Yew Journ Chan
ART385 – Project 1
Design Document

For this assignment I decided to portray this year's NBA All Stars in an interactive way using state machines. This project can be paralleled to a media management project where specific images are called in each state to display either photos, stats or highlight plays for a specific player. The intended audience for this project would be for any NBA enthusiasts or fans of the game. The purpose of this project is to keep a catalog of the 2020 NBA all-star starters while providing a fun, interactive manner for others to learn more about the chosen all stars. I intend for this project to either be displayed online on sites such as house of highlights or at the 2020 All Star game venue in Chicago.

In terms of the aesthetics for this project I decided to go with a simple layout to project the images, stats, and highlighted gifs of each player. In order to this I created a state machine with ten different states on top of a static state. Each state is unique to a specific player and will display images and gifs that pertain to that player. For example, Lebron's slide and state will display which organization he currently plays for, his season averages for points/ rebounds/ assists and the number of times he has been selected to participate in the annual NBA All Star game. After all the players have been introduced through states 0-9, users can press 'q' to open a state showcasing animated gifs of each player. Users will be able to interact with this display by toggling between the different states to find information about the player they are looking for, once on a specific player's state, users can toggle between different photos by pressing the arrow keys (left and right). Users can also press down on the mouse to prompt a state which will display the highlighted plays and gifs of that specific player.

Overall, I thought that this project was fairly manageable once the state machine was down and working properly. This project does however require a fair deal of organization with all the different images and media for each player for everything to flow and work seamlessly. I enjoyed working on this project as sourcing information and images of NBA players was a topic, I am passionate and interested about.
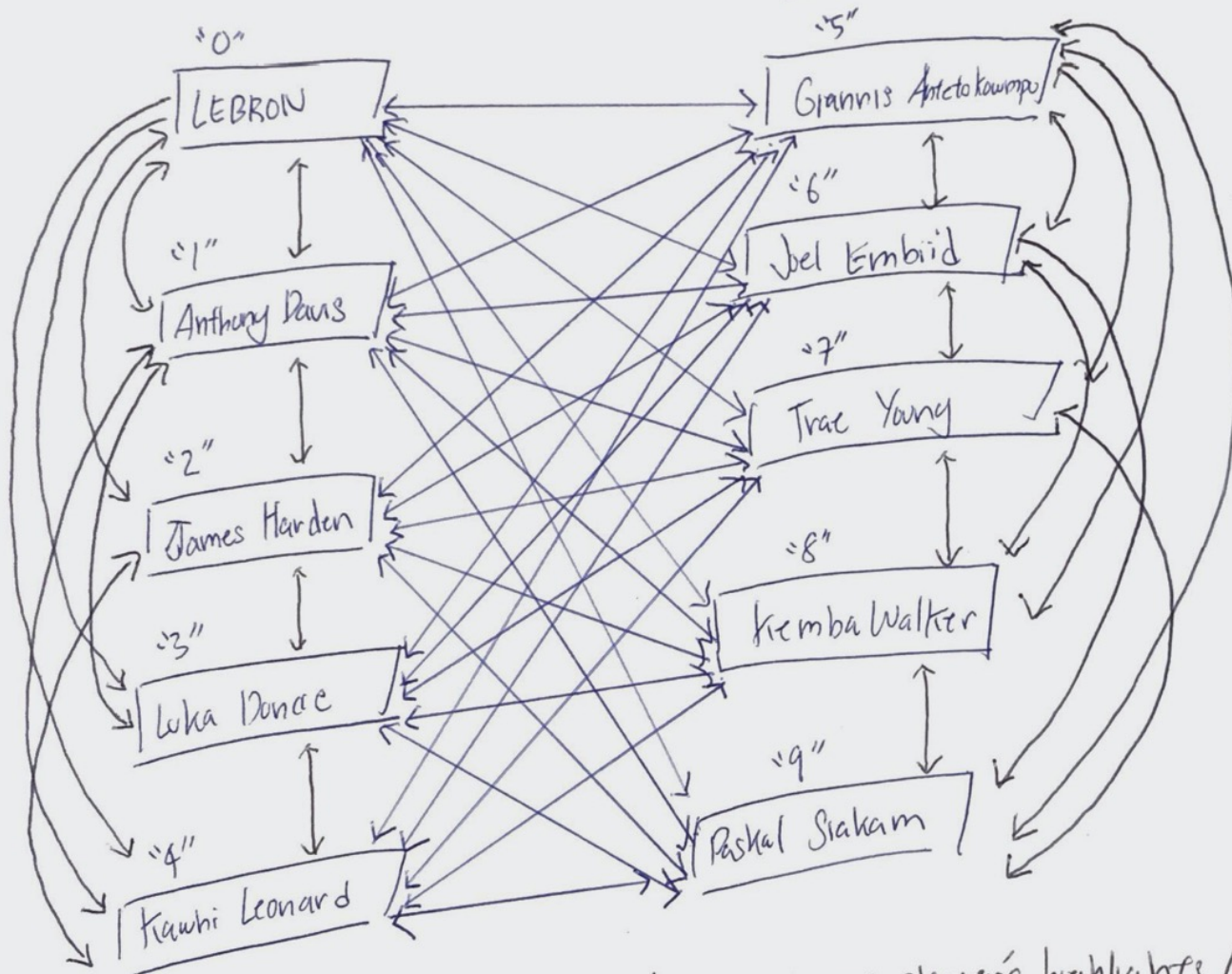
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NBA STATE MACHINE

STATES (0 - 9)

(all states are interchangeable with each other)

Team Lebron   VS.   Team Giannis

"0"   "5"
| LEBRON | | Giannis Antetokounmpo |

"1"   "6"
| Anthony Davis | | Joel Embiid |

"2"   "7"
| James Harden | | Trae Young |

"3"   "8"
| Luka Doncic | | Kemba Walker |

"4"   "9"
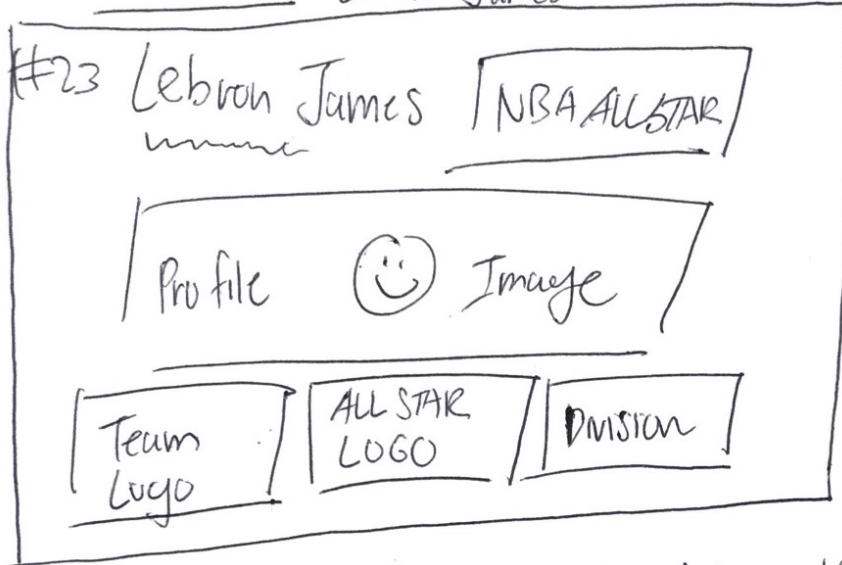| Kawhi Leonard | | Pascal Siakam |

* if key pressed = left mouse (state will print player's highlights / stats)

* if "key pressed" = "q" (state will print cartoon animated slide)

* (works with all player states)

Example | STATE LAYOUT

State 1 - Lebron James Profile Slide

#23 Lebron James | NBA ALLSTAR |

Profile ☺ Image

| Team Logo | ALL STAR LOGO | Division |

When "Left" mouse pressed - Lebron Highlight Slide

LEBRON JAMES

| highlight Gif1 | highlight Gif2 |

STATS

| LOGO | LOGO | LOGO |