

Design Document for Project 3

Information

Name: Toff Nguyen

ART 385

Assignment: Project 3

Due Date: 12 May 2020

What is it?

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 bump into the garden cats. The timer for the game can be reset with the push of a button, or rapidly increased/decreased with a potentiometer.

This prototype does have bugs, however, mostly in functionality. The main bug being that 1 mistake usually equates to losing all life points, since I couldn't find a way to work around points being lost every second the mouse was being dragged over/remaining on top of a cat image. (This issue is also the primary reason why I couldn't move forward with switching all of the images to custom-drawn. In lieu of that I tried to clean up the existing "placeholder" images as much as possible, and so the design aesthetic goes from cartoon to IRL.) Otherwise, I wanted a clean distinction between the "working" area of the game, and what wasn't.

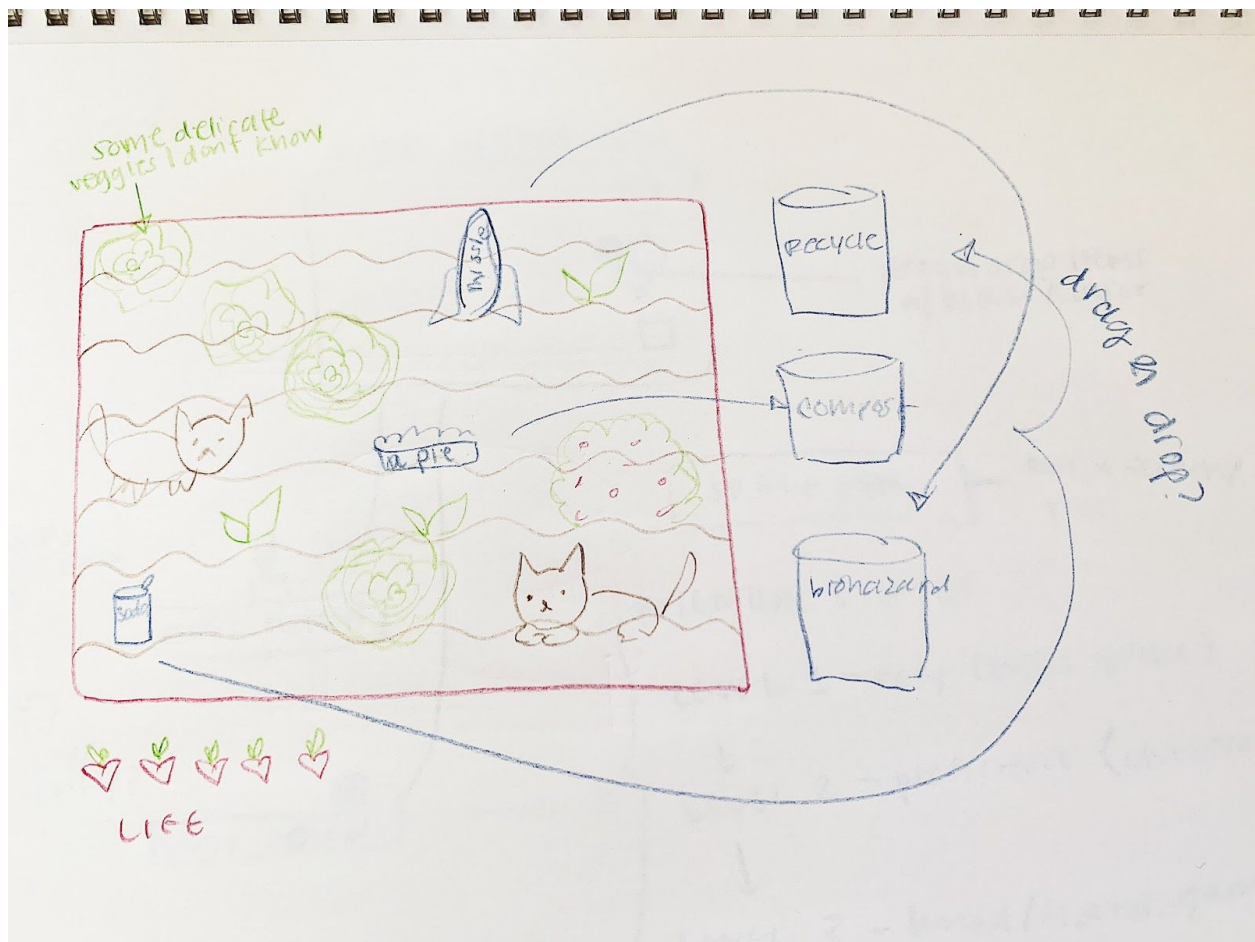
Intended Audience

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 in this case, but technically able to be developed into a board-like game to play at home or in any other casual environment. In this case it's interactive.

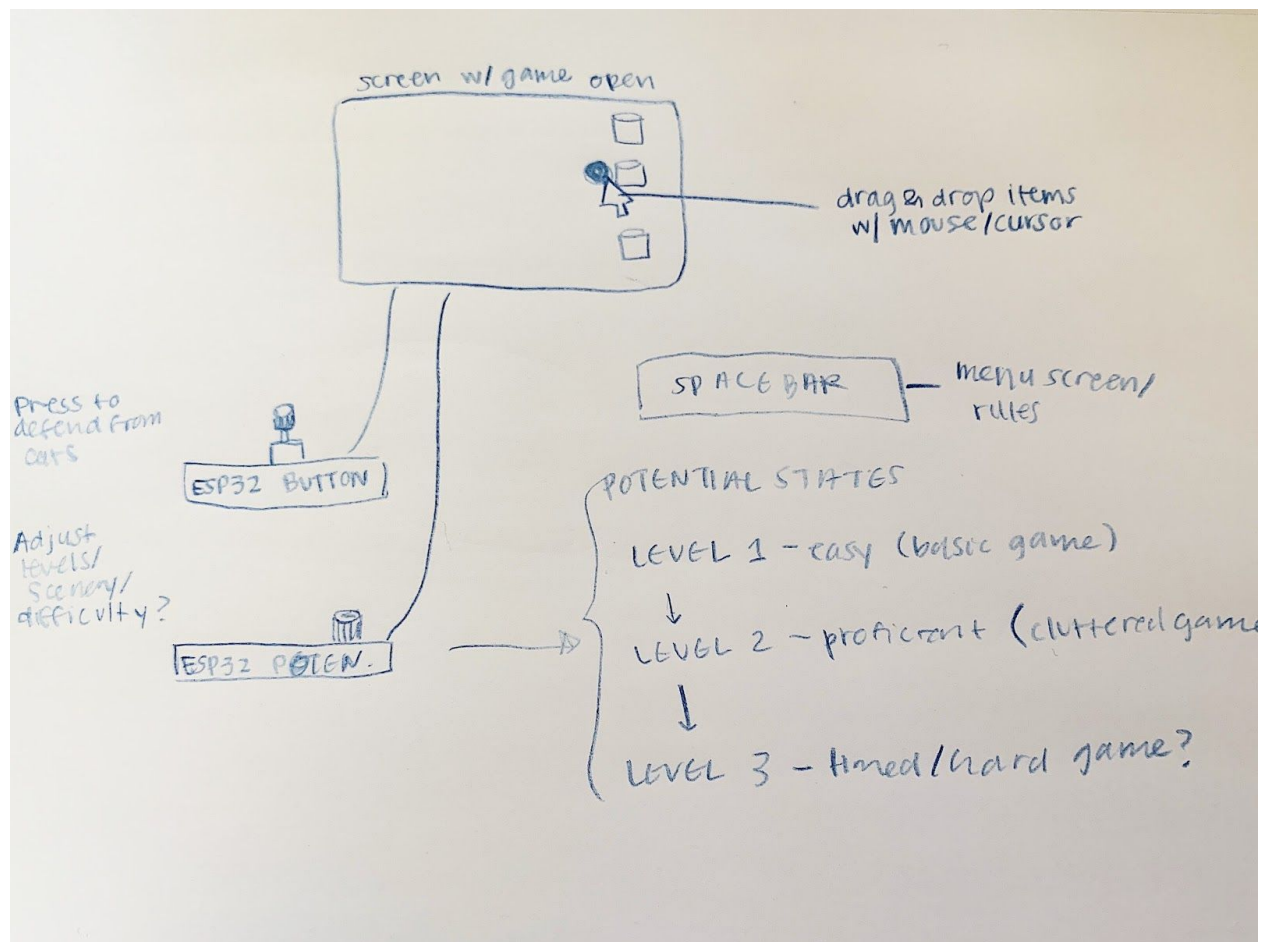
Video

<https://vimeo.com/417744495>

Sketch



Interaction Diagram



Updates

- More action game-y mechanics were scrapped due to time & difficulty constraints
- States are as follows in the code: gameState, mouseDragged, checkScore