

Jade Foronda  
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I created a playful “wallpaper” game with vector images found on vecteezy.com. Starting with a plain green background, the user is prompted to click “here” to start. Once the user clicks, they are taken to the image of the cat laying on books next to a cup of coffee. If you click any area on the canvas that doesn’t have an emotion, you will be prompted to click either the cup, cat, or papers. If you click the cat’s head a sleeping emoji pops up and alerts you to be quiet because the cat is sleeping. If you click the cat’s stomach and back, a happy face will pop up where you click and a small “I love you” pops up underneath the cat. If you click the cat’s tail, a large “DON’T TOUCH” pops up right below the cat along with an angry face. If you click the papers underneath the cat, a sad face pops up and the cat tells you not to do homework and pet it! If you click the coffee cup, a happy face appears where you’ve clicked and “Yum!” pops up. If you click the book, then a bored face pops up along with the word “Yaaaawn.” Finally, if you press any key, it will take you back to the “click here to start” page. On the screen, you are prompted to click “return” but any key will work.

The main interaction element I used is mousePressed, but I also used keyPressed. The visual style of this project is cute with soft pastel colors. It’s meant to be relaxing and soothing for you to see.