

Taylor

ART385

Project 1

February 27th, 2020

Project 1: Digital drawing, user input and states (software)

The Assignment:

For this assignment, we were assigned to create a project with a specific purpose using P5.js or Processing with all of the tools and function that we had learnt in the class so far. The project was meant to be aesthetically appealing whilst also having coding concepts and structures.

Audience:

The intended audience for this project is for children, as at the start of my design process – I wanted to base my fish on the famous children's book – *The Rainbow Fish* I think the physical site for interaction would be at a child's house where they would have access to a website where they could play with this interactive design.

My Aesthetic Approach:

As my intended audience is children, I wanted to create an interactive game where each interactive state would have various colors for them to identify, as well as each state would have different themes for them to be able to go onto the next state. My aesthetic approach was to make each of the state's colorful and vibrant, but to also implement the theme of *The Rainbow Fish*. I wanted my interactive game to have multiple layers where I could also show the skills that I have learnt during class but to also make it fun.

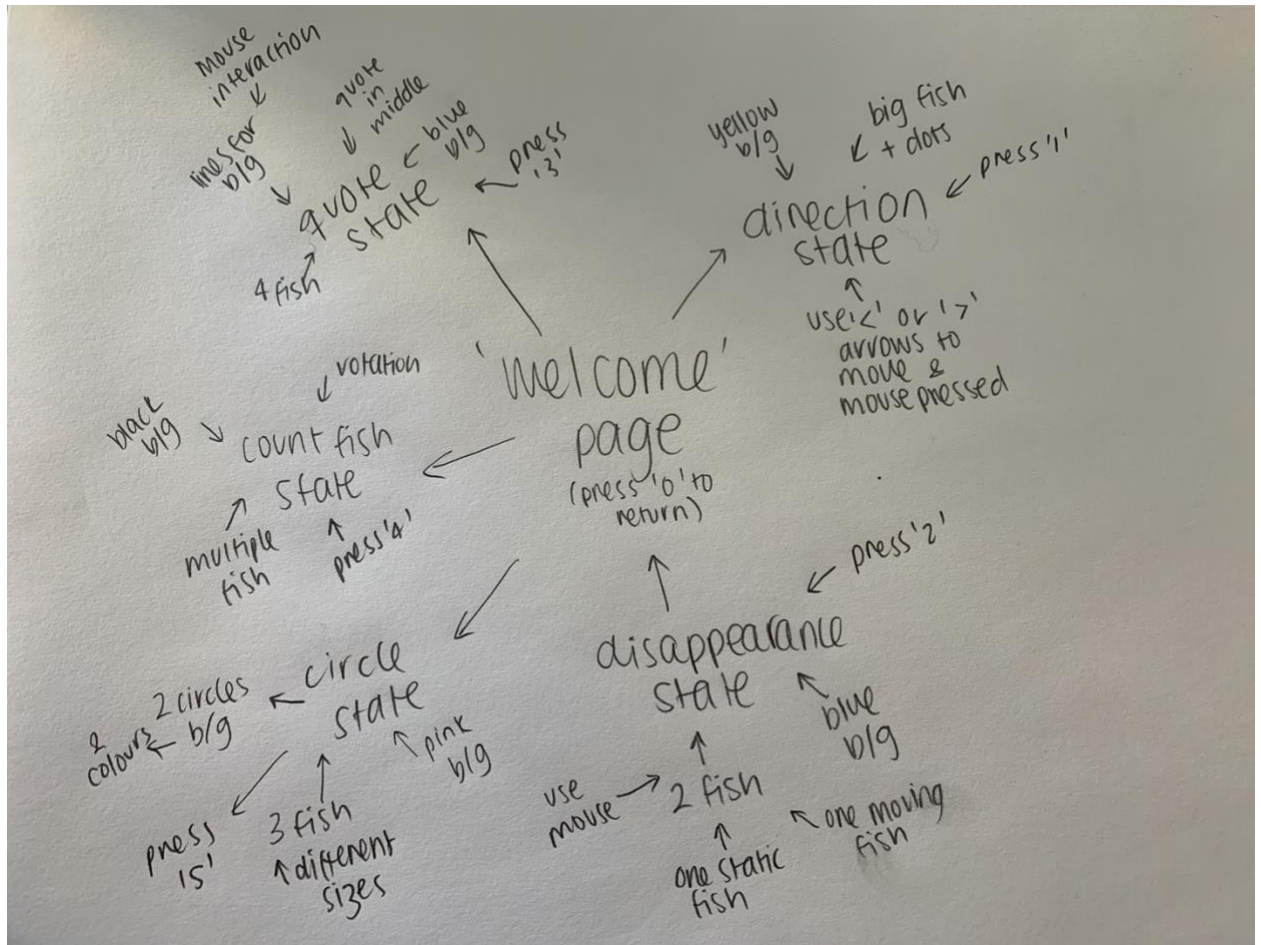
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Interaction Diagram



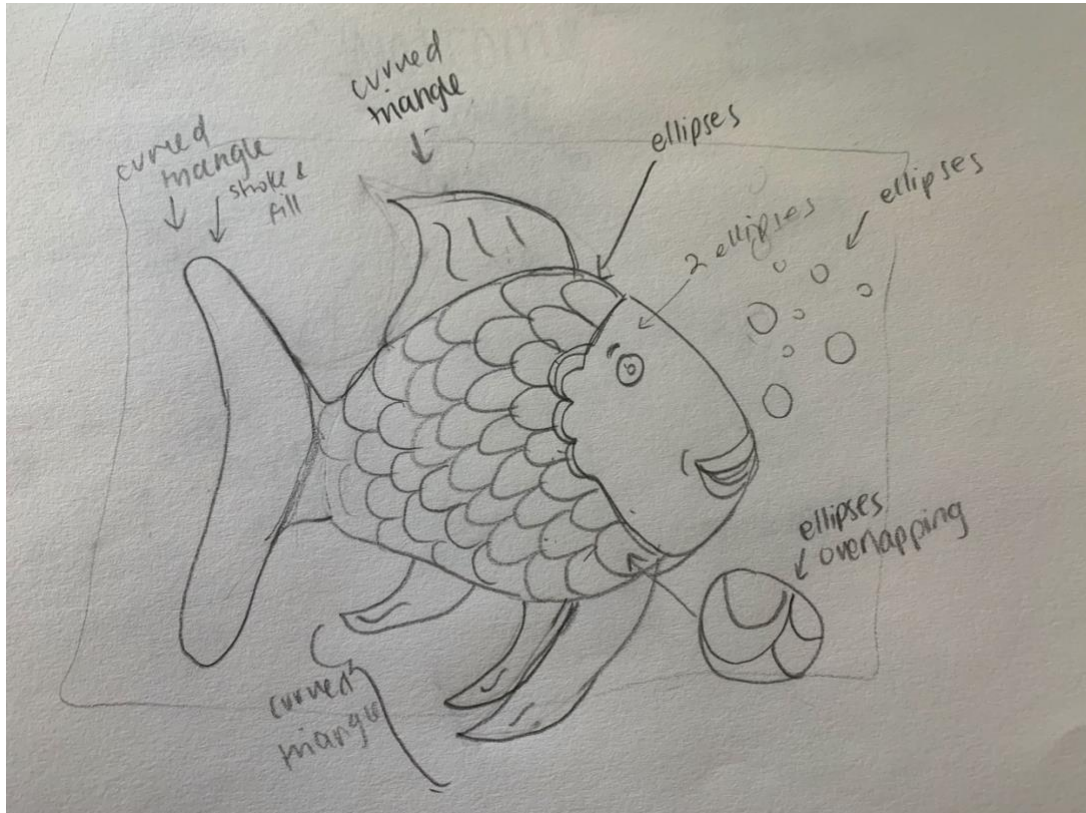
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Hand drawn Sketches



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