

RoundTable Discussion

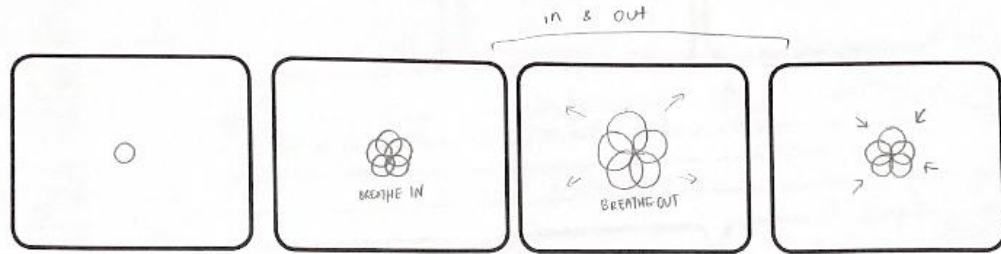
Kim Nguyen

Idea #1: Meditation animation for anxiety

11/16/21, 6:41 PM

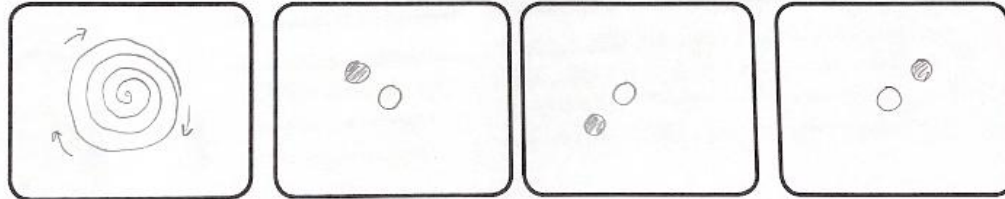
Idea #1

storyboard.jpg (3400x2200)



interactive - press circle
to start

rest - play by itself

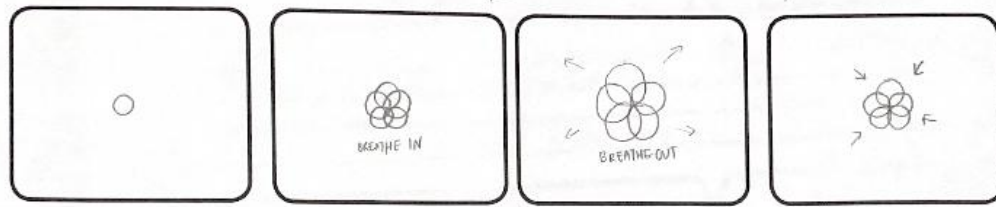


spiral - moving

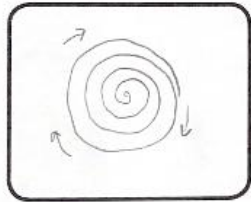
misplaced circle moves around
flash & disappear

loops back

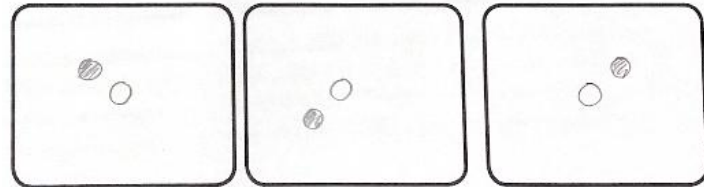
Name:



interactive - press circle
to start
rest - play by itself



spiral - moving

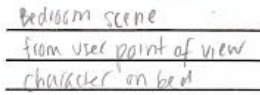


mispelled circle moves around
flash & disappear
loops back

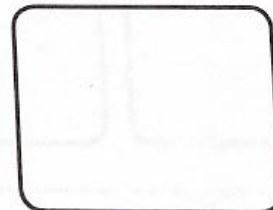
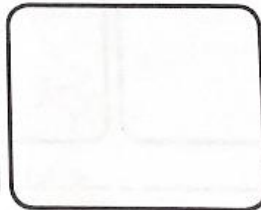
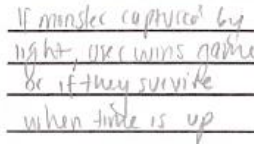
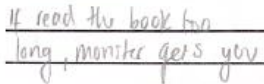
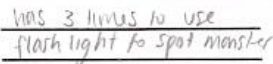
Interactive:

- mouseIsPressed()
- For-loops,
if-statements
- frameRate (moving
from scene to scene)

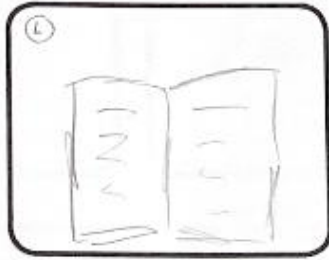
Name:



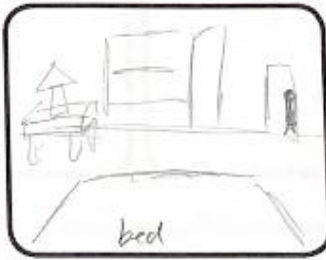
has to avoid shadowy figure



interactive



user has the option to
put down book / read
book
timer - to play game



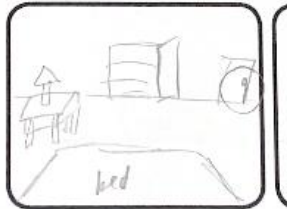
has to avoid shadowy
figure



has 3 times to use
flash light to spot monster



If read the book too
long, monster gets you

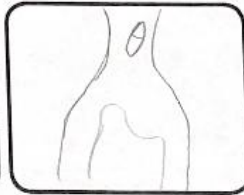
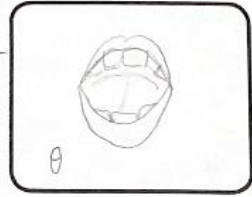


If monster captured by
light, user wins game
or if they survive
when time is up

Interactive:

- keyPressed()
- For loops, if statements
- Time
- Sound
- OOP (for shadow figure)

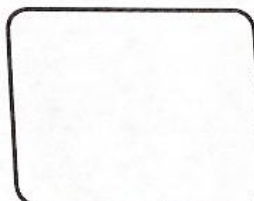
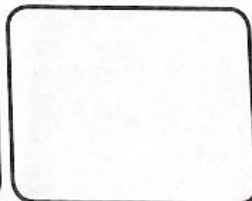
Idea #3: Interactive game



swallowing pill

pill in the digestive system

pill is growing leaves

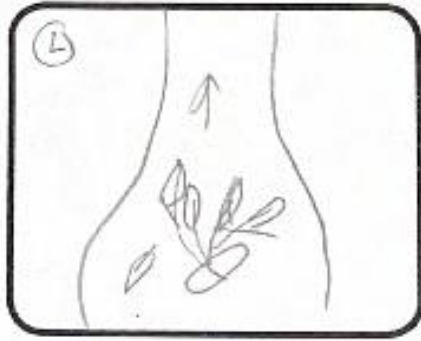


User has to cut the leaves before it grows to the top

If they don't cut in time character becomes a tree

timer-when if the timer runs out and doesn't reach the top

Name:



Name:

User has to cut the leaves
before it grows to the
top
time-win if the timer
runs out and doesn't
reach the top

Interactive:

- Time
- `frameRate()` (for switching scenes)
- `mousePressed`; usage of mouse (for cutting motion)
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