

"I Spy" Game

Overview of project:

For my final project I decided to make a small game of I spy in downtown Toronto. The purpose of this game is to spot 5 things: a bird, a motorcycle, the Nike logo, the Cineplex logo and the Footlocker logo.

Documentation of process:

The process of this project was a bit difficult as it took me a while to figure out and understand pixel manipulation. Once that was understood the rest was quite simple to understand and implement.

Techniques used:

In this project I used if statements, interactiveness, and pixel manipulation.

If statements were used to determine if the mouse is hovering over the images that need to be found. If it is hovering over it the if statement makes a green circle appear showing that you have found it. The hovering effect also allows this project to be interactive with the user. I have also used pixel manipulation to make the game a bit harder and allow a small view of the full picture.

Thoughts:

I have always loved playing a game of I Spy so creating this small game was fun. I feel like this game is interesting as it gets the user to pay attention but also enjoy looking for the images. One thing that could be improved is if I added levels. So after the first 5 are found you go into another level with a bit more difficulty and so on.