***Initial Report***

When my partner and I were planning the game, we were thinking about how to get the user hooked to the plot or story. In other words, we simply didn’t want to just show a paragraph that covers the general story. So, to make this game realistic, we thought of creating a stimulus which requires the user’s interaction, in a way making them want to continue with the game. In order to that, we thought that we can create a working replica of the G-mail application. When they get to the email site, after a certain short period of time an email will pop up and the user will click that. In the message, there will be a link to the actual game site. After we thought through the intro portion, the main part was thinking about the user interface for the actual game. At first I knew that I wanted to incorporate some form of music in the game. Then I remember that I was looking at a music video in which when the music played the frequencies were visualized through “dancing” bars. It clicked to me that in our game there should be bars that dance on the rhythm of the song. The first way I thought of doing it was to first get the frequencies of the song and change the height of the bar in percentages based on that. However, a web API was required to make this possible. Since I didn’t want to get to that complexity, the alternative way was to get the element by id of each of the bars through a for loop. Then, using a random generator function I would change height of the bar in percentage. This was coded in a function. To make this function repeat repeatedly, I used setInterval for every 800 milliseconds. Finally, the last design we thought of was to have two bars at each end with float and in the center, there will be a square. This square will hold text for how to play the game and what’s the objective. Under it will be a thin box for the input and on the top right corner will be a small tab for with small icons such as “?” if the user needs help.