

Project 2: Proposal

Artistic Vision:

In regards to the artistic vision, I'm hoping to create an interactive space shooter-type game that draws inspiration from a classic game like Space Invaders. The project will aim to create a visually captivating experience that will challenge the player's reflexes and strategic thinking. My artistic vision for the project will focus on combining retro aesthetics with p5.js. I intend to create a visually appealing and immersive experience that captures the nostalgia of classic space shooter games while introducing fresh, dynamic elements to keep players engaged.

Visual Aesthetics: I want to use vibrant and colourful pixel art/PNG/JPG graphics that pay homage to the classic arcade games of the past. The design of individual enemies, sprites, and "space invaders" will be reminiscent of the 8-bit and 16-bit eras.

Sound Design: The game's audio elements will include retro-inspired music and sound effects to add to its immersion

Technical Challenges:

Ideally, the player must shoot at oncoming enemies, bosses, and abilities using their mouse and keyboard in order to win the game. The more enemies you shoot the more points you will collect. The enemies will come at different speeds and variations in movement and appearance. Further, there should be health upgrades as well as score boosters that add to the interactivity of the game. The health and score boosters should also appear randomly at random times on the screen. A technical challenge that I may face while implementing the code is creating waves based on time. I would like for there to be a few waves of enemies before eventually you try and kill the final boss. I would also like to keep track of the player's high scores even if they reset the game so that they can try to beat it when they decide to refresh the game. Hopefully, I will also be able to implement sound at the correct timing

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when different events happen in the game such as collecting an upgrade, killing a certain amount of enemies, getting to the next wave of enemies, killing the boss, etc.

Visual Sketches (Current Vision):

