Jessica Filippelli
CART 351
Assignment 2
Documentation

Concept, User Interactions and Purpose

When I first started thinking about what I wanted to do, I knew I wanted to do a game

because I think it will be the most interesting to make and to look at and the user interaction

can go a number of different ways. It can either be entertaining, boredom, anger or calmness.

The general concept I want for the game is to make each user undergo different user

experiences. The game will affect people in different ways, but at the same they can do

whatever they want with the game; play or stare. I plan on making different shapes; circles

and rectangles, on the canvas. The shapes are going to bounce all over the canvas in different

speeds. When it comes to the user interaction, they can just stare at the screen and feel

relaxed or play the game which is the opposite of relaxed (I don't know maybe some people

will feel relax when they play). If the users are staring at the screen wondering what is the

purpose of all the shapes bouncing around they might end up trying to click on the screen to

see if that does anything to the interface, which is the plan. In that case they will be playing

the game and can go through any of the emotions; one or maybe all of them. They can have a

good time playing, they can feel anger/ frustration because they cannot make the shapes

disappear, or calmness by just looking at the shapes bounce. If the user clicks on any of the

shapes they will disappear and hopefully with the aspects of the shapes disappearing, some

shapes fade away and some disappear right away, it will make the user interaction more

enjoyable or it will have no effect at all. The purpose of the title: Are you not entertained?" is

a little symbolic, meaning is, are you having a good time playing the game?

The Process

When I first started working on the assignment two, the first thing I figured out was the colour palette and what objects were going to be on the canvas and how they were going to interact with each other. I made the colour palette to be pale colours; pale blue, pink and yellow etc. I think having pale colours will help make the game have this cute / clam charm to it. I decided to put the canvas in the middle of the screen because I think it was an eye sore to have it the left-hand corner, it did not look good for the final presentation in my opinion and having it centre makes the game look better. Having everything centre makes me feel like the user will have a better user interaction and can see what is going on better. I made the two shape categories - rectangles and circles - into two arrays and put events listeners for each array to get the rectangles to fade every time it gets click; it will get lighter each time until it's gone and the circle will disappear right away once it gets clicked. Once I got the main concept of the game done, I added some side aspects that will help the game interaction to make the game even better. First there is the "Game Over" type when all the shapes have been clicked off to indicated the end of the game. The game over is a classic game aspect and it would not be a game without it and how are the users going to know the game is over without it? So, it's a game must. Another aspect is the "Restart Game". This one was obvious to me and hope pretty much everyone, when all the ball are clicked off, you click the restart game if you want another go at the game. Lastly, I have the time score in the left corner of the screen to see how long it takes to clear the screen. This adds a competition aspect into the game when there are more than one user playing. Users can see if they can beat the score of other users. You can also use the time as one player, to see if you can beat your own score. The minor design aspects is the font. I just pick my favourite font Gotham and made is large so it stands out.