

Cart 351- Assignment 2- The Flower Field

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The Concept

The concept of this website is to let go of all your thoughts and for a couple of minutes, find some peace in a really trivial activity: picking some flowers in a field to make a bouquet. We believe flowers always had a calming effect on the human mind. Therefore, we wanted our interface to encourage that state of mind. At first, when the user enters our platform, there is an introduction. It asks the user to choose how much he likes flowers. The choices are : a little, a lot, enormously or to madness. Depending on his choice, the number of flowers displayed in the field will be different. After that the introduction page goes away and the user can move wherever he wants in the field and pick the flowers that inspire him to create a bouquet. He uses the arrow keys on his keyboard to navigate through the field and press shift to add a flower to his bouquet. In the background the user can hear sounds of little birds and the field going through the field. He also has the option to hear some music instead by pressing enter. Finally, the bouquet can get really big depending on the time the user spends on our platform. It's part of the fun. The user exits our platform whenever he feels like it.

The Process

We had a first meeting to discuss on the different ideas that we had for the assignment. At first, we explored the idea of a sky mapped with different paths used by the user's plane but we figured there was a lot of complexity related to this idea and with our time being limited, we

opted out of this idea. We ended up letting go of this idea and we focused on the Flower Field. We were inspired by World Draw (<https://worlddraw.withgoogle.com/explore>) and by the simplicity and the peace related to this activity. For the design, we chose to keep it minimalist and at the same time, colourful and a little childish. Those choices were motivated by the fact that we wanted to reproduce the feeling you have when you're in a happy dream, picking up flowers without any worries. We found some flowers clipart online and the avatar is made of 12 images to make it more interesting depending on the direction he's walking around the field. When the user is close to a flower, he can press enter and the flower will be added to his bouquet. We didn't limit the size of the bouquet because we wanted the user to be able to be crazy has he wished.

Roles

Since Xavier have experience with the library P5, he was in charge of making the javascript of our project. Audrey focused on the visual aspect of it, the storyboard, the documentation and on the introduction page.