**15-104 Introduction to Computing for Creative Practice – FALL 2023**

NAME: ENTER YOUR NAME HERE

ANDREW ID: ENTER YOUR ANDREW ID HERE

SECTION: ENTER YOUR SECTION LETTER HERE (A-E)

**CONCEPTS QUESTIONS 11**

SPECIAL INSTRUCTIONS: Unlike prior assignments, for this Concepts assignment, you will begin to work on your final project. First, think about the following THEME that your project must address in some fashion:

***THE ADVENTURES OF PIXEL, THE P5 PENGUIN, MASCOT OF 15-104***

1. Below, write down a list of at least three possible project ideas that you think you could program using your knowledge of p5.js from 15-104. You don’t have to write the details (design or code) for the programs. Instead, you will just list the main objective of the program (e.g. “A game that…”, “An interactive art piece that…”, “A story that tells the tale of…”, etc.).

2. Meet with your assigned TA who will act as your project mentor. See the course website for the assignment list. As you discuss the project ideas, write down notes about your discussion below. (You will use these notes and further reflection to pick the project idea that you are most ready to complete and you will write the formal proposal for that project next week for Week 12.)