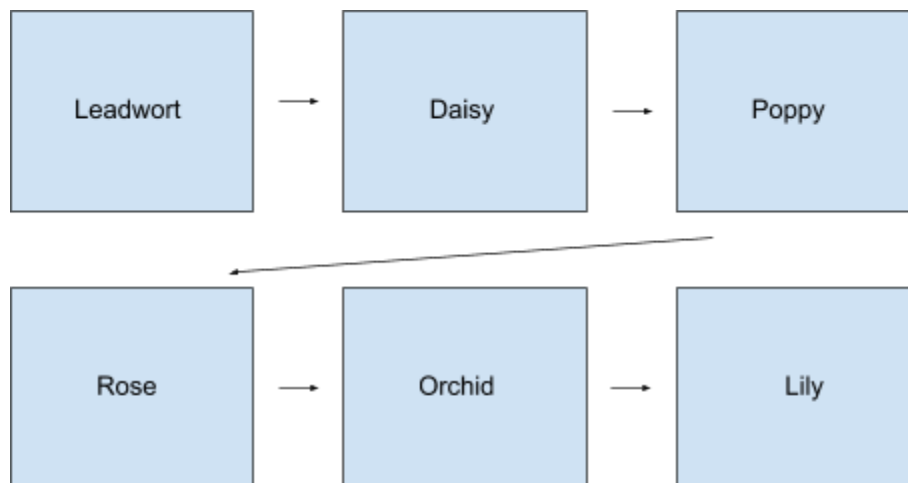**My, Art 385, Project 1, 02/27/2020**

Assignment

This project will build upon the tools we have learned so far: drawing shapes, loading images, coding structures (loops, conditionals, state machines), tracking user-interface elements and displaying either static or dynamic data. For this assignment, we created an interactive drawing project which will have at least 5 states in a state machine with some sort of standard computer user input (mouse, keyboard, etc).
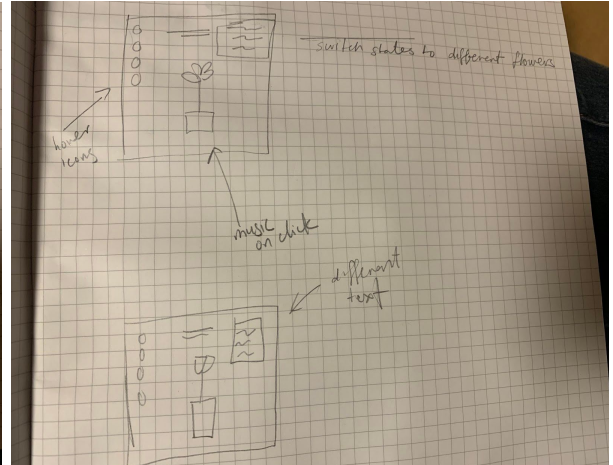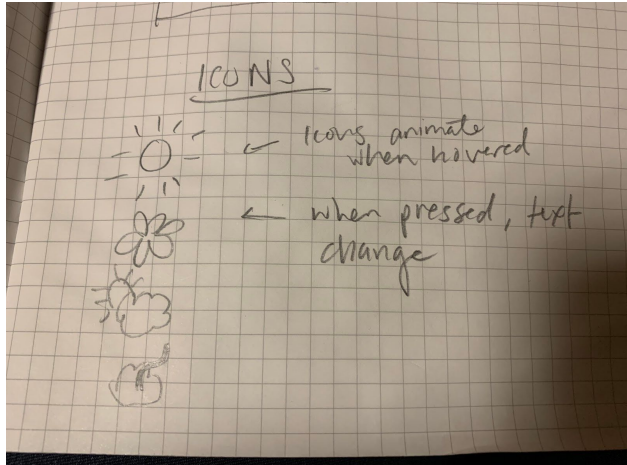
Audience

The audience is the professor, other students, and people who want to learn about flowers. I can see this being displayed in a library by the seed library or maybe in the Conservatory of Flowers where the contents will be of plants that are housed in the conservatory.

Interaction Diagram (Interface Design)

You can press 1-5 to switch to different states to learn about different plants!

Functions are added and loops are used to create animations in the images.

Aesthetic Approach

I took inspiration for this project from the chalk signs that people sometimes keep in gardens. I thought it could be an interactive gardening book. If there was more time to elaborate, I would want to add more plans and maybe a menu or table of content of some sort.