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 3, 12 May 2020

Re-state the Assignment

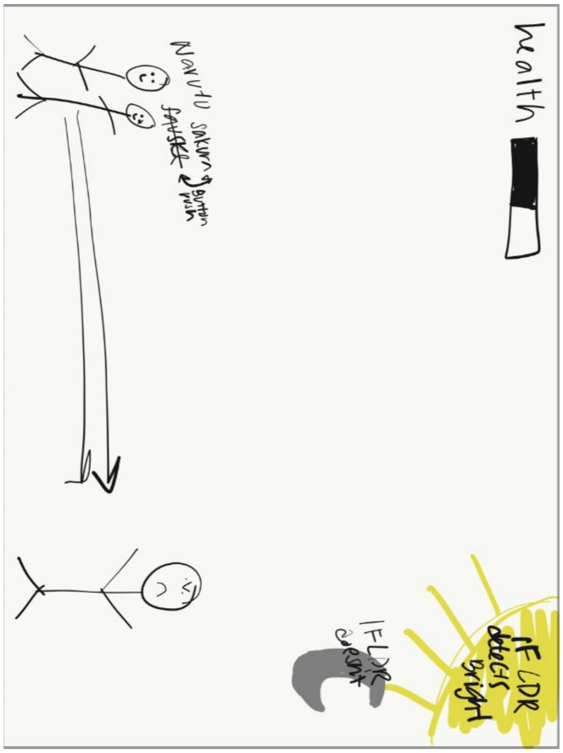
This project is a prototype for a game to be used in the real world. The idea is almost like virtual reality, or very similarly the Xbox Kinect. Basically, The user would be moving in real life in order to move their character in the game. The health is a timer in the prototype, but in reality it would be as if the player was getting tired, so the longer it goes the less energy they have is what I used to represent the health depleting.

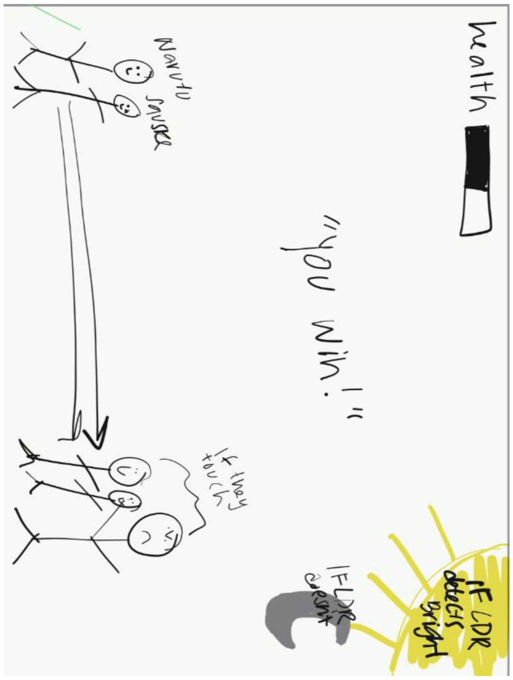
For the switch, this is simply to represent the choosing of characters. One thing in addition to picking a character- is if the character chosen is Sakura, ideally in the "real" game the user would have to do more work. The only way I could think to represent this was to have the button being held the whole time she is picked. The LDR is meant to take in the brightness and determine if the game is being played in night mode or day mode. If this was real life, it would be the time of day and correspond to it.

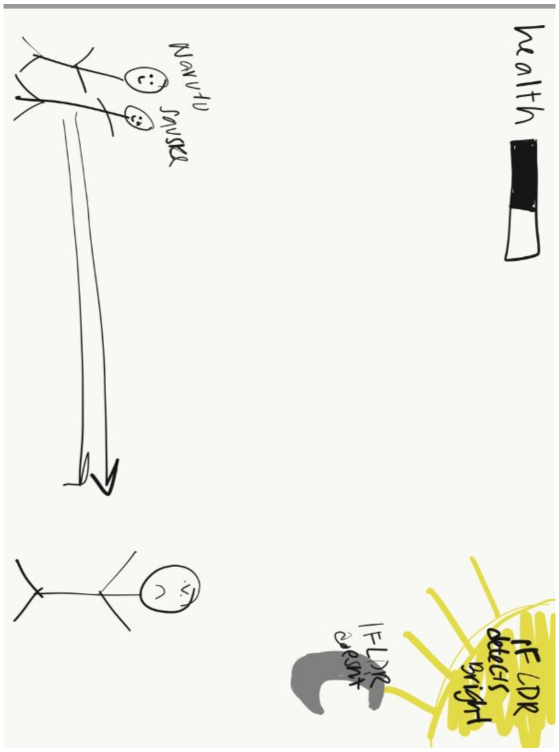
Audience

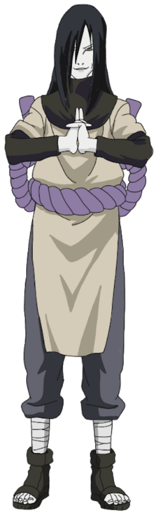
My intended audience is anyone visiting the Naruto Theme Park in Japan. At the park, there are only rides and food to enjoy, but no digital games, so this game could solve that. I think being at a theme park, you still want to be physically moving, seeing as you could play video games at home, so being able to use your body to control your character in the game would be a way to keep it fun but also not accessible everywhere.

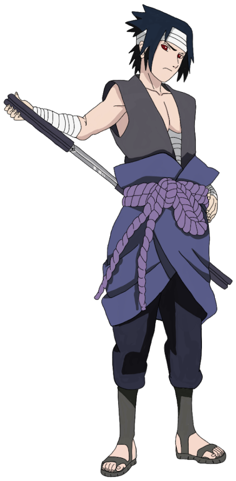
Hand-drawn sketches

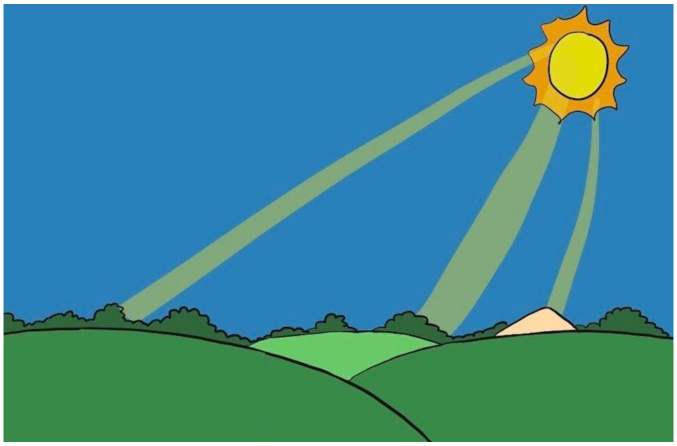




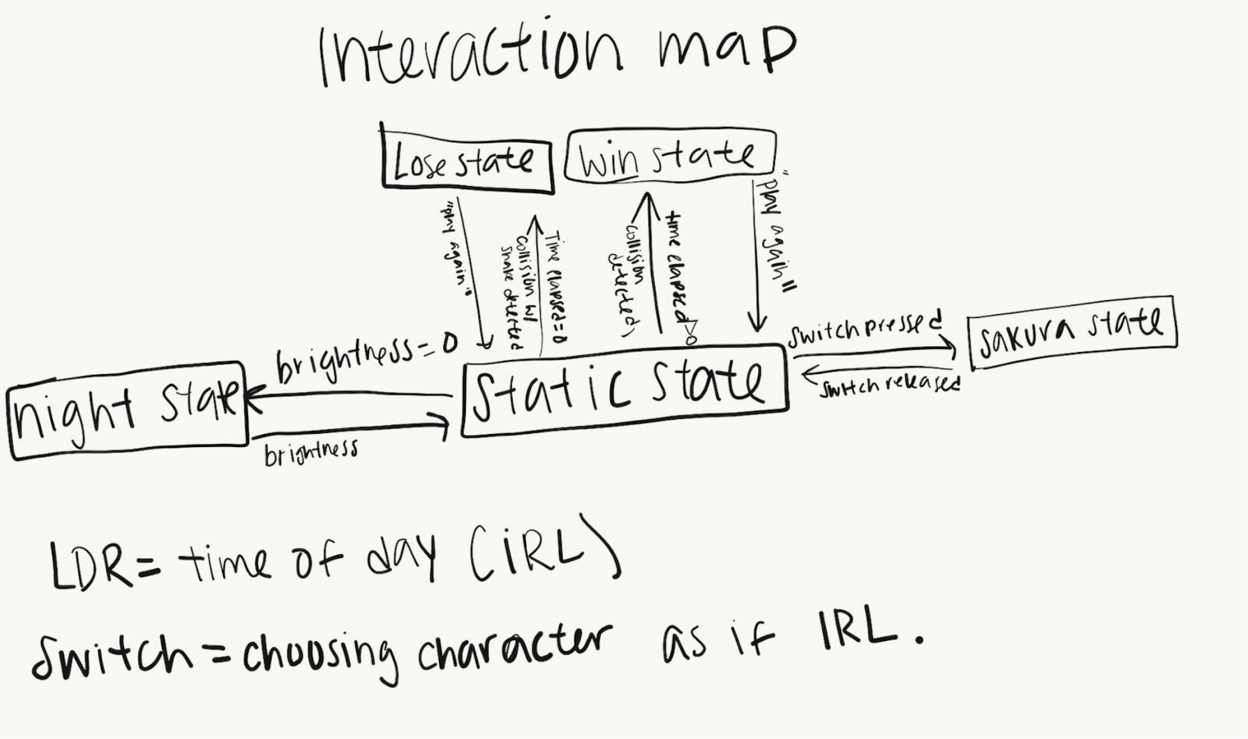


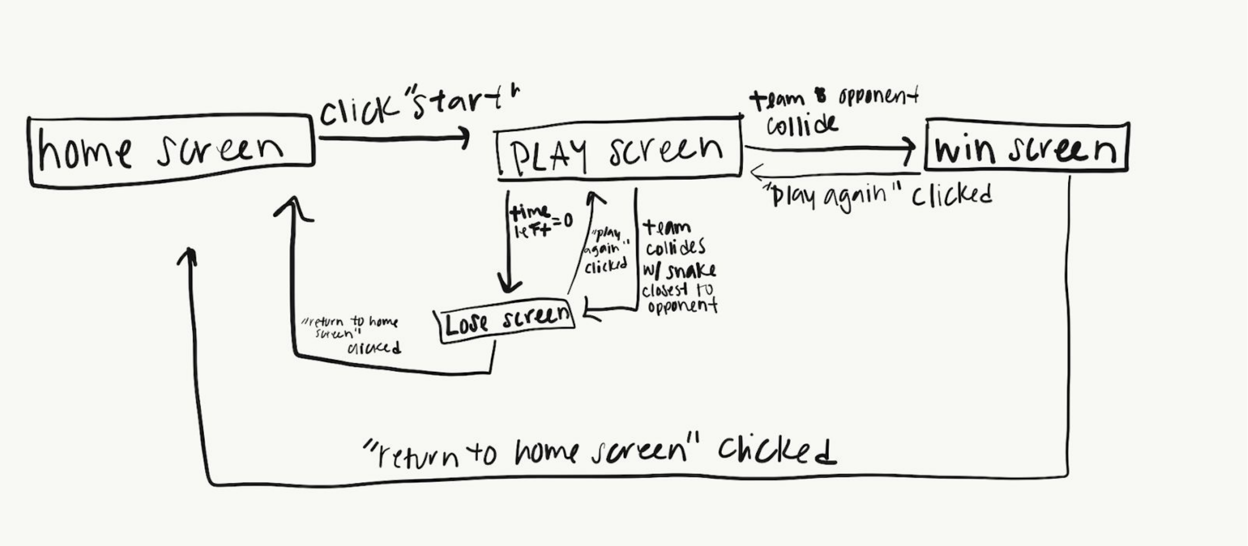






Interaction Diagram (Interface Design)





Conveying Technical Information (Software Design)

For this program, and LDR, a switch, and a mouse. This code initializes to the home screen, and coded in is a rectangle which detects if the mouse clicks inside of it, then takes the user to the play screen. The play screen has two ways to lose and one way to win. In order to win, “your team” has to reach Orochimaru, the opponent. This is detected by checking to see if a rectangle around the opponents touches the rectangle around Orochimaru. One way to lose is to run out of health, which in the protoype's case is the timer running out. Another way to lose is to collide with the snake closest to Orochimaru. I chose not to make every snake a losing snake because then it is too obvious. In order to move the players, you move the mouse, which would actually be the person moving in real life. When you lose or win- there is an option to play again or to return to home, taking you to either the play screen or home screen depending on your selection. I chose to make the controls really simple on this prototype because the more complicated it gets, the harder it is to imagine this in the real world. For transitioning purposes, simplest is best.

Reflections

This project was the most fun out of the 3 in my opinion. The more I got into it the more and more I wanted to do. I was not planning on having a home screen or replay buttons and win/lose screens but I kind of became immersed in the project. I also tackled drawing for the first time for this class and I think it turned out okay! While I did end up spending many hours drawing- looking at the final product makes it worth it. I think from my original sketch idea to the final interpretation- it is relatively the same, with more. Thanks for a great semester! :)