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Design Document

Project 3

4/30/20

Document Info

I am planning to make a coronavirus apocalypse survival guide (parody of corse). I want to make a cite with three different states that show different levels of preparedness for dealing with the imminent threat of coronavirus. I would like to do these in tiers of absurdity too. Tier one being least drastic measure, and tier three being the most dramatic measure! In addition to the three measures, I will have an expositional slide that shows some information about the measure that I created and explaining how it can help you and in what situation. In total this will be 6 different pages / states - Each state shows a progressively more dramatic way to prepare for the coronavirus. Now, with the thoughtful guidance from my parody program people will be prepared for the "coronapocalypse" in no time.

Audience

This is intended for the average person in quarantine that needs a little pick me up during these trying times (surprise! Thats everyone). It is meant to be funny and in now way disrespectful to the current situation at hand.

Sketches

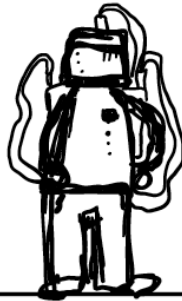
title idea-

HOW
to SURVIVE
The
CORONAPOCALIPSE
In
2020

THE
MASK



THE
SUIT

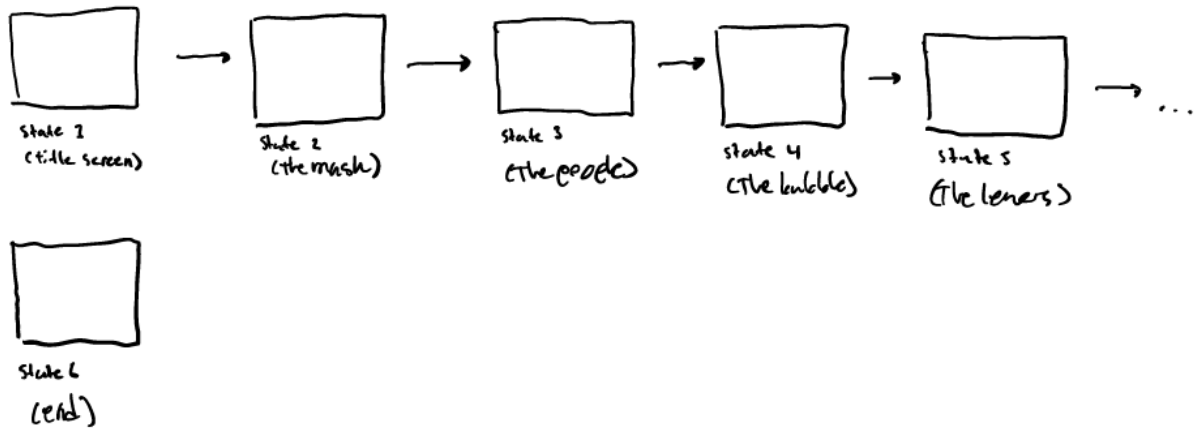


THE
DOME



Interaction Diagram

State machine Diagram



more info about state interactions

State 2 - the marsh



- marsh with boat that appears after a button press!

State 4 - the social distance suit



- using the LDR ...
the higher the value
the more protection
the lower it goes down.
- will also be protected
a helmet and then
a gas mask suit.

State 6 - the house bubble



- using the button
as a "that was easy
button"
- also there is a button display
"really safe"

- you can pass through these states with the keys '1 - 7'

Reflection: I actually found this project to be very frustrating at the end. I have never had an issue with the code, understanding it or writing it and suddenly, my board stopped communicating with my processing sketch... I worked on this and troubleshooted for hours, but I could not get it to work for the longest time. Overall, I enjoyed the process of making assets, the only thing that frustrated me was the technology not cooperating.