

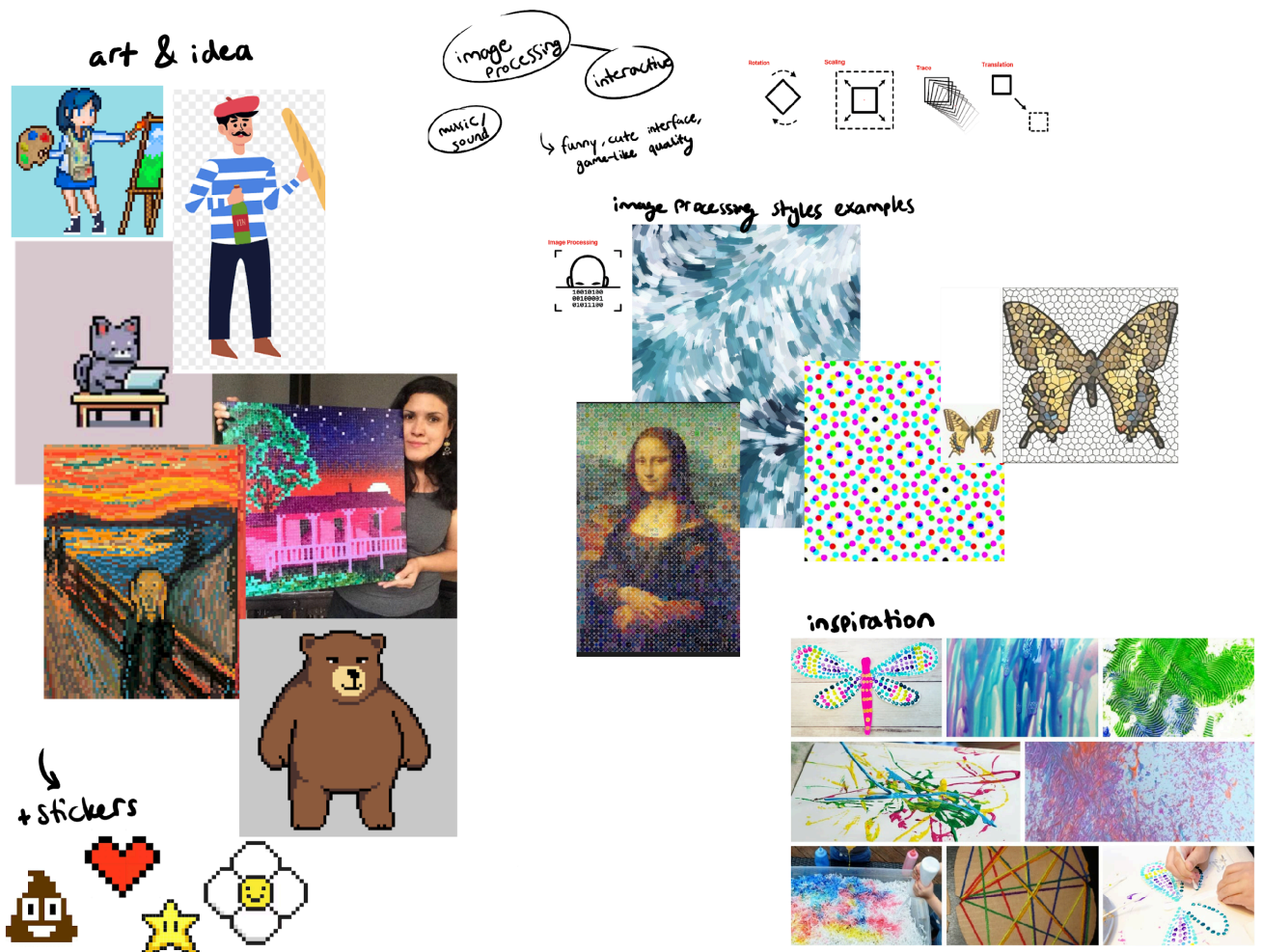
Course: COD 208 Advanced Programming (Creative Coding II)

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# Anthony's Art Studio

## Project Type: Generative Art Game

### Mood board



# Project Description

This project is a mixture of generative art and an interactive game. It's a game where you upload an image and our bear Anthony draws that image with pixels of big, colored squares, in the way you command it via different ways of image processing terms like scaling, rotation, tracing etc.

The way you interact with the game is through buttons: clicking them switches scenes such as the uploading screen, deciding on the image processing options, the loading screen of the image generation and ending scenes. The bear will talk to you in small basic sentences like "what shall we draw today?", "it's almost done" and asks you "do you like it?" upon revealing the drawing. The option you choose affects what the action of the bear.

In addition, we need p5.play for the game functionality, and p5.sound for adding a music. P5.Utils is also needed when arranging the shapes.

## Draft Project Timeline

Explain the execution order of your project briefly. It doesn't have to be dead sharp but it should give us insight about how you will conduct your project.

1<sup>st</sup> week (16 – 23<sup>th</sup> April): planning the project, wireframing

2<sup>nd</sup> week (23 – 30<sup>th</sup> April): making the artwork and animations, setting up the scenes of the game

3<sup>rd</sup> week (30<sup>th</sup> April – 7<sup>th</sup> May): writing the code of image processing, testing the different styles of generation.

4<sup>th</sup> week (7<sup>th</sup> – 14<sup>th</sup> May): writing the code, finalizing the different styles of image processing, small adjustments and alpha test.

5<sup>th</sup> week (14<sup>th</sup> – 21<sup>th</sup> May): finalizing the code, small adjustments and final test. Final presentation on May 21<sup>th</sup>.