

Design Document for Project Ideation

Information

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ART 385

Assignment: Project Ideation

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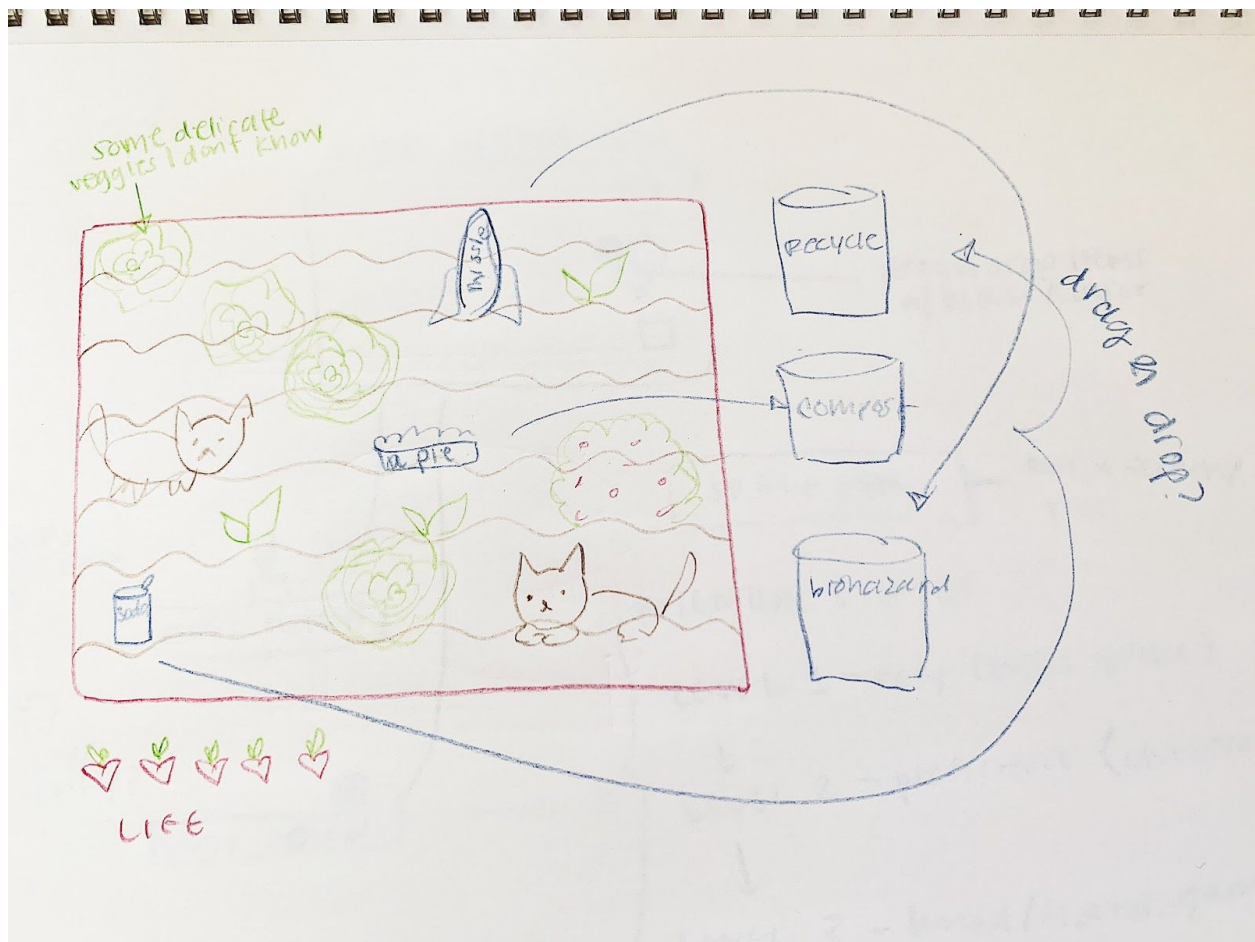
What is it?

Currently, and while we are still pre-coding, the idea for this project is to create an Operation-like game in Processing, except the theme is revamped and concerned with cleaning up nature instead of a person's internal organs. Ideally the user would drag and drop misplaced items and be sorting waste. Life points are lost if they make a goof in their sorting, or bump cursors with a cat in the garden. They can press a snack button three times really quickly in a certain window to minimize harm from cats.

Intended Audience

This would mostly be a (lightly) educational game for kids, or anyone who enjoys the drag-and-drop game mechanics of Operation. The setting would be digital across the board (so played anywhere on an electronic device, not somewhere like at the MoMA).

Sketch



Interaction Diagram

