

Jade Foronda
DES 427
September 17, 2020

The idea I decided to go with is similar to a greeting card. It will be a grumpy animal (I haven't decided what animal exactly but I'm thinking of a cat or dragon) that will change emotions depending on where you click. For example, if you click it's head it will change to a satisfied or content look or if you click its tail it becomes very mad. I also am thinking about having a water and food bowl which will fill up if you click them. The interactive element will be based on where the user clicks. The only part I'm really unsure of is my images. I can't draw so I'm thinking I'll find images but if I can't find images that work, I would create one of my other ideas. The one thing I am set on is having the changes be done by mouse click.

The other idea I was considering was centered around Baymax from Big Hero Six. It would be a wallpaper where it starts off with a list of emotions to choose from and you choose which one you're feeling at the moment. Depending on the emotion, it will show you a different wallpaper. Say you choose sad, it will show you some artwork that resonates with sadness. There will be another button on the bottom to go back to the main screen to change your emotion of choice.