# Caricature Documentation
By Margaret Summers

My project was made using HTML/CSS for the visual parts of the website. As I mentioned in my proposal, the idea behind the project is to be a website that can be shared with the public to be a fun game to play with friends. I used MongoDB for my server side to save the profiles and the drawings that players make in the game. I chose to use mongo due to my interest in exploring it more after using it in class. The last API I used was Paper.js for the drawing canvas. This was an attempt to relieve me of some work so I can spend more time on the server side code. It did make things a lot simpler but I feel as thought I didn't use its full potential. I considered using mongoose as well, to help with navigating MongoDB, but in a ignorant decision I decided to not include it in my project. The main reason behind this decision was that when I started programming I found it decently easy to push and retrieve the data from the server. I only realized how difficult using basic mongo was when I tried to bring the information from the server into the client side HTML. By that point, I felt I was too far into the process and did not have enough time to learn mongoose and reframe my code around it. As for the inspirations for the project, I had two major sources; Aaron Koblin Visualizing ourselves with crowd sourced data and the web game Gartic Phone. Koblin's ted talk was the main inspiration for the idea of crowd sourcing and testing people's participation. I specifically was inspired by the project where he asked the public to draw a sheep in there own way. I really enjoyed the wide range of drawings he received including some chaotic entries that refused to draw and just wrote something like "no" or "why". Gartic Phone on the other hand was the main inspiration for the visuals and how the game is played. It has the same idea as my game where people draw something based on someone elses text.

The current state of the project includes two major features, a canvas where you can draw portraits of you and your caricature and a form to submit your profile. The canvas portion was split into two different screens, one for self portraits and the other for caricature portraits. The other feature saw players creating a profile for themselves, or a character they created. They would answer some questions based on their physical appearance, their personality and general question about themselves. This would be saved to the database to be pulled for their profile screen and to be randomly used for the game. The biggest feature I wasn't able to implement was a feature to browse other people's profiles. The concept was to show a new screen that allows you to see random profiles with finished caricatures or search for a specific profile. I feel like this was one feature that was decently important to the idea but I didn't have time to realize it. Other then that feature, I would also have loved to play more with the paper.js canvas and brush settings. I feel like the current canvas is very restricted and is pretty hard to draw on so include other features to draw with would help. For example instead of drawing with a pen you could switch to creating shapes on the canvas.
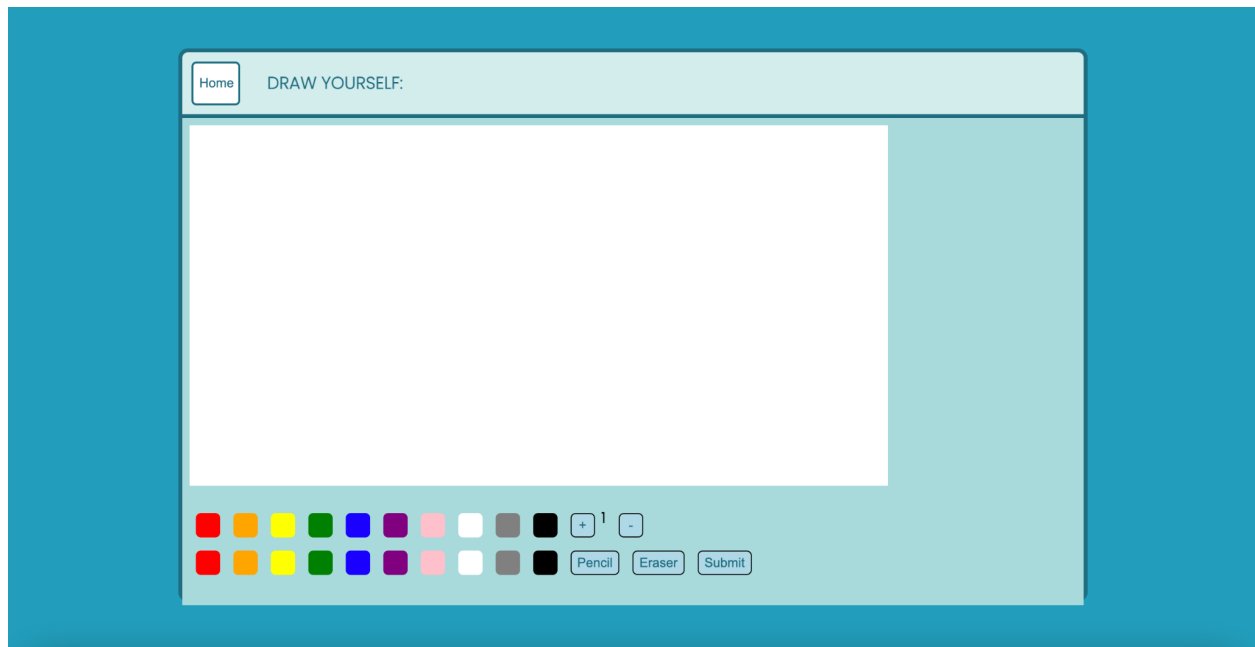
In the end, when looking back on the project I feel as though my idea was too big for the time I had. At the moment, the game is playable and could be considered as first iteration even though it is not that close to the original idea. Ideally it would be a lot more developed by adding the gallery feature and improving the drawing features and profile questions. One of the main focuses of the project was to share how people see others when given minimal information. While this idea is still involved in the game, it wasn't as clear as I wanted it to be. As I mentioned above, one of the main features of the game, the gallery feature, was not able to be implemented in time which made it feel very unfinished. In total my project had three major components that needed to be added in order for it to work as intended. Even thought the gallery

feature was not as important as the other two, it's main job was to give more content to the player and feed them the idea. When I had some playtests in class, most people agreed with this as they felt like the game didn't end in a satisfying way. The fact that you only get to see the art from the one caricature you did left people wanting to see more and actually experience the idea I had.
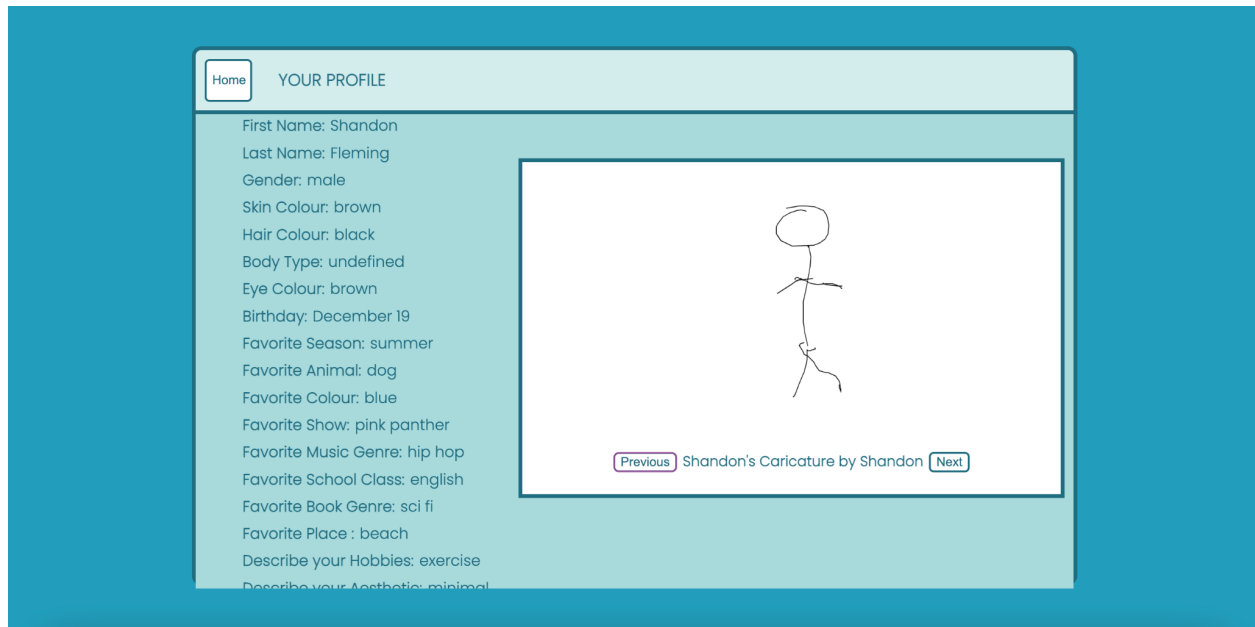
Prototype page for gallery view
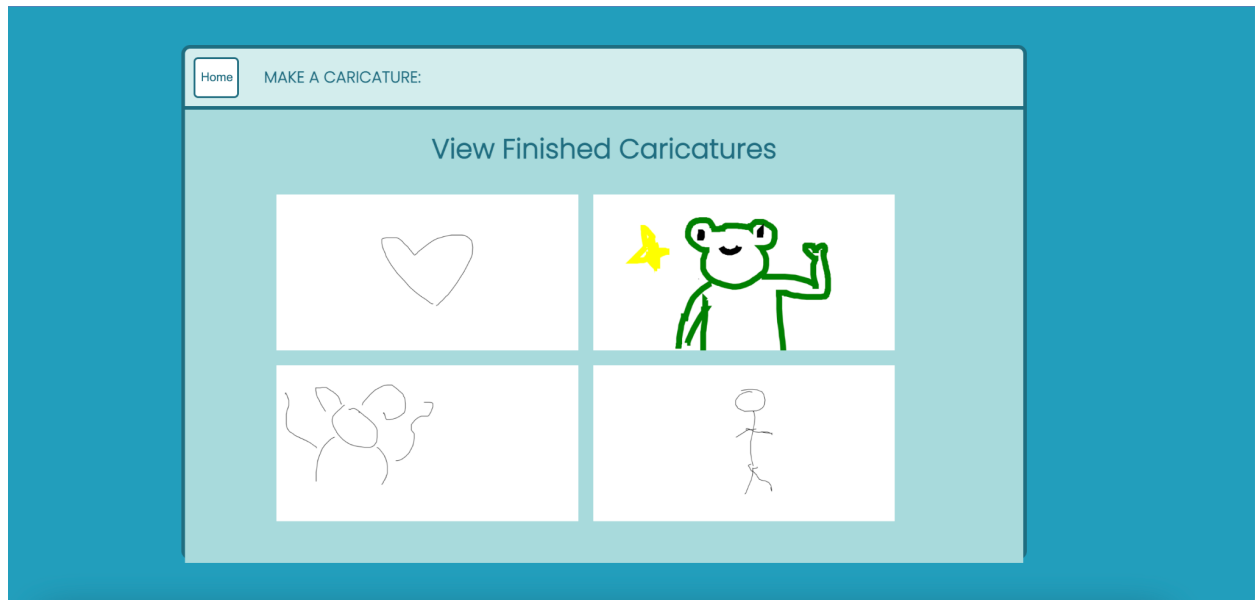
Link to Github repository!
(video will be posted on the github shortly!)

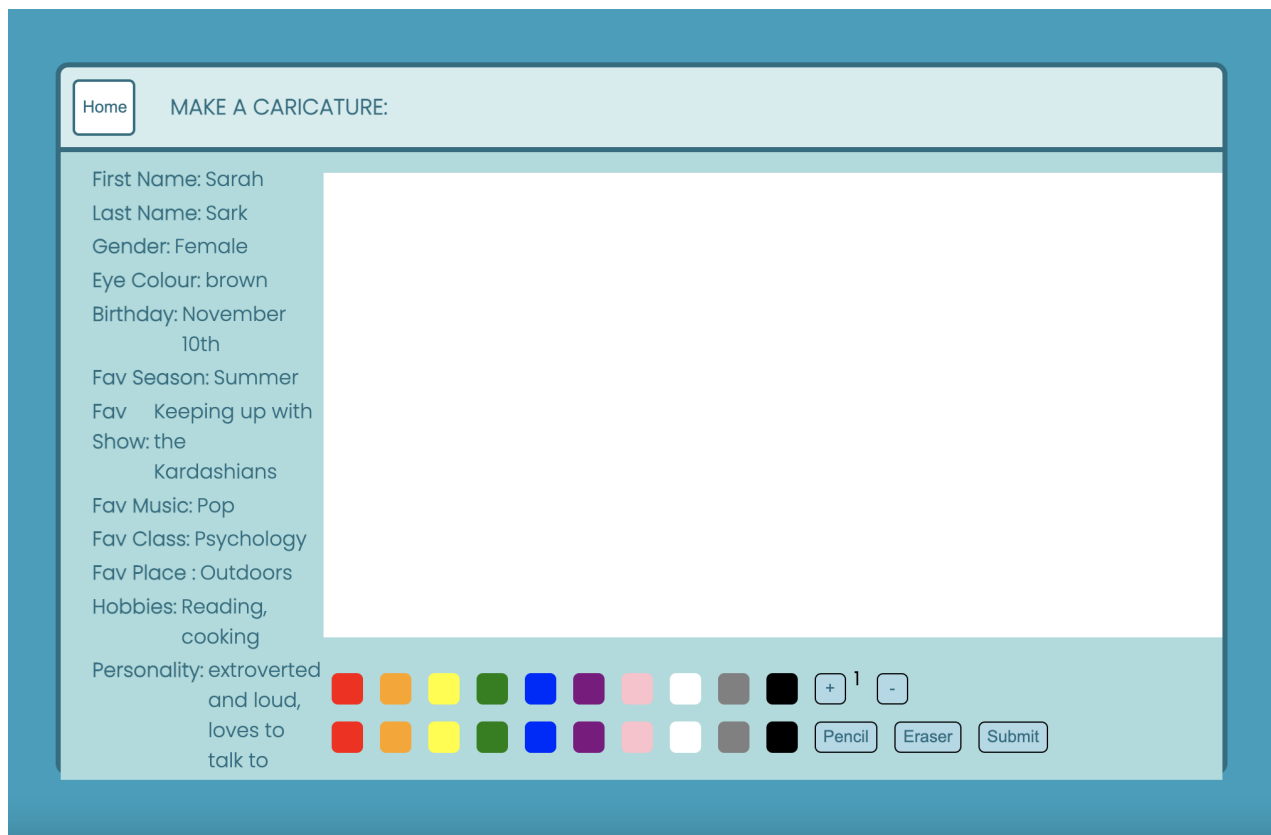The remaining screenshots are below to walk you through the rest of the project

Profile creation page, shows the form users fill out

Profile view page, shows your info and all the caricatures made of you

Home   YOUR PROFILE

First Name: Shandon
Last Name: Fleming
Gender: male
Skin Colour: brown
Hair Colour: black
Body Type: undefined
Eye Colour: brown
Birthday: December 19
Favorite Season: summer
Favorite Animal: dog
Favorite Colour: blue
Favorite Show: pink panther
Favorite Music Genre: hip hop
Favorite School Class: english
Favorite Book Genre: sci fi
Favorite Place : beach
Describe your Hobbies: exercise
Describe your Aesthetic: minimal

Previous Shandon's Caricature by Shandon Next

Blank game scene, random user's form is shown on the left

Home   MAKE A CARICATURE:

First Name: Sarah
Last Name: Sark
Gender: Female
Eye Colour: brown
Birthday: November
        10th
Fav Season: Summer
Fav   Keeping up with
Show: the
        Kardashians
Fav Music: Pop
Fav Class: Psychology
Fav Place : Outdoors
Hobbies: Reading,
        cooking
Personality: extroverted
        and loud,
        loves to
        talk to

+ 1 -

Pencil   Eraser   Submit

Filled out version of the canvas, drawn by me based on my mom

Home   MAKE A CARICATURE:

First Name: Sarah
Last Name: Sark
Gender: Female
Eye Colour: brown
Birthday: November
        10th
Fav Season: Summer
Fav   Keeping up with
Show: the
        Kardashians
Fav Music: Pop
Fav Class: Psychology
Fav Place : Outdoors
Hobbies: Reading,
        cooking
Personality: extroverted
        and loud,
        loves to
        talk to

+   8   -

Pencil   Eraser   Submit
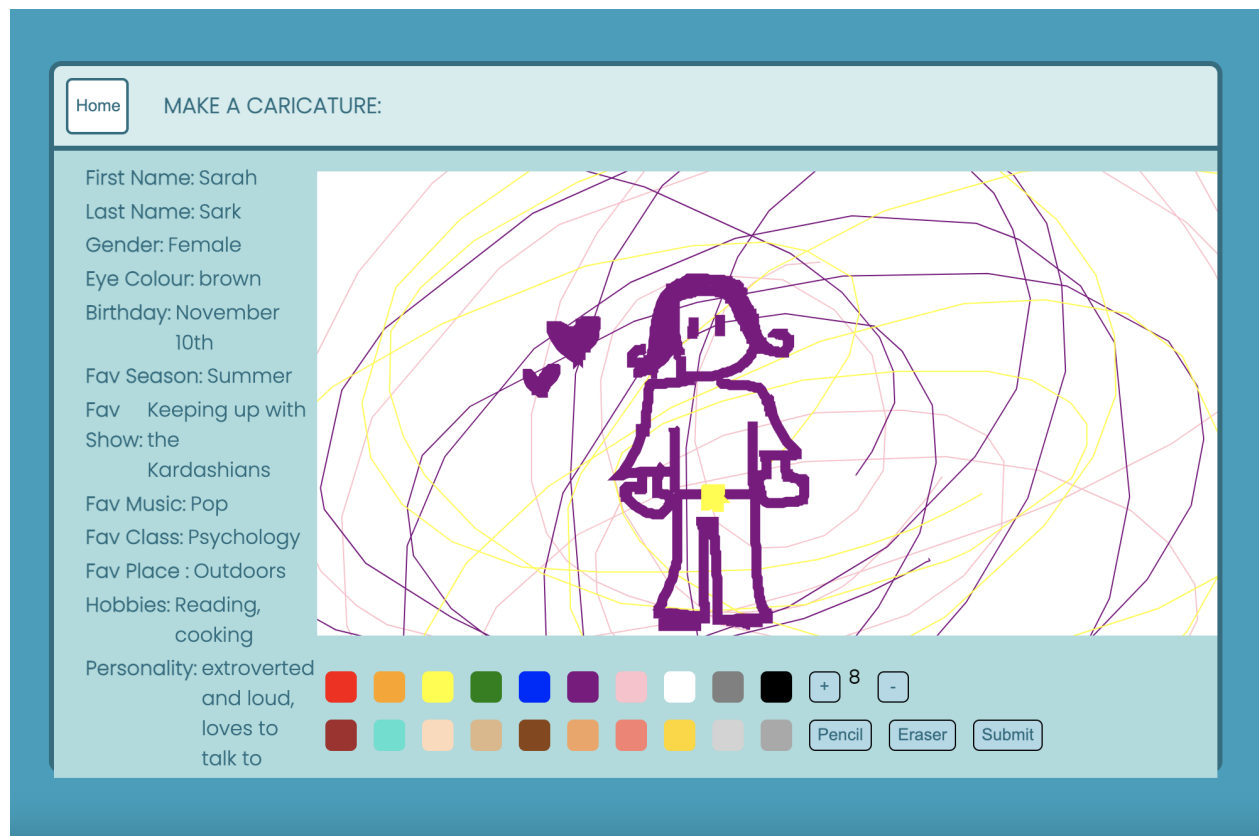
Final comparison of the caricature, still unfinished

Home   MAKE A CARICATURE:

Sarah by Meg

Sarah by Sarah