**Glitch Image Arrays**

**The Assignment:**

For this assignment, we were meant to work with glitch behavior where we could get unpredictable and random variables popping up on 6 different image slides. These image slides would then correspond to 6 different state machines, where each state would be different than the others.

**Interaction Diagram**

**A close up of text on a whiteboard

Description automatically generated**

**Reflections:**

For this assignment, my theme that I chose was travel and I thought that I implemented the state machine diagram quite well into my interactive design. This is because, each image that I found had some correlation to my travel theme. For example, I had a jungle photograph, beach photograph, as well as I chose a cosmopolitan city, church and a plate of sushi to highlight all aspects of travel. I wanted to incorporate a theme to each of my photographs to enhance user experience and to also make sure that the color schemes worked etc. To do this, I used different shapes for each slide to be placed either in front of the image or behind it, or I would change the background. Moreover, I used the random(), keypressed() functions as well as mouseX and mouseY to change the size of the shapes to highlight my skills.

Although, I did have some challenges for this task. One in particular was implementing the shapes or backgrounds in front or behind the image and keeping the image on the slide without it disappearing. I also had a lot of debugging to do, in order for the program to not freeze or exit when I pressed one of the keys to allow another slide to come up.

Nevertheless, I enjoyed this task and I learnt a lot about how to change various states and became more confident in P5.js.