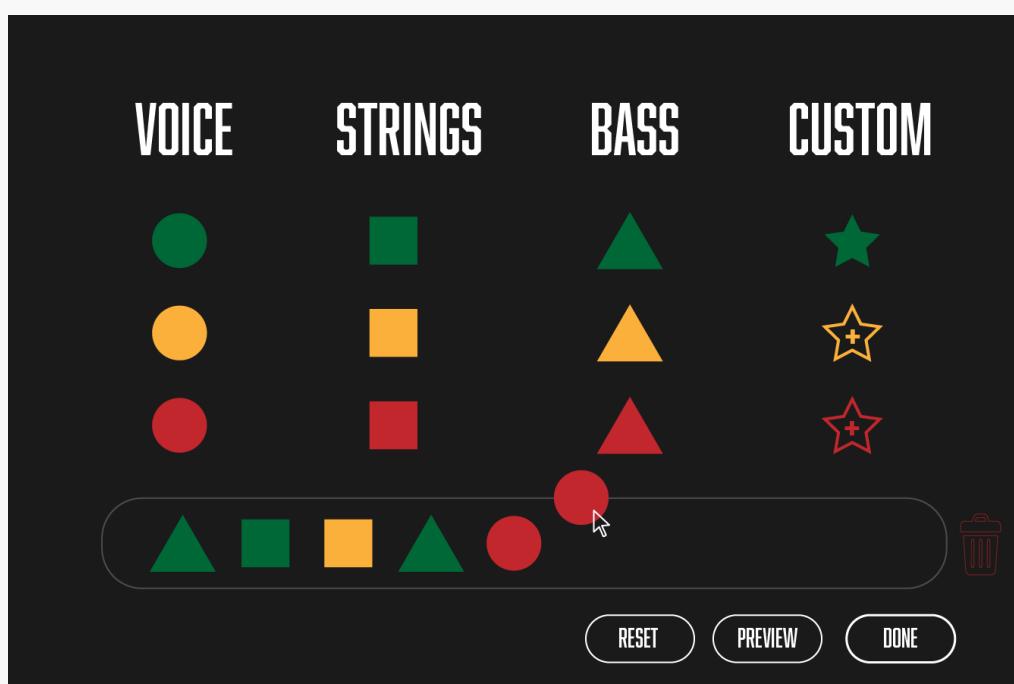
p5 shooter games

Idea 3: Music

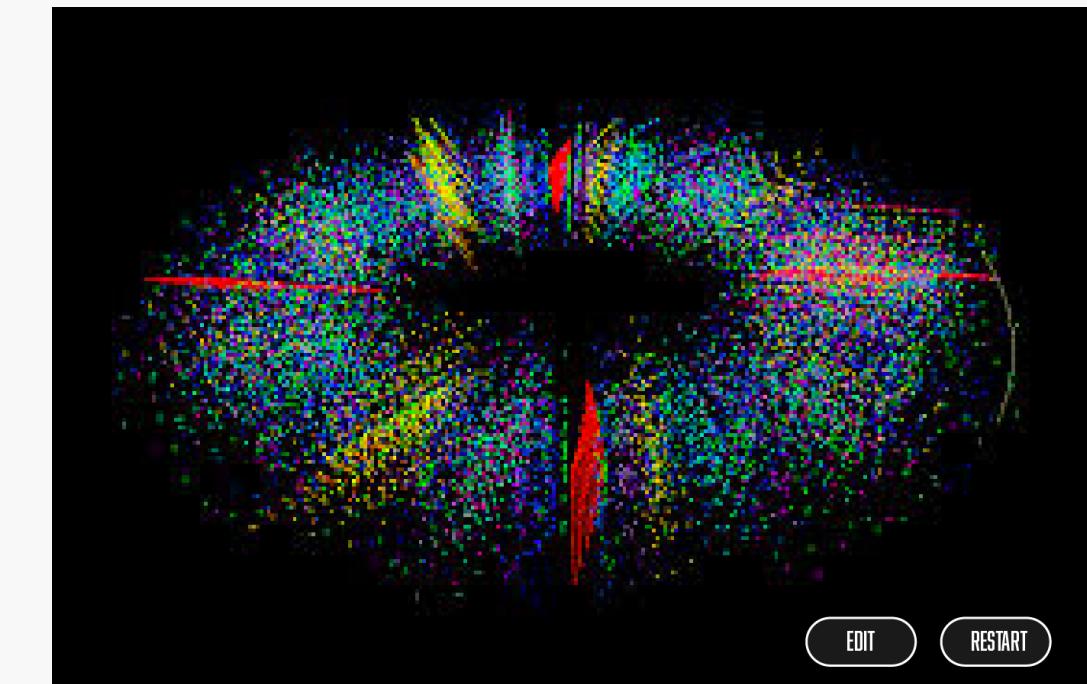
Sound constructor



User is given a collection of premade sounds that can be used to construct a 'song.' They can also record short sounds



User can drag sound elements to and from the sound bar to make their song

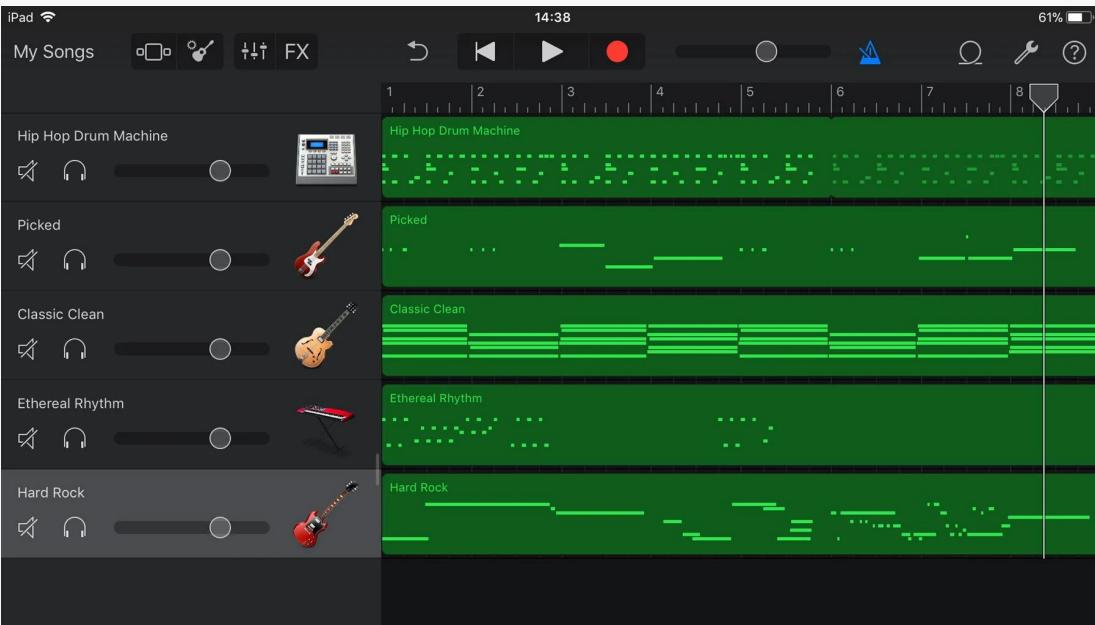


When finished, user can see a visualization of their song while hearing it. Can edit or restart afterwards

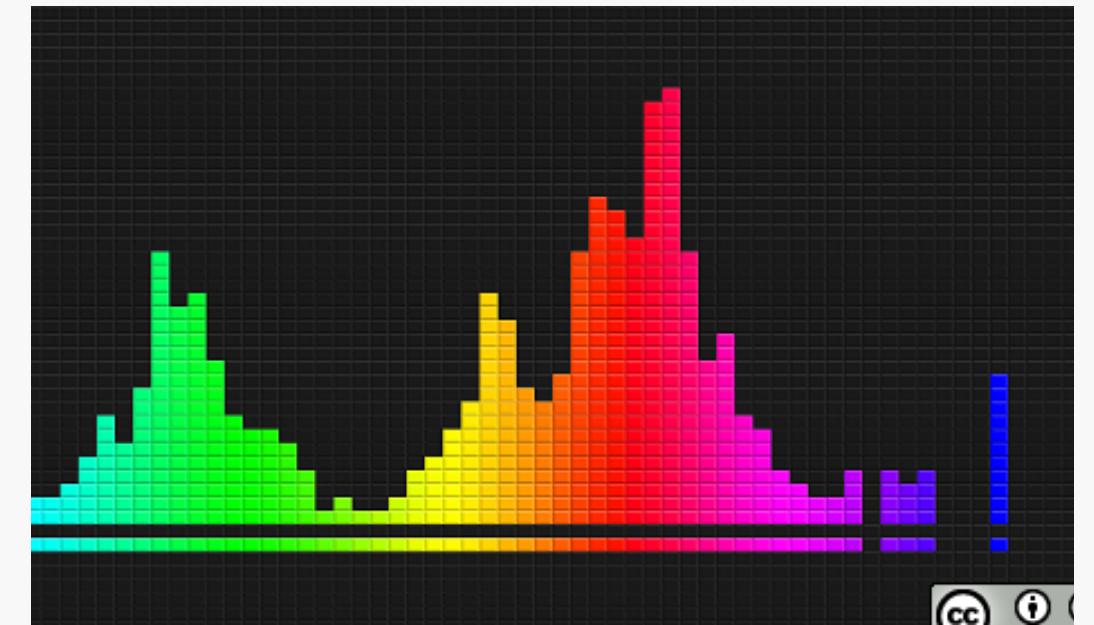
Idea 3 Inspirations



Jungle music maker, Neha+Greg



Garage band



Sound Visualization