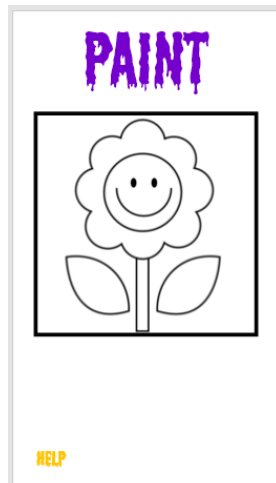


<https://xd.adobe.com/view/ddfa76e4-8eb4-4bf8-a714-6c9e7835fe18-88a9/>

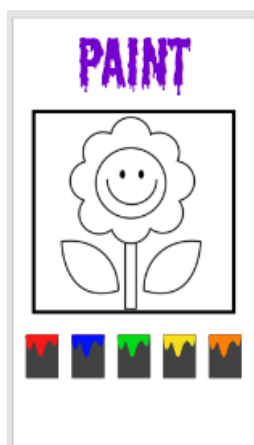
My nonsense application is a “PAINT” game, wherein the user attempts to paint a picture of a flower. To respond to the nonsense brief, instructions & buttons are intentionally confusing, the end goal is made unclear, and most importantly, picking a colored paint bucket rarely results in that color being painted.



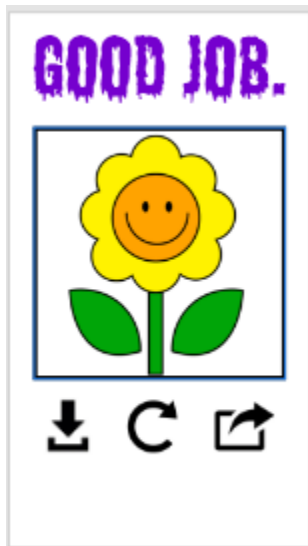
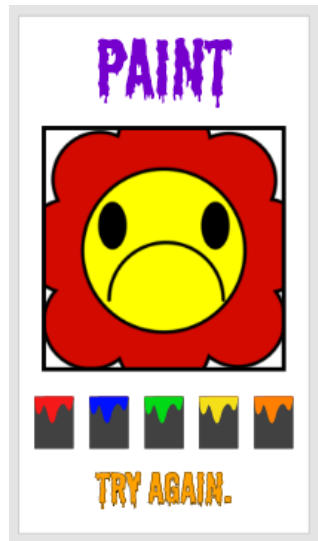
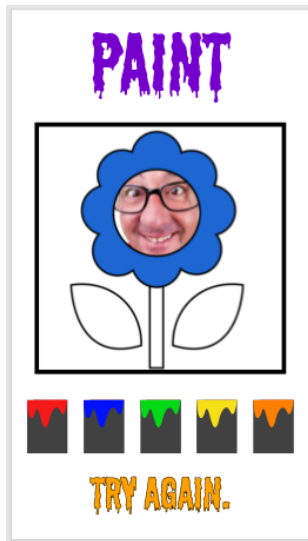
- The opening screen is the first phase. Clicking help simply moves the help button and does not provide any further information. Clicking paint brings you to a second screen.



- At the second screen, you see the key to complete the game, although you don't truly know that yet. You get taken back to the first screen unless you click “do it yourself,” which starts the real game.



- This is the starter screen for the game, which you get taken back to eventually if you fail. From here, a wide tree of possibilities branches out, based on what colors you click and what sequence you click them. See some examples below of what hijinks you may encounter.



- The only way to “complete” the game is by pressing orange-yellow-green, a key secretly slipped to the user at the beginning of the game. This is the end screen, and of course, the buttons at the bottom do not download, replay, or share as they might symbolically imply; instead, they do goofy nonsensical things like delete all the apps on your phone. That’s the end!