Alexandra Zhao

I found a movie made in 1903 called “Alice in Wonderland”. Alice in Wonderland is a 1903 British silent film directed by Cecil Hepworth and Percy Stow. This is a 9 minutes silent movie and the original story is from the children book “Alice in Wonderland”.

Summary: Alice travelled and experienced the wonderland in her dream.

Plot:

Alice follows a large white rabbit down a "Rabbit-hole". She finds a tiny door. When she finds a bottle labeled "Drink me", she does, and shrinks, but not enough to pass through the door. She then eats something labeled "Eat me" and grows larger. She finds a fan when enables her to shrink enough to get into the "Garden" and try to get a "Dog" to play with her. She enters the "White Rabbit's tiny House," but suddenly resumes her normal size. In order to get out, she has to use the "magic fan."

She enters a kitchen, in which there is a cook and a woman holding a baby. She persuades the woman to give her the child and takes the infant outside after the cook starts throwing things around. The baby then turns into a pig and squirms out of her grip. "The Duchess's Cheshire Cat" appears and disappears a couple of times to Alice and directs her to the Mad Hatter's "Mad Tea-Party." After a while, she leaves.

The Queen invites Alice to join the "ROYAL PROCESSION": a parade of marching playing cards and others headed by the White Rabbit. When Alice "unintentionally offends the Queen", the latter summons the "Executioner". Alice "boxes the ears", then flees when all the playing cards come for her. Then she wakes up and realizes it was all a dream.

The reason I choose this film because this is the only film i am familiar in between 1894-1903 since I am not born in this culture. Moreover, I like this movie and book a lot because it brought a lot of fun to my childhood. There are many magical things in this film which I want to make this as a game.

At the beginning, I will follow the plot to create two kinds of “Drinks” to make Alice become big or small so she can travel around. Then, my game will only base on one of the plot—“Mad Tea-Party”. In my game, the marching playing cards will chase Alice because she bothers the Queen. As a result, I will give Alice some weapon like bullets to fight against those cards. I will use keys to command my game. I will use some physical 2D in my characters to make the game look more realistic. The rigid 2D can make March cards become random so Alice cannot expect where the cards come from. I will use “Shifts” to take the “drinks” and use arrow keys to control the direction. Then,, use the “space” key to apply the weapon.