Technical Summary

Supported Devices:

Windows OS

Mac OS

Linux OS

Library choices:

FLTK (Fast Light Toolkit) - chosen for its simplicity and cross-platform capabilities

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