



horse.com is a non-profit, volunteer based organization rescuing abandoned horses across America. Driven by their love for horses and passion for making things right, celebrity author BaileyAnn Neal and John Fitzibbon Graham Bell, Alexander Graham Bell's great-great grandson, designed horse.com to make a difference in a world where everything seems to go wrong.

Nonetheless, something feels off.

Who is really horse.com and what could they be possibly hiding under their saddle. Only you has a chance of unfolding their secrets and change the faith of the equestrian world, *forever*.

# *horse.com*

I decided to change my project for two reasons. First one is that I thought I would spend too much time making material outside P5.js instead of getting more familiar with what we learned. The second one is that everytime I sat down to work on it, I thought I was going to be super motivated but it wasn't the case. I remembered what my roommate had told me when I was (very excitedly) explaining her my idea for my first project, she said that I should remember how I'm feeling right now for when I'll be making the second one, to put myself in the same mindset and I would be motivated. I had already changed my mind about my project idea before reading your feedback for the prototype but I was happy to read that you missed the humor of my first project. It erased any doubt I had left and from that moment I've been working on it.

I observed in different courses that when I do a good project, it's usually followed by something less cool because I put pressure on myself and forget to have fun while working. They also tend to be more serious and complicated. I'm trying to not do that anymore.

It's not even near how I want it to be but I've come to understand my limits of programming (for now) and think of simple ideas that will work in my favor while still trying to introduce notions I don't fully grasp and get comfortable using them.

My goal is to create an environnement where everything seems to be right, and to gradually induce off-putting stuff (missing pictures, messages...) so that the "website" becomes a puzzle. The user has to then gather different hidden clues (numbers) scattered over the web page and use them in a combination to end the simulation.