Fireflies

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WEEK 1:

- [ ] Research necessary components
  - [ ] Cadence sensor
  - [ ] Alternative to cadence sensor
  - [ ] Crank
  - [ ] secure mounting hardware
  - [ ] Mason Jar for display
- [ ] Order components
- [ ] Begin testing tough sketches in MAX
- [ ] Research & test necessary MAX objects
  object layering http://bit.ly/Oa6lqq
  - [ ] Generative art
  - [ ] Alphablend
  - [ ] “Light emission”
  - [ ] Phys.World

WEEK 2:

- [ ] Prototype v.1
  Test Functions without sensor integration
  - [ ] Phys world generates objects
  - [ ] layer Phys world on JPG
  - [ ] test performance issues at high phys object count
  - [ ] fireflies move on their own
- [ ] Prototype Successful
- [ ] Prototype v.2
  Proto v.2 contains variables for sensor integration, random (emergent) flight patterns
  - [ ] Use Sliders in place of sensors
  - [ ] Generative fireflies Finalized
  - [ ] All sensor variables added. Speed, total Revs.
  - [ ] Number of FF's = Brightness of BG image
  - [ ] After x seconds of inactivity, remove 1 FF
- [ ] Receive Sensors
- [ ] Plugin Test Sensor(s)
- [ ] Successful sensor integration with Proto v.2
- [ ] Capture “Nature” photo for background

WEEK 3:

- [ ] Begin Constructing Install Piece
- [ ] Test and work out bugs in Proto
- [ ] Proto v.2 → Production ready version
- [ ] Stand-Alone Display Check
  The display should be sturdy enough to exert near 100% effort and not break anything.
  - [ ] Max-effort Test Pass

BONUS:
If everything else is completed early

- [ ] Always have 1 firefly on screen to entice users
- [ ] Fireflies only light up a radius around them
- [ ] Sudo 3D environment for more depth
- [ ] Real Emergent Behavior