

## Exercise IV - Jae Ammar

### 1. Sophie Sanchez

Sophie's project combines personal input with interaction. The stylistic choices create a coherent setting, it's a fun yet regulated environment in which the user is guided and not confined. The design delivers clarity with minimum clutter, consistent colors, and components that are familiar and uniquely styled. Sophie's project creates a tarot reading, where you select cards and receive meanings connected to it. Behind this, you can see the code is built around a simple and effective structure. Each tarot card has an associated data object (title, meaning) in a dictionary/array setup and when a card is clicked, a function retrieves the matching meaning and displays it. Personally, the strongest parts of the project is the way she gathers data from the user's name, birth month, and a personal question. This gives the experience a sense of intention and feels more personalized. I liked how natural the flow feels, like with actual tarot readings! Each stage leads cleanly into the next without clutter or over complicated visuals. The UI keeps the focus on 'the ritual' of choosing a card, which also fits the tarot theme. Overall, Sophie's project succeeds because it combines personal data, clear structure, and a simple but meaningful interaction.

[https://github.com/SOCOLOMBIAN/CART-351/tree/main/Sanchez\\_Sophie\\_Project\\_2](https://github.com/SOCOLOMBIAN/CART-351/tree/main/Sanchez_Sophie_Project_2)

### 2. Tianshun & Junming

This project stood out to me since it turned interaction to a shared network. It starts with a grid that is similar to a digital drum sequencer. You can toggle beats on and off and create a pattern and once you submit it, it gets added to a communal dataset. Every submission contributes to a combined rhythm and collective heatmap. This gives the sense of participating in something that grows over time. The front end handles the interactive grid, and the back end records each submission to regenerate the visualizations. The program evolves with each user. This concept is thoughtful, it shows how digital systems turn individual expression into collective output. Overall, Collective Drums succeeds both as a technical exercise and as an artistic exploration of participation and shared digital space. What I found interesting about this project is how simple action, like clicking the squares, creates something communal and meaningful. Seeing my pattern merge into the heatmap made it feel like I was contributing to a larger rhythm. It is a cool example of how small inputs build something collective without needing any complex visuals. It is collaborative, and really creative!

<https://github.com/LE7ELS001/CART-351-Individual-Website/tree/main/Exercise%20and%20Project/Tianshun%20and%20Junming%20Project2>

### 3. Sean Verba

Sean's project stood out because of how much depth it brings to user input. It manages to enter a full set of character stats/traits, similar to games like DnD. The project is very detailed and well structured. The code organizes data for each character or "entity," like strength, dexterity, intelligence, etc... and the server stores this information. The backend processes the stats, checks conditions, and updates the storyline accordingly, meaning the data handling logic is well laid out. What impressed me most is how the project blends storytelling, play stats, and server side logic into one experience. The stats influence how the story progresses and that makes the experience feel more personalized and replayable. The story advanced based on character making this branching creative, and it shows that narrative design was as important as the backend logic. There is a login mechanism, which provides multi-user capabilities and treats user as a constant character rather than a visitor. The data-handling logic appears to be well worked out with a clear path from input to validation, storage, and usage in narrative. Overall, this stands out as it combines narrative interactivity, and multi-user data handling.

<https://github.com/SeanHub-13/CART351-WEBSITE/tree/main/CART-351-Project2>