

## Playful Interaction Project

### Playtest Results



Figure 1 - Preliminary Sketch, this is a project where we build an animal with Lego blocks, take a picture of it and interact with it digitally on the computer.

- Add a physical prop of the background in cardboard or colored paper.
- Put black tapes on the edges of the Lego blocks to differentiate the pieces.
- Define the head of the animal somehow, use different color of Lego blocks for the head, or add some eyes and mouth (could be physical or digital)
- Have an egg that cracks open, could be loading page while the pixel of the picture are being read?
- What is the goal/meaning of the playful interaction? Is it like Tamagotchi? Is it about taking care of the pet? Collecting pets? The curiosity of the kid? Something else?
- What is the focus in this project, the physical part of building our pet with Legos blocks or interacting with the pet digitally on the computer with p5js?
- Possibility of limiting the number of animals we can build.
- Possibility of computer/AI recognition of the animal created with the Lego shapes?
- What more options we can add to the game to make it more interactive? Assign a name to the pet might be a good idea?
- Can we collect the animals like a pokedex, have a gallery of pictures of the pets?
- Maybe add some googly eyes or some stickers on the Lego blocks to make it look more alive?