

Julianna Bolivar

Part 1

The purpose of my website was to create a fun game that would be highly replayable. The information that is conveyed is meant to be delightful, and the fortunes range in tone from being sincere, to funny, to cryptic. I think the feeling that you were “fated” to get a fortune makes it interesting and engaging, motivating the user to replay. The target audience is anyone who might appreciate a fortune, and people who perhaps don’t take themselves too seriously.

Part 2

To interact with the website, the user should:

- Click on one of the three fortune cookies
- After reading their fortune, click on the reset button to go back to the main page

Part 3

I used p5.js. I chose this library because it seemed like it would be the best suited for the style of the game and the level of interaction I wanted. I have some prior experience with p5, but that was a few years ago. Nearly the entire game is built with p5, not including the reset button which is an HTML element. p5 enabled me to create a game with cute graphics and a nostalgic vibe.

Part 4

My initial prototype had a high level of interaction. First, the player would choose one out of three fortune cookies. Then, they would have to drag to “tear open” the packaging. Next, they would have to repeatedly click to “break apart” the cookie. Some of the improvements I made after the first draft was improving the color contrast and adding a drag interaction so that you can “pull” your fortune out of the cookie. This proved to be difficult.

Part 5

It’s hard to assign an event to one object in p5. For example, ideally, you would be clicking on the object itself. But in p5, this is done by clicking in the range of that object. This situation also made it difficult for me to code a dragging interaction, which I wasn’t able to achieve.

You then have to disable those ranges so that you aren’t brought to a different page out of nowhere. Therefore, you need to set up a switch(index). I also wanted the fortunes to spin so that they would look a little more interesting to the user, but since the next page is static, I had to create several booleans to execute this. The reset button was also very difficult to figure out, since by default it aligns to the window width instead of the canvas width.