Idea 1: Love Letter Unfolding Interactive Valentine
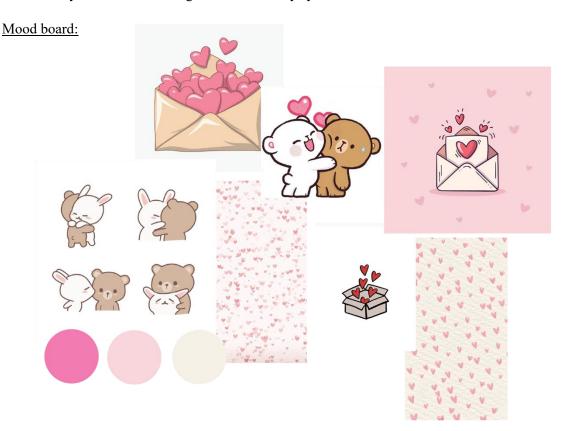
Description

On the screen, there's a little sealed envelope with a heart sticker. When the user hovers over it, the envelope wiggles like it's excited. Clicking on it makes the envelope slowly "unfold" with an animation, a love letter slides out. As the letter opens, tiny doodle hearts, sparkles, or even little cartoon characters (like bunnies or bears) pop up around it. The letter reveals a message like:

"I've been holding this for you... Will you be my Valentine?"

But when the user tries to click "No," the button moves away making it impossible to choose. The "Yes" button, when clicked, triggers a burst of confetti, floating hearts, and a surprise message like "Yay! You're my Valentine with confetti or floating hearts drift across the screen, making it feel magical and warm.

User Interaction:

- Mouse click: Unfolds the envelope and reveals the love letter. Click "Yes" or try to click "No" (which dodges the cursor). Clicking anywhere on the background spawns' tiny hearts that float upward like bubbles.
- Mouse hover: Envelope wiggles.
- Keyboard input: Pressing "Y" could instantly trigger the "Yes" explosion of hearts.
- May include a cute song once the user says yes.

Mood board:

Idea 2: Digital Graffiti Wall

Description:
A brick wall canvas where users can create their own wall art with spray-paint effects. This interaction will have a custom spray paint kind of brush. Over time it becomes an abstract graffiti style art wall. The user can press on the spacebar to include stickers.

User Interaction:

- **Mouse/finger drag:** Spray paint effect (random splatters, fades, paint brush).
- **Mouse Click:** To select the color
- **Keyboard input:** Add graffiti stickers.

Mood Board:

Idea 3: Make the fish in the aquarium fat

Description:
This is a fun interaction of an underwater aquarium scene on the screen. Fish swim around randomly, bubbles rise, and maybe some seaweed sways in the background. The user can interact with the environment to feed them by dragging meal options to the fish's mouth. The aquarium could change colors to reflect "day" or "night" with a keyboard press.

User Interaction:

- Mouse click: Feed the fish
- Mouse movement: Fish follow the cursor slowly as if curious.
- Keyboard pressed: Press keys to change aquarium modes (e.g., "D" = Daytime, "N" = Nighttime).
- Mouse drag / finger drags: Drag food to a fish's mouth to feed them.
- Mouse movement: Fish slowly follow the cursor for more food.

Mood Board:

Design Brief

TAMANNA SHIROL
DES 427

PROJECT GOAL

The goal of this project is to design a simple, adorable interactive Valentine's experience where users unfold a digital love letter through playful interactions. The project will use hover, click, and keyboard input to create charming animations like wiggles, hearts, sparkles, and confetti, resulting in a thoughtful and memorable interactive card.

TARGET AUDIENCE

- Individuals in relationships who want to send or share a lighthearted interactive Valentine's gesture.
- Individuals who want a cute but simple way to ask someone out for Valentine's Day.
- Young adults (16—25) who enjoy cute, romantic, and fun digital experiences.

CONTEXT OF USE

It will be used on laptops or desktops, and shared as a playful digital Valentine between partners or friends. It is designed for short, casual use (1—3 minutes) to create a quick, memorable experience, and hopefully will lead to a yes for Valentine's!

TIMELINE

Week 1 (Oct 3 – Oct 6):
Finalize Concept
Create a Design Brief & Persona
Create Flowchart

Week 2 (Oct 7 – Oct 13):
Sketch Wireframes
Design/Collect images
Begin Coding

Week 3 (Oct 14 – Oct 18):
Coding
Refine visuals
User Testing

Final Days (Oct 19 – Oct 21):
Debug + Final Adjustments
Submit project by Oct 21

Emily Johnson

ABOUT

Emily is 19 years old, a college student at San Francisco State University, and has been dating her boyfriend for almost a year. She enjoys finding sweet, creative ways to express her love, though it can be difficult since they are in a long-distance relationship. Emily loves writing him love letters, surprising him with DIY gifts, and making thoughtful gestures that make her relationship feel special. She wants to keep the spark alive despite the miles between them, and she values sentimental, fun ways to connect.

"Even though we're far apart, I want him to feel like I'm right there with him."

AGE 19

JOB TITLE Student

GENDER Female

LOCATION San Francisco, CA

PASSIONATE   ARTISTIC

CURIOUS   ADVENTUROUS

GOALS

- To share unique, thoughtful gifts that her boyfriend will remember.
- To keep her relationship feeling close and meaningful despite the distance.

LIKES

- Cute animations & pastel colors
- DIY crafts, journaling, and handwritten notes

PAIN POINTS

- Struggles to give physical gifts because of long distance.
- Feels like traditional digital cards are too generic or impersonal.
- Wants something more engaging than just sending a text.

NEEDS

- A digital gift that feels romantic but playful.
- A way to surprise her boyfriend even when she can't be with him in person.

DISLIKES

- Giving generic messages instead of something thoughtful
- Cluttered interfaces & boring templates

PERSONALITY

Introvert	Extrovert
Analytical	Creative
Serious	Playful
Unemotional	Emotional
Not Tech Savy	Tech Savy

```mermaid
flowchart TD
    Start([Start])
    Display1[/Pastel background + cute imagery with a heart envelope in the middle/]
    Hover{User hovers on envelope}
    Click[Click on Envelope]
    Wiggle[/Envelope wiggles/]
    Unfold[/Envelope slowly unfolds/]
    Letter[/Love letter slides out/]
    Message[/Message displayed: "I've been holding this for you... Will you be my Valentine?"/]
    Buttons[/Yes or No buttons appear/]
    ClickBtn{User clicks on button}
    AttemptNo[Attempts to Click No]
    ClicksYes[Clicks Yes]
    Thinking[/After 5-7 seconds, a tiny animated heart or text bubble appears saying: "Still thinking about it?"/]
    Dodge[/Button dodges cursor / wiggles away/]
    YesWiggle[/Yes button is wiggling/]
    FinallyYes[/User finally clicks Yes/]
    ChangeMsg[/Message changes to "Yay! You're my Valentine!"/]
    Confetti[/Confetti and hearts burst across the screen Cute song starts playing/]
    End([End])
```

Legend:
- Display (pink rounded rectangle)
- User Input (dark pink rounded rectangle)

Flow:
- Start → Pastel background + cute imagery with a heart envelope in the middle
- User hovers on envelope → NO → Click on Envelope
- User hovers on envelope → YES → Envelope wiggles → (loops back to Click on Envelope)
- Click on Envelope → Envelope slowly unfolds → Love letter slides out → Message displayed: "I've been holding this for you... Will you be my Valentine?" → Yes or No buttons appear → User clicks on button
- User clicks on button → YES → Attempts to Click No → Button dodges cursor / wiggles away → User finally clicks Yes → Message changes to "Yay! You're my Valentine!"
- User clicks on button → YES → Clicks Yes → Message changes to "Yay! You're my Valentine!"
- User clicks on button → NO → After 5-7 seconds, a tiny animated heart or text bubble appears saying: "Still thinking about it?" → Yes button is wiggling
- Message changes to "Yay! You're my Valentine!" → Confetti and hearts burst across the screen Cute song starts playing → End