

Final Project

Round Table Discussion

By Kevin Xiang



Boid Survival

A Game Concept

Minimalistic Aesthetic



Flatshot



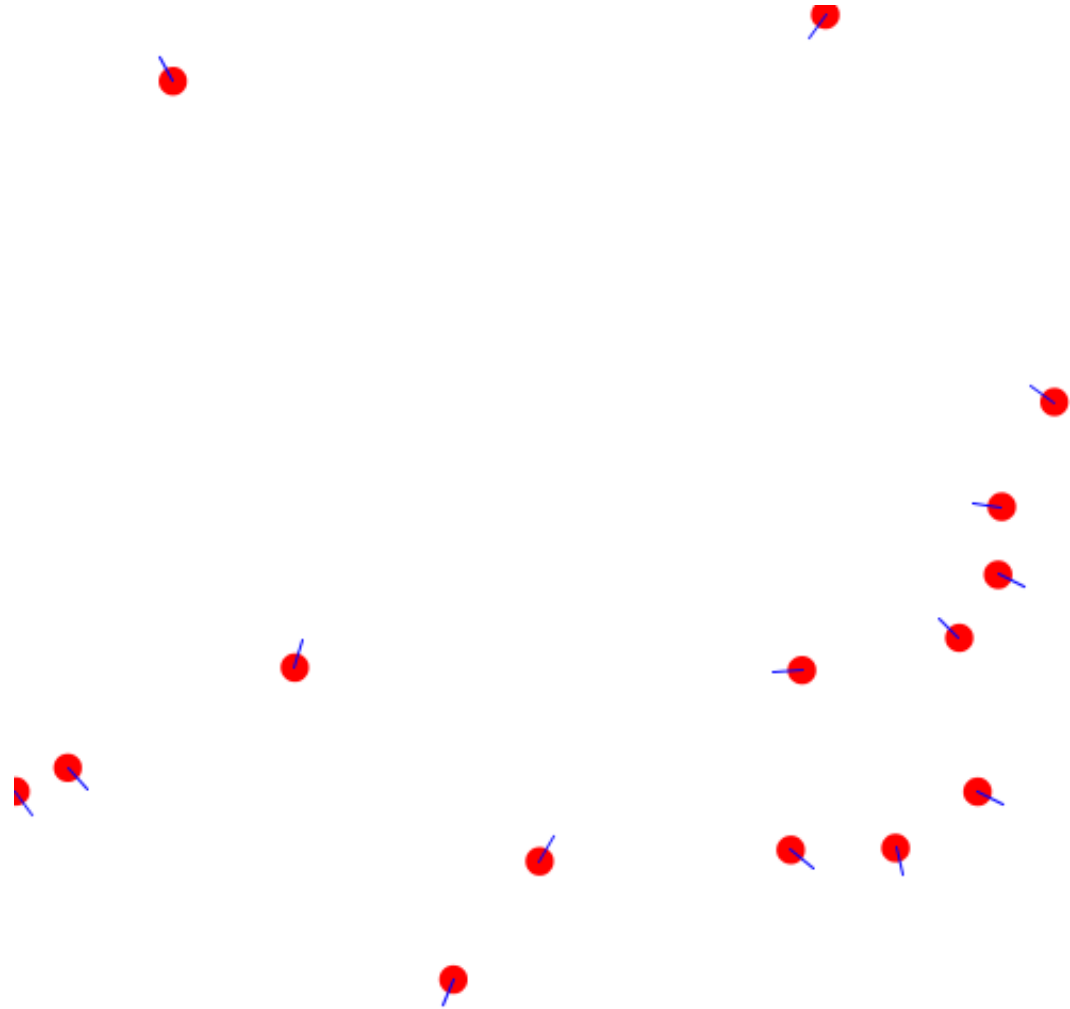
Super Hexagon



Boid Survival

Game Concept

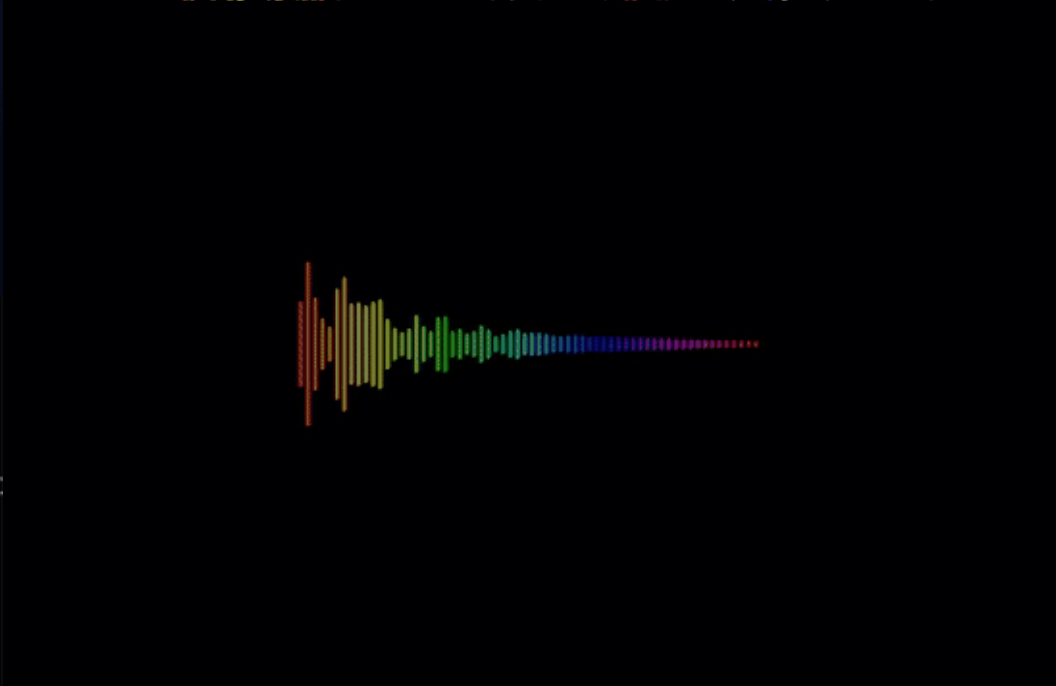
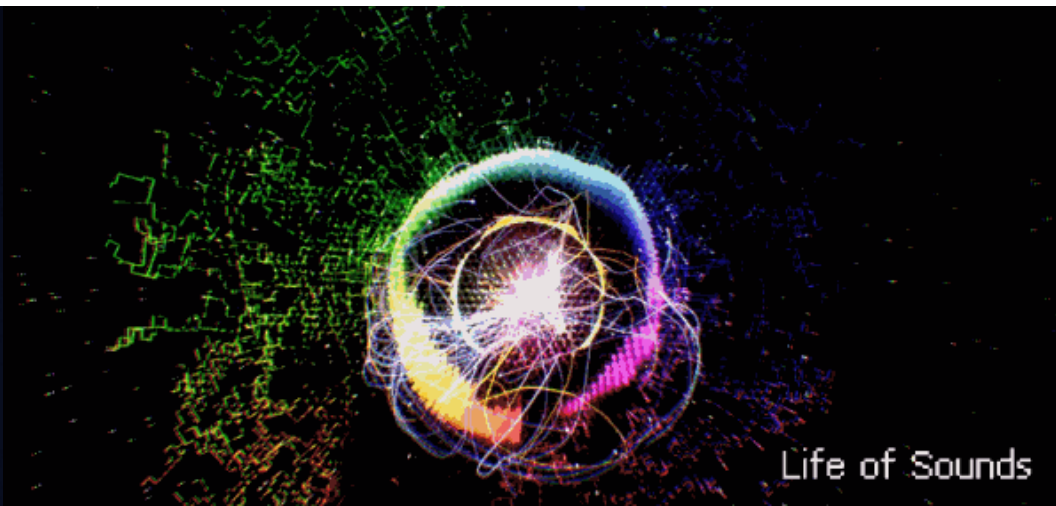
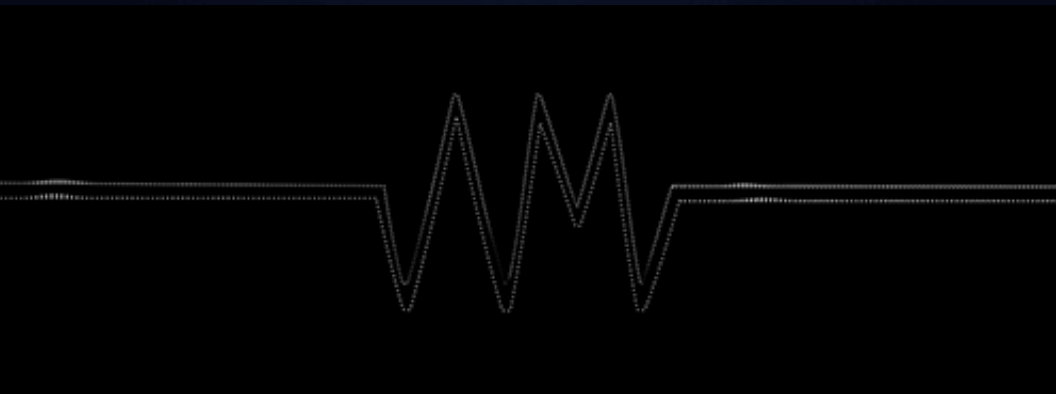
- Player controlled distinct shape
- Enemy shapes coded to chase after the player, game over when reaching the player
- Shapes coded to run away from player that can be eaten for bonus points
- High score counter based on time survived



A central graphic featuring a black circle with a wavy, multi-colored border in shades of cyan, blue, and magenta. The background is black with a subtle radial gradient emanating from the center.

Circular Music Visualizer

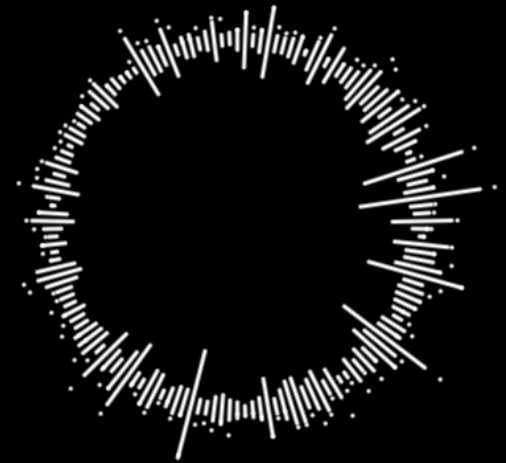
An Interactive Narrative



Music Visualizer

Interactive Narrative

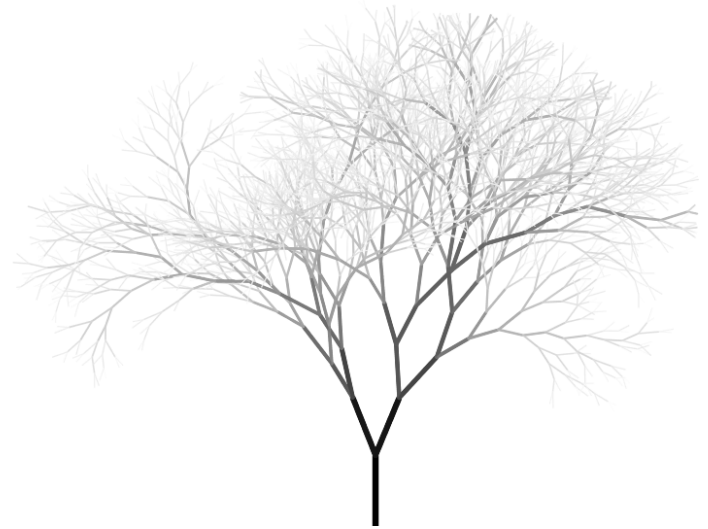
- Further development of midterm project
- Take an audio input and translates it into visual
- Exploring use of lerp function and vectors to create interesting visual effects
- Better emphasis on the “Beat” of a song to add excitement





Recursive Tree

Generative Art



Recursive Trees

Generative Art

- Making art using recursive trees
- Simulating a tree growth cycle
 - seed, sprout, growth, maturity and decay
- Exploring seasons and color cycle changes
- Use of vectors to simulate wind in the branches

