Question: so changing color if hovering over correct score is not allowed?

Goals

9/28/17

* ~~Center mouse after every click~~
  + Assuming window is in top left corner exactly
* ~~Make circle of mouse smaller~~
* ~~Change color of target on hover~~
* Make squares near bigger

Released: 9/25   
Due: 10/9 **(BEFORE CLASS)**

I have provided source code for a simple application that displays a 4x4 grid of square buttons. These light up one at a time. Users must click the lit buttons as accurately and quickly as they can.  I've provided a basic example design (not necessarily good!) in the scaffold (a red dot).

You mission is to devise a technique that facilitates clicking these buttons (every button must be equally clickable at any instant). Time is the important measure (though a time penalty will be assigned at the bakeoff for performances under 95%).

This is an open design challenge, so you will need to talk to or email me ideas you think might break the rules.  Make sure you run your final idea by me for approval \*before\* building it!

This is to be completed in your project groups. You have 2 weeks. Then we will do in-class testing of everyones’ ideas / implementations.

Remember, the Golden rule is: Every button must be equally clickable at any instant. If your design makes it easier to click only the target square, it is likely illegal.

**Deliverables:**  
Bring a (charged!) mac laptop with your code ready to go to class on 10/9.   
Upload to blackboard a short video of your ideas, design process and final design with a narrative description (voice over).  This doesn’t have to be fancy (smartphone footage is fine). I want to see the idea, not that you are a master film maker. No writeup required.

More specifically,  
1) Start the video with the rough ideas you brainstormed. Which ones were deemed impossible to implement in time, or sounded particularly promising?

2) What testing did you do (did you run yourself, grab 2 friends, etc. and record their performance?).

3) How did you iterate on your design?  Which ideas did you incorporate into your final design?

4) Give me a quick walk-though of your final design's features.

Task someone with take photos of artifacts along the way (sketches, prototypes, white board diagramming, first versions of the code, etc.). The video should end with your final design, explaining what it does and how it works.  Max video length should be 3 minutes and less than 300MB.  Less is fine.

**Get setup:**Download Processing: www.processing.org  
Download bakeoff scaffold code: www.chrisharrison.net/BakeOffOne.zip

**Clarifications thus far:**In general, I don't like to post clarifications because part of the design process is finding out what you can and cannot do.  Best if you email me to see if an idea is legal. In fact, why don't you just email me right now? chris.harrison@cs.cmu.edu

However, some questions I get asked many many times, so here are some clarifications that shouldn't limit your thinking too much:

As noted in the lecture slides, keyboard input is allowed as long as it is a hybrid approach (i.e., it cannot be entirely keyboard based).  You can email me specific ideas for approval.

No, you cannot reduce the padding or make the squares larger.  In general, the layout should stay the same.  (e.g., no pie menus)

Visual changes **are** allowed (e.g., you don't need the cursor dot to be red, or even have a cursor dot at all! And the blue square could be green or flashing).  However, so as not to violate the golden rule, you cannot make the non-target squares harder to see.