

For the first project of the Interactive Media class I tried something I hadn't done before. I created a very simple interactive game. In this game the player, or audience member controls a fly swatter object and clicks the mouse when over the fly and then a "splat" image appears. It is a simple game that is supposed to challenge myself in adding interactivity with a user and adding new things I hadn't used before in a project such as mouselsPressed, images, and more sound. At this point in time it's to show an understanding in interaction.

This game is similar in theory to games that just make people mad. This is not a new game and it's not necessarily original, but was the first thing I thought of when given the assignment parameters as something with interaction. So there are many things similar to it, but nothing I've done anything near this kind of thing.

The build process started with using shapes in place of the images. I started with a "fly" object, which was just an ellipse to get the movement that I wanted. The movement that most emulates a fly's movement to myself is very random and quick, so I used random movements along the x and y axis in a limited space. –

```
fx += random(-20, 20)
```

```
fy += random(-20, 20)
```

in this case fy and fx are variables that just have the ellipse start in a specific place on the canvas.

My next step was to create a "fly swatter" object. In this step it was represented with a rectangle shape that moved along with the mouse. I also wanted something to happen to the ellipse when the mouse was clicked but only when the ellipse was within the realm of the rectangle. For this step, because I did not have images yet, the ellipse changed color to show me that the ellipse recognized that it was within the rectangle and clicked on.

```
rect(x - 75, y - 100, 150, 200);
```

```
}
```

```
function mousePressed() {
```

```
//when the fly is in the realm of fly swatter  
something happens
```

```
if (x - 75 < fx && x + 75 > fx && y - 100 < fy && y +  
100 > fy) {
```

```
g = 0
```

Alas, this is not what I wanted to happen in the end so instead of the ellipse changing color, I tried to have the ellipse change into the shape of a triangle or a similar sized rectangle. This is where I ran into my first problem. I spent a long time trying different solutions to this problem to no avail. I never actually fixed this particular problem, I went around it because my next step was to add images.

My next problem was with the images. I personally like to work at home, and my computer is a PC thus, the images would not load, no matter what internet browser I was using to load the index. I had to haul everything down to the Mac lab to work on loading the images. Unfortunately, I'm a busy person who works a lot and did not have hours to spend in the lab, so at a certain point my project kind of hit a wall. I could not access the lab after work because my card has not been activated for it, and don't have much time during the day to go. I got around this problem by just trying to work around my schedule. I know now if I use images in my project, I have to manage my time better, or buy a Mac.

Now in the point of my build process is something I hadn't done before, working with images. Importing them was a struggle, the p5 reference uses .jpg examples but does not talk about images with transparent backgrounds, so I had to find out what file format to use for that. Putting the images where the previous shapes were, though, was not hard at all.

```
image(fly,0, 0,239,239,fx,fy,100,100)
```

```
image(flyswatter, x-150, y-100);
```

Then, I had to rework the mousePressed function to work with the images.

```
Function mousePressed() {
```

```
If( fx > x - 150 && fx < x + 150 && fy > y - 150 && fy  
<y + 150 ) {
```

```
flya = 0
```

The biggest problem with this, again, was the lack of time at the lab because once I had images in my code I couldn't work on it anymore. The biggest problem with this as well is getting the fly and "splat" to stop after the mouse is pressed. I had that problem when the fly was just an ellipse as well.

An attempt-

```
fx = 0
```

```
fy = 0
```

```
or
```

```
fx += random(0, 0)
```

```
fy += random(0,0)
```

What I wish I had time to do was do what I said I would do and add difficulty. It would increase the interactivity with the user which is the point of this project. In terms of the interactive, while chasing down a fly is interactive, and challenges the user's reflexes and quickness, adding a sort of levels aspect would have increased that even more. I just didn't have time and frankly don't really know how to do that. My estimation is something like an if statement, or many if statements for the different levels. That would be a direction to go with this though, adding more, adding levels and adding fluidity and aesthetics to the game.

I don't think I want to take this much further. I don't like how there is a lack of meaning and art in it. I could take it further and add more to it but I'm so burnt out from it. If a similar project were to emerge or if I could redo this one, I would focus on the art first. This game doesn't really look good and doesn't mean anything. So in the future this won't go any further than just something that I tried. Further direction I personally would like to go in is webcam interaction and narrative interaction. For example, taking my final project from Creative Coding and expanding that and adding interactive aspects to it.

So to conclude this project, it was a completely different experience for me. I learned how to do a couple different things that I hadn't done before, and think about user interactivity in a way that I hadn't. I confronted problems I haven't ever seen before. I learned that I can't take an idea and just do it just because it was an idea. I need to think a project through more and decide if it's something I want to actually go through with. With

these revelations and thoughts I will go forth and hopefully be more successful in future projects.