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Design Document

Interaction Design

2/20/20

Assignment: Project 1 in P5.js. For this assignment we had to use a state machine to create changes in image states while also creating effects to correspond to each image. I created a travel guide for some of my favorite landmarks in San Francisco for the average Tourist, who wants to know a little more about the city. I also built in interaction (and instructions on how to interact) into each state so that the user can be more involved, have fun, and do more then just read text and look at images.

To get around the states you can press keys '1-6'

1. State one (Coit tower) - Press down rapidly on the mouse!
2. State two (Golden Gate Bridge) - Press down on the mouse to see the sun set!
3. State three (the Cliff House) - Press down on the mouse to turn on the lights!
4. State four (Peace Pagoda) - Press any key to see some birds appear on screen!
5. State five (De Young) - Press the mouse to view during the day and at night!
6. State six (Conservatory of Flowers) - Press and hold the mouse for wind to arrive!

Audience: This assignments intended audience is for people who are tourists in San Francisco, and are looking for facts and locations to go to on their trip. Hopefully this

cite is a fun and exciting way to explore landmarks instead of just looking at them on google.

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

Interaction Diagram: For this assignment, I created a state machine:
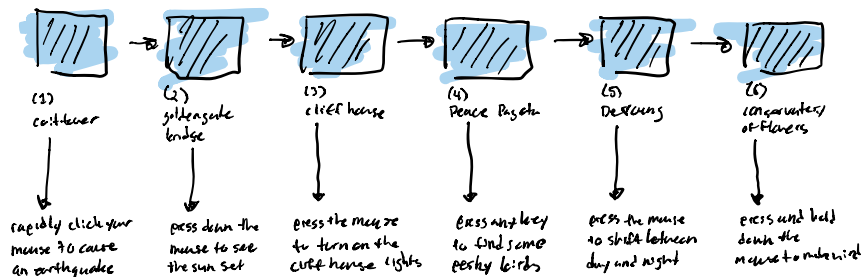
places in San Francisco to visit :

- coit tower
- Japan town tower
- golden gate bridge
- china town gates
- twin peaks
- china beach
- lombard street
- mission dolores
- Palace of fine arts
- warf
- dezung measuem
- GHIRIDELLI SQUARE
- FERRY BUILDING
- PAINTED LADIES
- HAIGHT + ASHBURY
- CONSERVATORY OF FLOWERS

Final :

coit tower

golden gate bridge

cliff house

Peace Pagota

De yung museum

conservatory of flowers.

state machiene

You can get through each state with the keys '1-6' for the 6 different states

(1) coittower → (2) goldengate bridge → (3) cliff house → (4) Peace Pagota → (5) Deyoung → (6) conservatory of Flowers

rapidly click your mouse to cause an earthquake

press down the mouse to see the sun set

press the mouse to turn on the cliff house lights

press any key to find some pesky birds

press the mouse to shift between day and night

press and hold down the mouse to material

Conveying technical information: For this assignment I have created a cite that allows for the user to move between states (which happen to be some of my favorite landmarks in San Francisco) and also allows them to explore each state for built in effects and interactions that are given in the copy of the page.

Data Design: I used variables, functions, a state machine, conditionals, 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 interactions well

Reflections: I thought that this project was fun and enjoyable to make (especially because state machines were very clear and I knew what I was doing). However I found the week long time constraint for the project to be very overwhelming, stressful and difficult to work within. I work 5 days a week and on top of school it was difficult to find time for this project (especially since we only had a week). However I think I still did well and I believe that my assets really shine for the time I had to make them. Each one took from 1 - 2 hours to make and research, which is where I spent a bulk of my time. On the other hand I knew how to make a state machine and I knew that I could do interactions well, but It was the illustrating that I knew would take me the longest. I also found working with text to be almost an impossibility in P5. They did have the right elements of tracking and letting that I wanted, so I found myself a way around that and used PNGs and placed them in my pages. Lastly, If I were to retouch this project, I think I would make more of a variation between interactions and maybe clean up some of my vector images more. I also was able to utilize and augment old code examples from my previous design class, which really helped me when it came to making things

animate within my canvas! Overall, I am pretty proud of what I have here, and I hope

you enjoy!