

ART385 Design Document for Interaction Design

The ART385 Design Document emerges from a few different sources, including traditional [software design documents](#) and interface design workflows. The idea is to convey a design and code structures that run along with it.

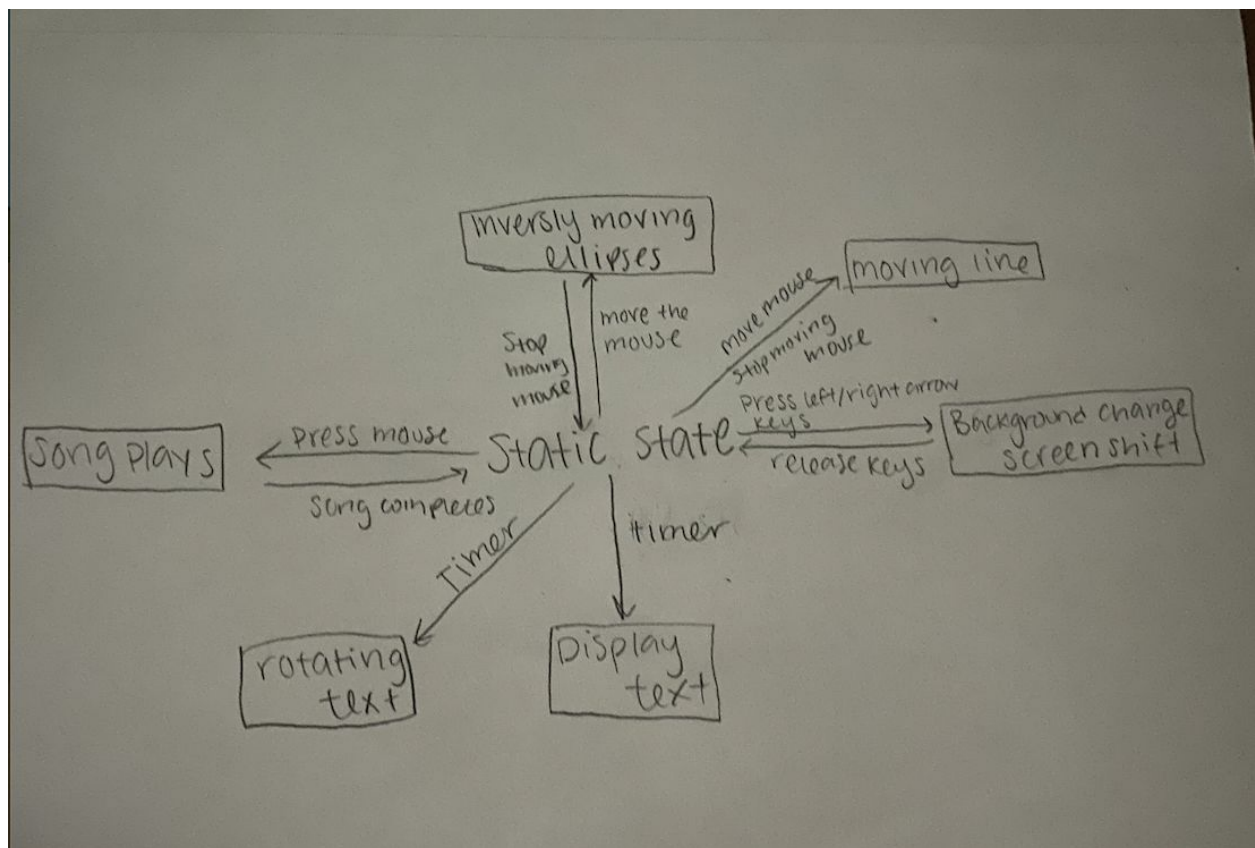
Document Info

Natalie, ART385, Glitch Arrays, 20 February 2020

Re-state the Assignment

This assignment was to create a non-predictive and glitch-like effects to build on our state machine skills. We created six state machines for six different “glitches”

Interaction Diagram (Interface Design)



Reflections

This assignment was actually really fun. At first I was not sure how to come up with 6 state machines- but after a while I finally got some idea. Coding sound onto my “website” was definitely the most difficult part of my project, but the challenge was fun and rewarding.