Design Programming
DECO1012

Assignment 3 (Final Project)—Toys & Games

Develop an interactive sketch to create a toy, game or puzzle. A toy would include simple drawing programs, or anything that someone might like to “play” with without trying to “win”. A game or puzzle could be single-player or multi-player (e.g., sharing the same keyboard). The sketch should use the following features from Processing:

1. Events (e.g., `mouseDragged()` or `keyboardPressed()`)
2. Objects (to help organise the code for the elements)

Your sketch can be whatever size you feel is appropriate for your interaction.

Inspiration
You can draw your inspiration from any toys, games or puzzles that you enjoy playing with, whether they be existing Processing sketches, computer games or physical puzzles. You should document your search for inspiration and try to explore possible sources as much as possible. (Get away from the keyboard and go outside!) Try to choose something that you enjoy playing with.

If you find some interesting code, experiment with it and document what you find out about how it works. Try to understand it. Remember, if you base your own sketch on the work of someone else, you will be required to (a) properly credit where/who you got the code from, and (b) describe how (you think) the code works.

Submission
The assignment submission will be through the DECO1012 Processing Portfolio server in a similar way to Assignments 1 & 2.

The assignment submission should include:
1. Design documentation that describes the idea behind your design
2. A final sketch that shows the final version of your toy or game
3. Three experimental sketches that show development of the idea

Due date: Friday 12 June (Midnight)
Percentage of Final Mark: 40%