

Technical Summary

Supported Devices:

Windows OS

Library choices:

FLTK (Fast Light Toolkit) - chosen for its simplicity and cross-platform capabilities (only Windows is supported for now)

Dependencies:

Required Files:

- Images in the "Resources" folder

Emotional Reaction Logic

Summary:

4 possible speech options, each will cause a randomized number of faces to be happy/angry/neutral. Different options will also cause different demographics to react in specific ways.

The default mood will be an even split of 33% for each happy, angry, and neutral.

This is the logic for when the user chooses a statement.

1. Taxes go up
 - 0% of audience will turn happy
 - 80% of audience will turn angry
 - 20% of audience will turn neutral
2. Taxes go down
 - 80% of audience will turn happy
 - 0% of audience will turn angry
 - 20% of audience will turn neutral
3. Fix the Roads
 - 30% of audience will turn happy
 - all car enthusiasts will be happy
 - 0% of audience will turn angry
 - 70% of audience will turn neutral
4. More bicycle lanes
 - 40% of audience will turn happy
 - all environmentalists will be happy
 - 30% of audience will turn angry
 - all car enthusiasts will be angry
 - 30% of audience will turn neutral
5. New audience
 - Shuffles around the audience demographics
6. ???

Demographics

1. car enthusiasts (car symbol)
 - strong emotional ties to roads and bicycle lanes
2. environmentalists (tree symbol)
 - strong emotional ties to bicycle lanes
3. musicians (music symbol)
 - general public
4. warrior (sword symbol)
 - general public

Infographic Layout

1. pie chart – easiest way to see the 3 largest emotion groupings %
2. bar graph – allows seeing the % within the group which are happy/angry/neutral