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LMC 2700

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Project 2: Creative Tooling

Metaphor

My program in *Processing* is inspired by the sport of basketball. I view playing basketball as a way of drawing in the sense of movement and creativity, and the court is the canvas. Everyone who plays basketball has a different style which makes it an art; there is no specific right way to play, allowing freedom for creativity. Basketball has fundamental skills such as dribbling, passing, and shooting which provides the basis of my creative tooling program.

How to draw

When the program begins, there is a black ring near the center of the court which resembles a basketball player. The user can move the player with the arrow keys; as it moves, there will be random colored circles that trail behind the player resembling dribbling. There is also another player that moves randomly throughout the court that the user cannot control. When the user presses the spacebar, a line will be drawn from the point of the user to the point of the random player which parallels to passing in basketball. Thirdly, the user can also press the shift key to mirror a player shooting. An arc will be drawn to resemble the way a ball travels when a player shoots. Also, a red X or green circle will appear to indicate if the user made the shot or not. (There is a 50% chance the user will make it.)

Arrow Keys: Move around

Spacebar: pass

Shift: shoot

Difficulties

A problem I encountered was trying to draw the shooting arc from the player to the hoop from every point of the frame. It was very difficult because I would have to change the angle of the arc depending on the position, and I could not figure it out how to do that. I just shortened the arc so that it still resembles someone shooting. Also, if the player is on the top half of the court, sometimes the arc will not look right.

User Experience

The first time the user encountered the program, he just messed around with all the keys, observing the different elements of the drawing tool resulting in a chaotic image. In his second image, he attempted to create an orderly image but soon realized he was limited in what he could do such as drawing a line exactly in a desired position.

