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Design Document

Interaction Design

2/20/20

**Assignment:** Glitch arrays in P5.js. For this assignment we had to use a state machine to create changes in image states while also creating effects around each image. I created a spooky and ominous hacker theme to this assignment to add some fun to it. I also built in glitches into each state that the user can find through pressing different keys and the mouse on different states.

**To get around the states you can press keys '0-5'**

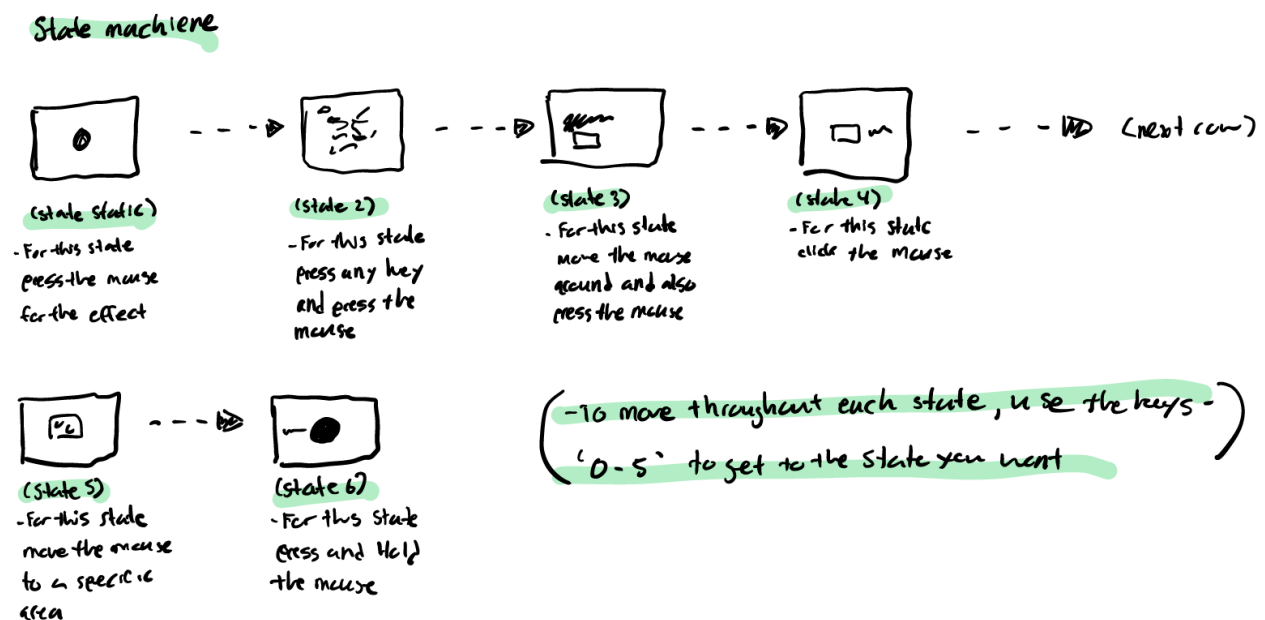
1. State one, - you can press down on the mouse!
2. State two - you can press the mouse and also press any key on the keyboard!
3. State three - you can move the mouse and press down on the keyboard!
4. State four - you can press the mouse!
5. State five - you can bring your mouse to a certain part of the screen!
6. State six - you can press and hold the mouse!

**Audience:** This assignment's intended audience is for people who want to have a fun time figuring out interactions that are built into a website. I didn't try to hide them but I

also didn't make them obvious. I guess you could say that it is a site with the purpose to have fun and explore.

**Sketch:** For this Assignment I just coded and made a state diagram

**Interaction Diagram:** For this assignment, I created a state machine:



**Conveying technical information:** For this assignment I have created a Website that allows for the user to move between states and also allows them to explore each state for built in effects

**Data Design:** I used variables, functions, a state machine, conditionals, a for loop, and more

**Architecture Design:** I commented my code thoroughly and allowed it to be very legible

**Procedural Design:** The code runs well and it produces each state and the glitches well

**Reflections:** I found this project to be enjoyable but it took me a very long time to complete it. I spent a total of around 6 hours on the assignment and I found myself getting stressed because I would get stuck on occasion. I would also like to put credit where credit is due for this assignment. For parts of some of my functions and my glitch effects I was inspired and I utilized P5's website and also code that I did in in-class work sessions in my digital media design class! I thought that some of the effects were really great, however I changed and augmented them to do different things. I thought it was some pretty cool stuff and it actually helped me get less rusty in P5 by seeing previous code and changing it to figuring out how it worked again!