**Choose a character from any text over the course of the semester and show their journey in a physical manifestation that you create**

**Your choice of media should represent that character and his/her/their personality or predicament ( you should probably choose a media that suits your skill set, too)**

# Game

Game Mechanics

* <https://gamejolt.com/games/windowframe/142664>
* <https://managore.itch.io/windowframe>
* <https://i.imgur.com/EC6iuuQ.gif>
* I would have a different tiled file for each level
  + And then the PApplet window can resize to the tiled size
* For parallax of background, draw each layer separately. Translate before drawing background layer
  + Background image for each level will be separate file from tiled
* Need Timer for enemy shooters
* Can use level/json tab to load tiled files and recreate new level
* Use earthquake to represent window resetting by shaking
* Cutscenes are not animated. Simple click and move forward mechanism

Implement tiled first

Then cool window

Good Tilesets

* <https://opengameart.org/content/platformersidescroller-tiles-and-backgrounds>
* [Big 8ish bit set](https://orig00.deviantart.net/a671/f/2015/337/1/a/simple_platformer_tileset_by_kucingbudhug-d9iyp1s.png)
* [Dungeon Set](https://i.pinimg.com/474x/2d/b3/ca/2db3cac388bcc3126be413825ba13f86--pixel-games-rpg-maker.jpg)
* Sci-fi set
  + <https://opengameart.org/sites/default/files/intbuilding7a.png>
  + <https://opengameart.org/content/sci-fi-platform-tiles-sectioned>

Character Sprite Sheets

[GUy](https://www.google.ca/search?q=suit+spritesheet&safe=strict&tbs=rimg:CaFv_1HcTqwCPIjiKRFN6zNXrV4vKUs0SVpaMUuCkfQ2k3oSuOALfdgFEd0nvokr8t6EZz1KKDbkCGyozEGmhrxyPCioSCYpEU3rM1etXEdyYeue9lG7yKhIJi8pSzRJWlowR7wyDk3ts7pUqEglS4KR9DaTehBF59eDgzgyxfCoSCa44At92AUR3ETwXzl2s_1cCuKhIJSe-iSvy3oRkR_13km-WdFxlMqEgnPUooNuQIbKhHvfOeAmH1mKCoSCTMQaaGvHI8KEdrz9sy3h_1-S,ic:trans&tbm=isch&source=lnt&sa=X&ved=0ahUKEwij5fmMxNPbAhWRxIMKHakkA5gQpwUIHg&biw=1366&bih=654&dpr=1#imgrc=wU8PhPZIVO9tbM:)

* [Silhouette Guy](https://www.google.ca/search?q=suit+spritesheet&safe=strict&tbm=isch&tbs=rimg:CaFv_1HcTqwCPIjiKRFN6zNXrV4vKUs0SVpaMUuCkfQ2k3oSuOALfdgFEd0nvokr8t6EZz1KKDbkCGyozEGmhrxyPCioSCYpEU3rM1etXEdyYeue9lG7yKhIJi8pSzRJWlowR7wyDk3ts7pUqEglS4KR9DaTehBF59eDgzgyxfCoSCa44At92AUR3ETwXzl2s_1cCuKhIJSe-iSvy3oRkR_13km-WdFxlMqEgnPUooNuQIbKhHvfOeAmH1mKCoSCTMQaaGvHI8KEdrz9sy3h_1-S&tbo=u&sa=X&ved=2ahUKEwj3juLOwtPbAhWVnoMKHd51CFEQ9C96BAgBEBs#imgrc=ikRTeszV61f_vM):
* [Coloured Briefcase guy](https://static.vecteezy.com/system/resources/previews/000/128/583/non_2x/business-man-walking-cycle-vector.png):
* [pixel swashbuckler](http://atomicrobotdesign.com/blog_media/sprite_movement/images/gb_walk.png):
* [White hair shadow commander](https://orig00.deviantart.net/230a/f/2011/096/5/4/gun_commander_sprites_by_hyper_sonicx-d3dcpg9.png)

How to make normal pictures 8bit

* <https://www.howtogeek.com/howto/29692/create-cool-8-bit-style-pixel-art-from-ordinary-images/>
* <https://www.youtube.com/watch?v=1guRH2FZAs8>
* <https://www.youtube.com/watch?v=OG_1XnBSfwE>
* <https://www.imgonline.com.ua/eng/8bit-picture.php>

Tilesets:

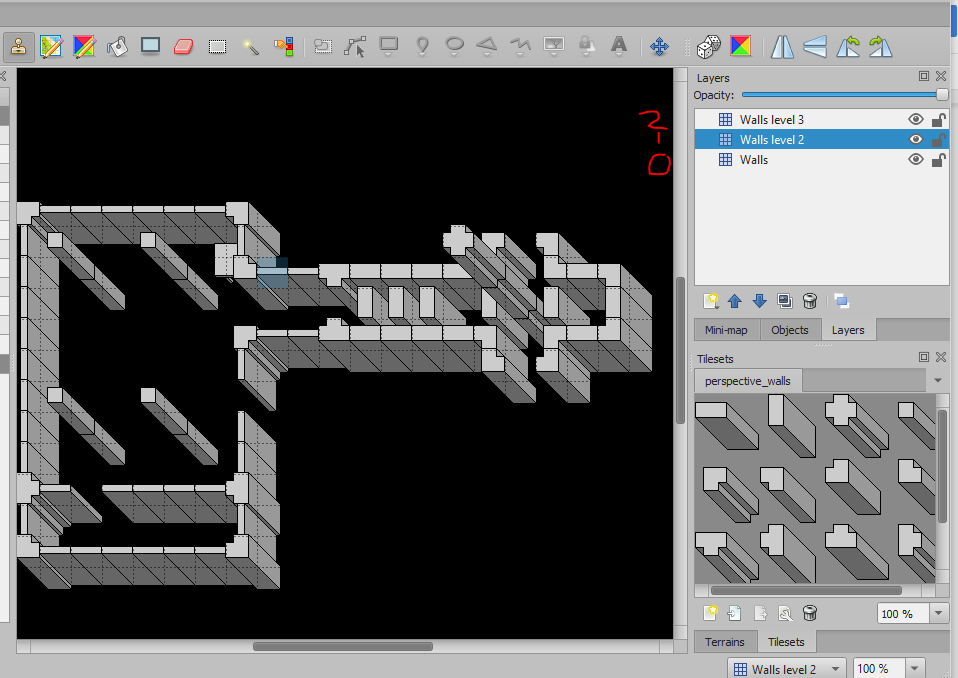
* <http://read.pudn.com/downloads3/sourcecode/games/6257/isometric/Chapter10/IsoHex10_3/IsoHex10_3__.jpg>
* <https://www.google.com/search?q=platformer+tileset+32x32&hl=en-CA&tbm=isch&tbs=rimg:CTcVFJjfnLoMIjhaKcMMt4qWHoArUU7Cc0FZs6MR0RJcG-s9MmYpXzMYupIMSkthCBaJUznybsQQRWNNj2D2dhQAvyoSCVopwwy3ipYeEflRoaKCdaZ6KhIJgCtRTsJzQVkR9tZ8ncNT7T0qEgmzoxHRElwb6xFPfmJzBujsHSoSCT0yZilfMxi6EdmqJXX7pXFOKhIJkgxKS2EIFokRviwEA67Kt0IqEglTOfJuxBBFYxGVYAZUPmA1tSoSCU2PYPZ2FAC_1EfkLokDPI8I1&tbo=u&sa=X&ved=2ahUKEwi5yoT4ltLbAhXC54MKHTI6BUMQ9C96BAgBEBs&safe=active&ssui=on#imgrc=TY9g9nYUAL9a0M>:
* <https://www.google.ca/search?q=tileset+spritesheet&tbm=isch&tbs=rimg:CcZ6_13YlA0n8IjhZWR-CwqjfI2y5mshzuxnItrcLsY9j5KuI15IXppOWEwC_1TJpueJycR_1WQvCjeAN-5jHygmeqJ8ioSCVlZH4LCqN8jEblHOTKb2khXKhIJbLmayHO7GcgRbZ7BAxFq4noqEgm2twuxj2PkqxEnaHCKe_1knRSoSCYjXkhemk5YTEfzupTmemILDKhIJAL9Mmm54nJwRn3yn3OPifZUqEglH9ZC8KN4A3xHyrZUJre3OWioSCbmMfKCZ6onyEdKgQ2mBzPx7&tbo=u&sa=X&ved=2ahUKEwjU7sq6iNLbAhVL2oMKHYeKDqgQ9C96BAgBEBs&safe=active&ssui=on>
* <https://www.google.ca/search?q=pixel+city+tileset&tbm=isch&tbs=rimg:CaAf9pKLQw3JIjg-HrwVP4DC8teqRd8b3hOc_1hi2ZPyz5mknvpkAg7OHRQZHRaCDi0AWujnr5b_10dgQejXXtl6dv5ioSCT4evBU_1gMLyEc9db6cHKNmVKhIJ16pF3xveE5wRs1y5U9SwPuwqEgn-GLZk_1LPmaREx_1tQFrkGk9CoSCSe-mQCDs4dFEc9db6cHKNmVKhIJBkdFoIOLQBYR2c4mhFZKq1EqEgm6Oevlv_1R2BBFNTk3Ia0tl-ioSCR6Nde2Xp2_1mERAZp3d3GLnv&tbo=u&sa=X&ved=2ahUKEwic98mqiNLbAhUq04MKHQylCLkQ9C96BAgBEBs&biw=1440&bih=730&dpr=1&safe=active&ssui=on>
* <https://www.google.ca/search?q=pixel+game+tileset&source=lnms&tbm=isch&sa=X&ved=0ahUKEwi2y-Sp3dHbAhUBr4MKHTbGB5wQ_AUICigB&biw=1440&bih=730&safe=active&ssui=on>

<https://github.com/AbhinavA10/ReshapeReality>

Cobb, from Inception: window resizing to show manipulation of reality

* Tiled
  + <https://gamedevelopment.tutsplus.com/tutorials/parsing-and-rendering-tiled-tmx-format-maps-in-your-own-game-engine--gamedev-3104>
  + PTMX
    - <https://github.com/linux-man/ptmx>
    - Examples
      * Layers is for different layers
      * MovingAround/MovingFree has ‘collisions’
      * ObjectWalls is probably the best
    - <https://github.com/linux-man/ptmx#stringdict-getobjectsint-layer>
    - <https://forum.processing.org/two/discussion/25892/#Comment_114490>
    - <https://github.com/linux-man/ptmx#void-drawpgraphics-pg-int-layer-float-left-float-top>
* For Branches
  + <https://guides.github.com/introduction/flow/>
  + <https://support.gitkraken.com/working-with-repositories/branching-and-merging>
  + <https://support.gitkraken.com/git-workflows-and-extensions/git-flow>

## PTMX

Layers go from top to bottom: 2,1,0

map.setDrawMode(CORNER);

map.setPositionMode("MAP");

"CANVAS" (Pixel distances) or "MAP" (distances in tiles)

map.draw(player, 1, x, y);

Draw a specific layer on a given PGraphics at position (left, top).

Visible property in Tiled is ignored when drawing individual layers.

I will always have map.draw(0,0); (top left corner all the time)???

map.draw(int layer, float x, float ys)

Draw a specific layer at position (left, top).

map.setTileIndex(0, x, y, 29);

(int layer, int x, int y, int value) in the ptmx example, 29 was the id for a default dirt square in his tileset

map.mapToCanvas(map.getMapSize()).x) basically getting the size of the map in tiles, and then converting that number to pixel distances

PVector getMapSize()

Return dimension as number of tiles

mapToCanvas

converting # of tiles to pixel distances

* mapToCanvas doesn't work for my tiled map settings. Messes something up

in draw{

background(map.getBackgroundColor());

map.setBackgroundMode("COLOR");

}

object example

// When drawing all layers, only the visible ones are drawn.

// When drawing a specific layer, the visible property is not considered.

// That way you can use a invisible layer for collisions.

map.setVisible(1, !map.getVisible(1));

setVisible(int layer, boolean visible)

So it seems that the ptmx guy faked his collisions by checking invisible layers (bc they render as black when visible)

He never got a list of objects.

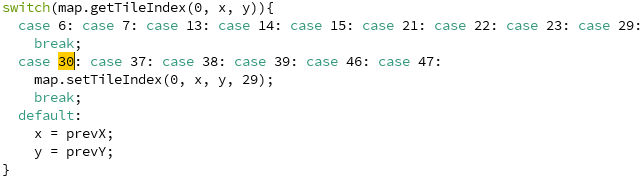
map.getTileIndex(0, x, y)

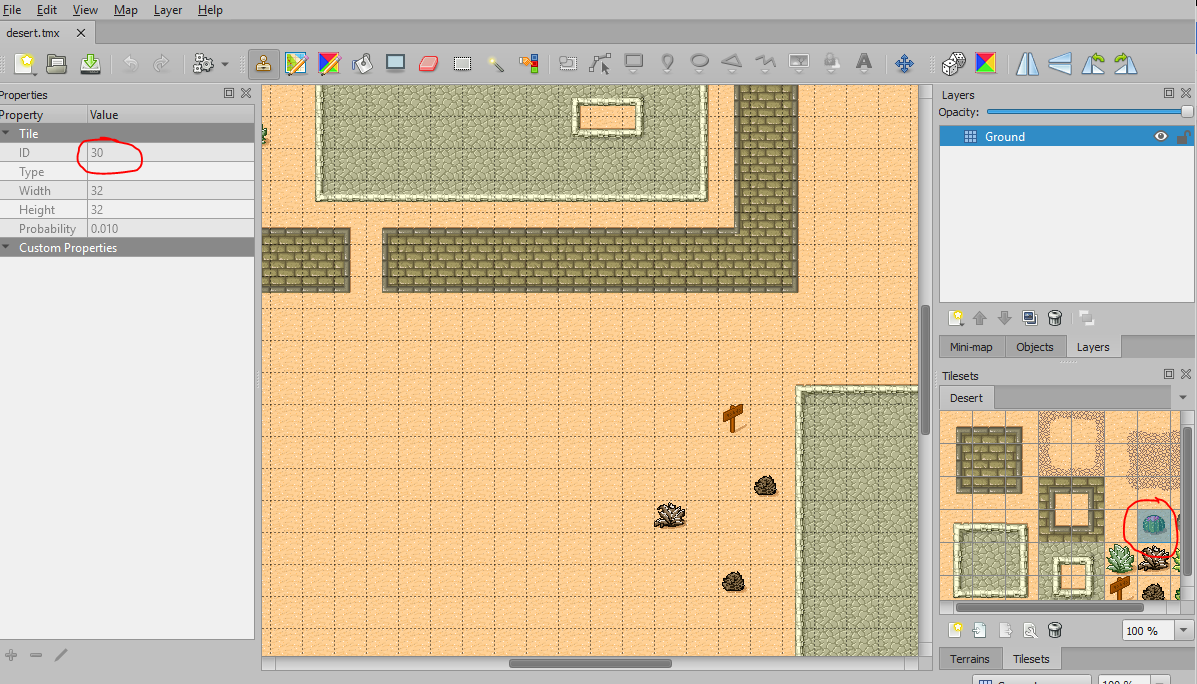
(int layer, int x, int y)

Gives the id value in the tileset

This way you can check if a certain tile has “this” number, then it is “this” type of tile

layers may just be in order as in the order in tiled map?





Functions to Try - Layers Methods in github - All these methods need a layer index

* String getName(int layer)
* String getType(int layer)  
  Return "layer", "imagelayer" or "objectgroup"
* StringDict[] getObjects(int layer)  
  Return null if layer is not a object layer or index is out of bounds
* int getObjectsColor(int layer) - useless  
  Return black if not defined, layer is not a image layer or index is out of bounds
* void toImage(int layer)  
  Turn a object or tile layer into a image layer. May be useful if you don't need tile or object info, and want a specific opacity on a layer. Opacity is used when creating the image. The created image is truncated to map limits.

# Character Arc requirements

* Have cutscenes/dialogue to show character journey
* Cobb facing guilt
* <https://narrativefirst.com/articles/meaningful-storytelling-an-analysis-of-inception>
* Different levels could represent different levels of subconscious
* Cobb goes from feeling guilty to not caring about what’s real or not anymore
* <https://www.youtube.com/watch?v=w8guBM0AxO0> - Arc pt1
* <https://www.youtube.com/watch?v=1SC8tZHZO84> - Arc pt2

# Levels/Cutscenes

* 1. CUTSCENE: Cobb chasing Mal
  2. CUTSCENE: [Mal jumping to her death in hotel](https://steamuserimages-a.akamaihd.net/ugc/850471480284206253/3C4923B8CC44AAF586233E932340E9FD254E5CC8/?interpolation=lanczos-none&output-format=jpeg&output-quality=95&fit=inside%7C637%3A358&composite-to=*,*%7C637%3A358&background-color=black), Cobb feeling guilty
  3. <https://www.google.ca/search?q=pixel+art+businessman&safe=strict&tbm=isch&tbs=rimg:CRf8zmi4eIBkIjhoAIWu_1fRpb4cm_1pU7cJNTnNJ6QoaaLKeWd1KhFdTqR44-PlHOlG0K6khn6at76iA2ANDVzl0y_1SoSCWgAha799GlvEdwwXePUjybhKhIJhyb-lTtwk1MRxVT9S2r6O1EqEgmc0npChpospxFAWB6j9DaXVCoSCZZ3UqEV1OpHEaFojwtLQmjpKhIJjj4-Uc6UbQoRJxFf2RKViSgqEgnqSGfpq3vqIBH0baguRrXzpyoSCTYA0NXOXTL9EUFi_1Rt5RB_1n&tbo=u&sa=X&ved=2ahUKEwjgnIaRztPbAhWqz4MKHV_iA9UQ9C96BAgBEBs>

Songs:

<https://www.youtube.com/watch?v=RxabLA7UQ9k>

<https://www.youtube.com/watch?v=imamcajBEJs>

<https://en.wikipedia.org/wiki/Inception:_Music_from_the_Motion_Picture#Track_listing>