

My project, titled "Caricature", is a web game project based on stereotypes and how they skew our view of other people. The game is divided in 2 sections; one where the user will draw people based on simple profiles they provided and one where they will make their own profile and view the portraits made for them. The first portion of the game is the drawing phase. This portion takes profiles from a JSON file and prompts the user to draw them based on the information given. However the information given will be manipulated by purposefully giving less physical descriptors and more personality based information. This will push players to use their imagination and create an image of the player based solely on vague information. Most players will resort to stereotypes or faces of similar people they know to fill in the blanks. The desired result is a gallery of portraits for each player with radically different results. The second portion of the game is a simple form for the user to fill out. The questions asked will vary from basic information to physical descriptors and information about their personality. The goal of this portion is to get information from the user to create their own bio and put into the system. It will be mandatory for all players to make a profile to keep the game fair and add more content. The more profiles received the better the game will be as it becomes more diverse and gives more opportunities to play.

As for the progress of my project, not a lot of it has been completed. As of now I have created a wireframe in Figma to test out layouts and the visual aspects of the project such as fonts and colours. This is also used to map out paths between the many pages and how it should work in the final project. In regards of programming the game, I have yet to make any progress. I am in the process of finding an API or library that can simplify the code for the drawing portion of website. The hope is to find an API and test it out before beginning the code for the rest of the project. At this moment, I have 2 possible API's I could use, [Papers.js](#) and [Konva.js](#). Both libraries seem to have the function I'm looking for at basics levels, which is simply to draw a line when the mouse is dragged around the screen. I have started testing the Papers API however I've run into a few issues slowing down my progress.