Assignment 2: a frustrating paint program

Due 5pm Mon Aug 15 - no late submissions

The task for this assignment is to create a simple drawing/painting program (i.e. a MS Paint clone) with a twist—it has to be *deliberately* frustrating in some way. Don't worry if you don't know how to make a button yet, we'll cover that in the week4 lecture.

1 Spec

You must:

1. allow the user to "draw" on the canvas by clicking and dragging the mouse (1 mark)

2. provide at least one button (or other control widget) which changes some aspect of the brush, e.g. size, shape, colour size, colour, etc. (1 mark)

1. the overall interaction experience must contain a "frustrating" element (1 mark)

2. include an **artist-statement.md** (200 words) which describes your process in designing the sketch, especially the frustrating element (1 mark)

3. submit a `.pde` file & artist statement which fulfils this spec in a **zipped folder** according to the **submission instructions** below (1 mark)

1.1 Restrictions

For this sketch, there are a few parts of Processing which are off limits: **no class definitions** (i.e. you can't add new classes) and **no composite/container objects**: anything under the *Composite* tab in the reference, e.g. `ArrayList`. You'll lose 2 marks if you include any of these things.

This might seem frustrating if you've done lots of programming before, and in the final project there are no limits to which parts of Processing you can use. But for this assignment, try and be creative within these constraints.

"The enemy of art is the absence of limitations." (Orson Welles)

2 Ideas

- you can include all sorts of drawing tools/brushes - don't be limited to just "round pen, coloured lines"
- "drawing" doesn't have to add paint - it could modify/take away what's there
- you can have as many buttons/pen types/drawing modes as you like
- maybe the pen doesn't quite draw where it's supposed to, or certain parts of the canvas get erased, or the state of the brush is randomly altered
- the frustrating behaviour might only happen at certain times or in certain situations
- there are lots of ways you could incorporate a frustrating element. Be subtle—the most frustrating things are the ones which *almost* work!

3 Submission instructions

Before you zip it, the folder structure should look like this:

```
└── assignment2
    ├── artist-statement.md
    └── assignment2.pde
```

after you zip it, you'll end up with

```
assignment2.zip
```

then, rename `assignment2.zip` to (replacing the XXXXXXX with your uni ID)

```
uXXXXXXX-assignment1.zip
```

and submit it through the COMP1720 Wattle page (in the *Assignments* section). The submission **must be a zip file** (not a `.rar` or `.7z`), here are some (Windows instructions, or Mac instructions) if you're unsure.

4 Getting help

There's a special **assignment2** label in the Piazza forum—if you have any questions related to the assignment you can ask them there. You can also ask questions during the Thursday afternoon lab session.