

Document Info

Tommy, ART385, Project One, 3 March 2020

Re-state the Assignment

Assignment for Project One. Create an application for and intended audience and describe its purpose.

Intended Audience and Purpose

The intended audience for my application is children. Children ranging from the age of about 4 to 13 years old. This application is created to be installed in family computers at home. In places where children can easily get access to technology. I wanted home to be the location as when parents are working or doing house chores, the parents can try to keep their children entertained by letting them use my application. An application that is made to both educate and entertain children.

Project

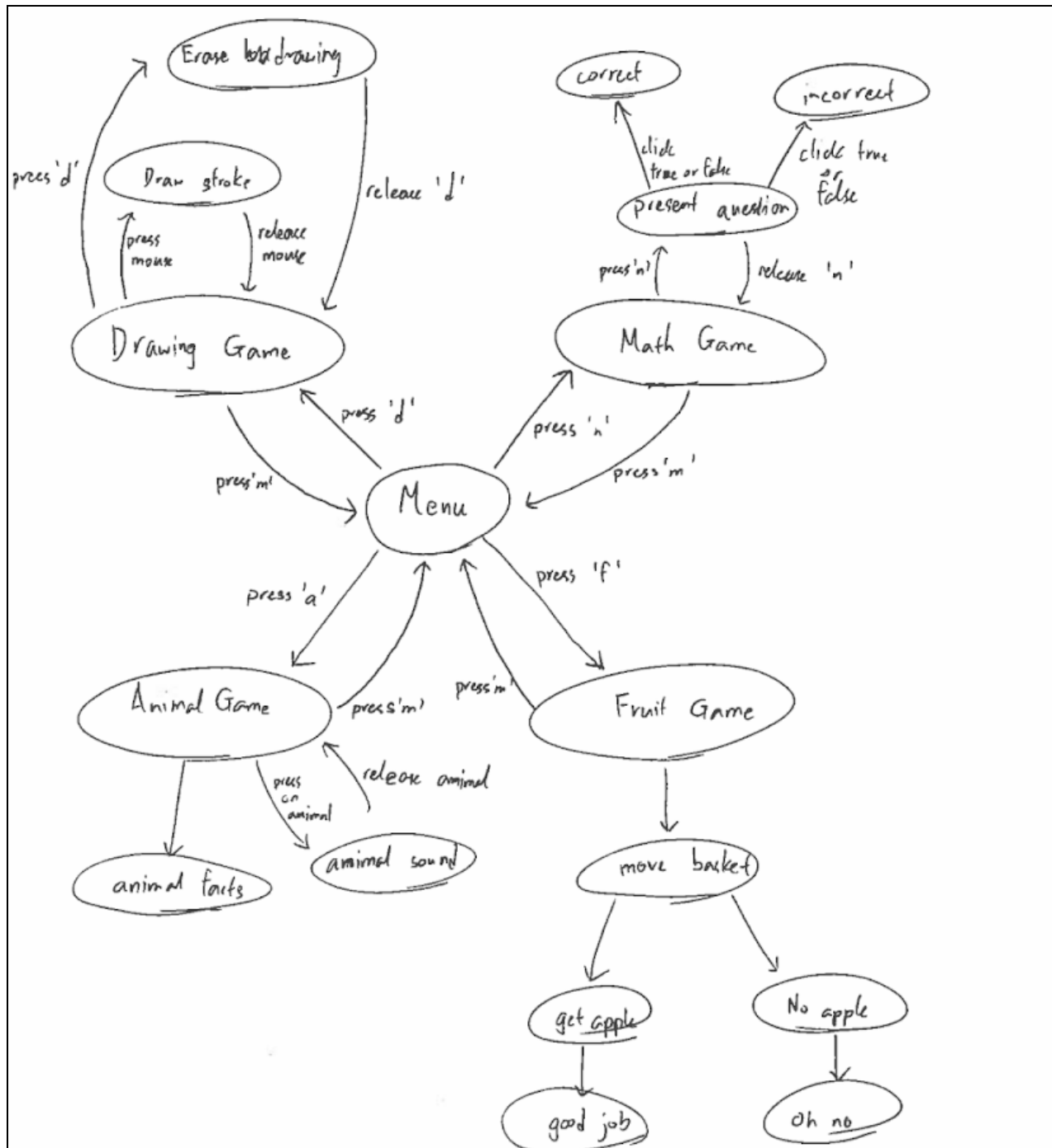
The application is essentially a collection of educational mini-games for children. There are 4 different mini-games. This includes a drawing game, math game, animal game, and fruit game. The first screen is the menu page where children will be able to choose their desired game by pressing various different keys. The drawing game allows children to draw on a blank canvas by using their mouse. This allows children to portray and use their creativity. The math game tests the children's ability to calculate. This game may be hard for children of a younger age as the numbers can go up to 3 digits. After looking at the equation presented, the user must decide whether is the shown equation is true or false. The user can always press "n" to generate a different number set. The animal game allows children to learn more about animals. It shows 3 different animals. This includes a cow, goat, and a hummingbird. The user can press on the images of the animals to learn their sound or read the fun facts presented to learn more about the animals. The fruit game instantly starts with 4 different falling objects. Apple, chips, burger, and coke. The aim of the game is for the user to use the basket presented to catch the apple. This game aims to teach children to go for healthy food.

After getting feedback from peers, I made some color changes to go along with the emotion I want to send. For example, if the user got a question wrong on a math problem, I will make the text red to show them that it is wrong. The text was also changed from "Wrong!" to "Try again" to prevent children from being discouraged to continue learning. I also made the speed of each object different in the fruit catching game. This gives the game a more dynamic feel and also looks better.

Aesthetic

I decided to use flat colors and the font because I feel that it is appropriate for my audience. The font used is similar to Comic San which is generally used when in children's books. The font gives the application a friendly feel and is also very easy to read. The application is neatly designed to make it as user-friendly as possible for children. The flat colors are also meant to appear colorful to attract children. The colorful appearance along with the cartoonish look makes it a suitable application for children.

State Diagram



Illustrations

