### **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, ART 385, Project Ideation, 30 April 2020

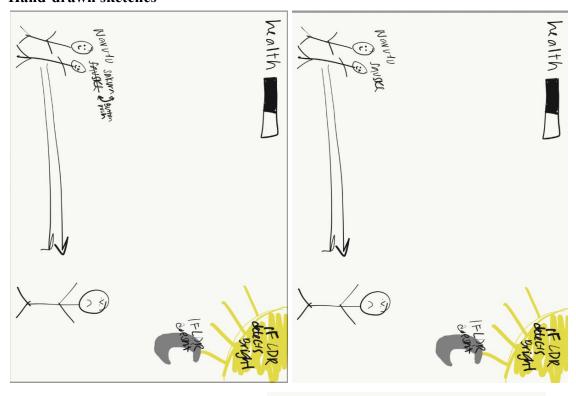
## **Re-state the Assignment**

This project is going to be a Naruto game using inputs from the ESP32 to manipulate a Processing sketch.

#### Audience

My intended audience is anyone who goes to the Naruto Theme Park in Japan.

## Hand-drawn sketches







# **Interaction Diagram (Interface Design)**

Interaction MAP
night state State State Button pushed Schkura state
LDR - the time of day win hearth
button = person choosing character IRL.