

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)

