

CART253 Exercise 07: Progress Report

Final Project: Anything

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01 - Reflection

Structure

The vision to create puzzle-like levels for the user to overcome is definitely turning into a reality. In fact, the "player" may fail the level, merely pass it, or thoroughly surpass it and achieve the correspondent item ('voice' or 'script shred'). Each level is timed, therefore the user will be able to move forward without necessarily exceeding the given level. The outcome, however, will affect the ending.

The final decision is to structure the design into 5 levels instead of 7, for the project focuses on quality rather than quantity. This way, more attention can be dedicated to smaller (yet fundamental for creative an immersive experience, in my opinion) details, such as in-between-levels cutscenes (already initiated), three possible endings; all components who strengthen the subtle plot within project.

Speaking of which, the story is now perfectly envisioned in detail: certain elements (eg: three different heartbeat rates for each ending, the first cutscene) offer the user some easily recognizable elements, though the actual plot is not strict at all. On the contrary, it encourages the user to formulate their own theories.

Moreover, the presence of the viewer is now very defined: they will not be visually displayed on screen, but rather engage sensorially with the content, especially through mic input.

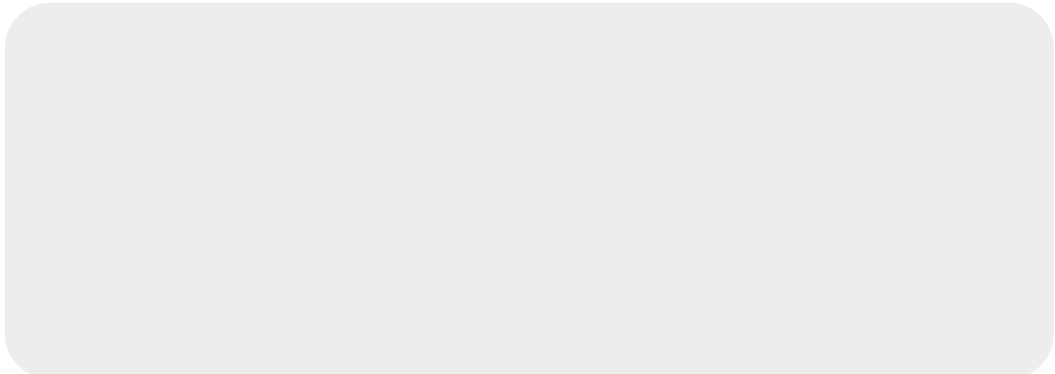
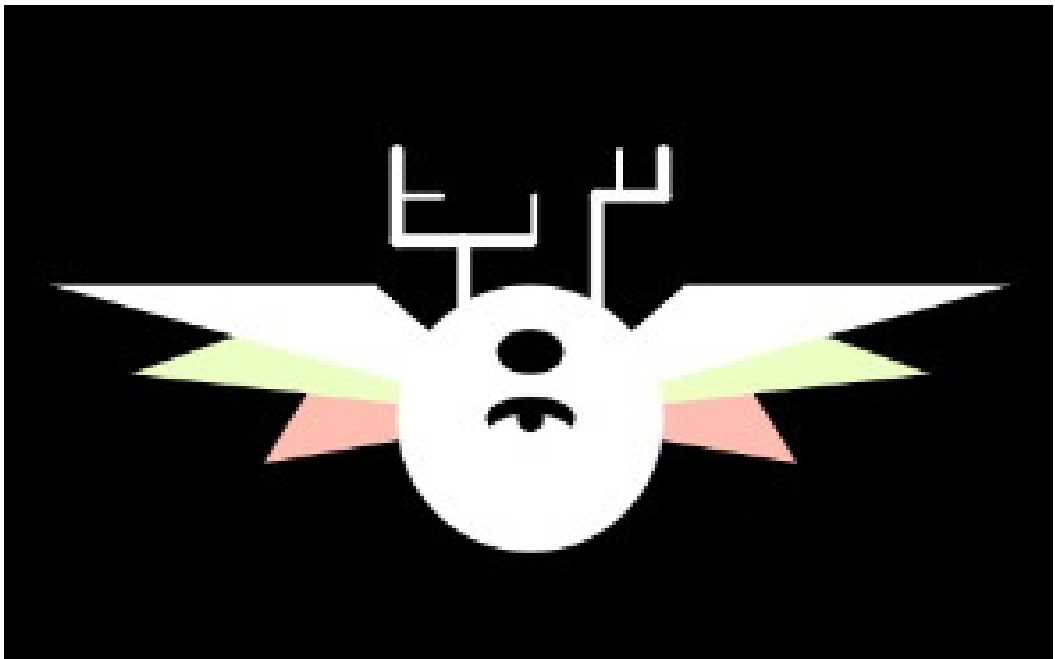
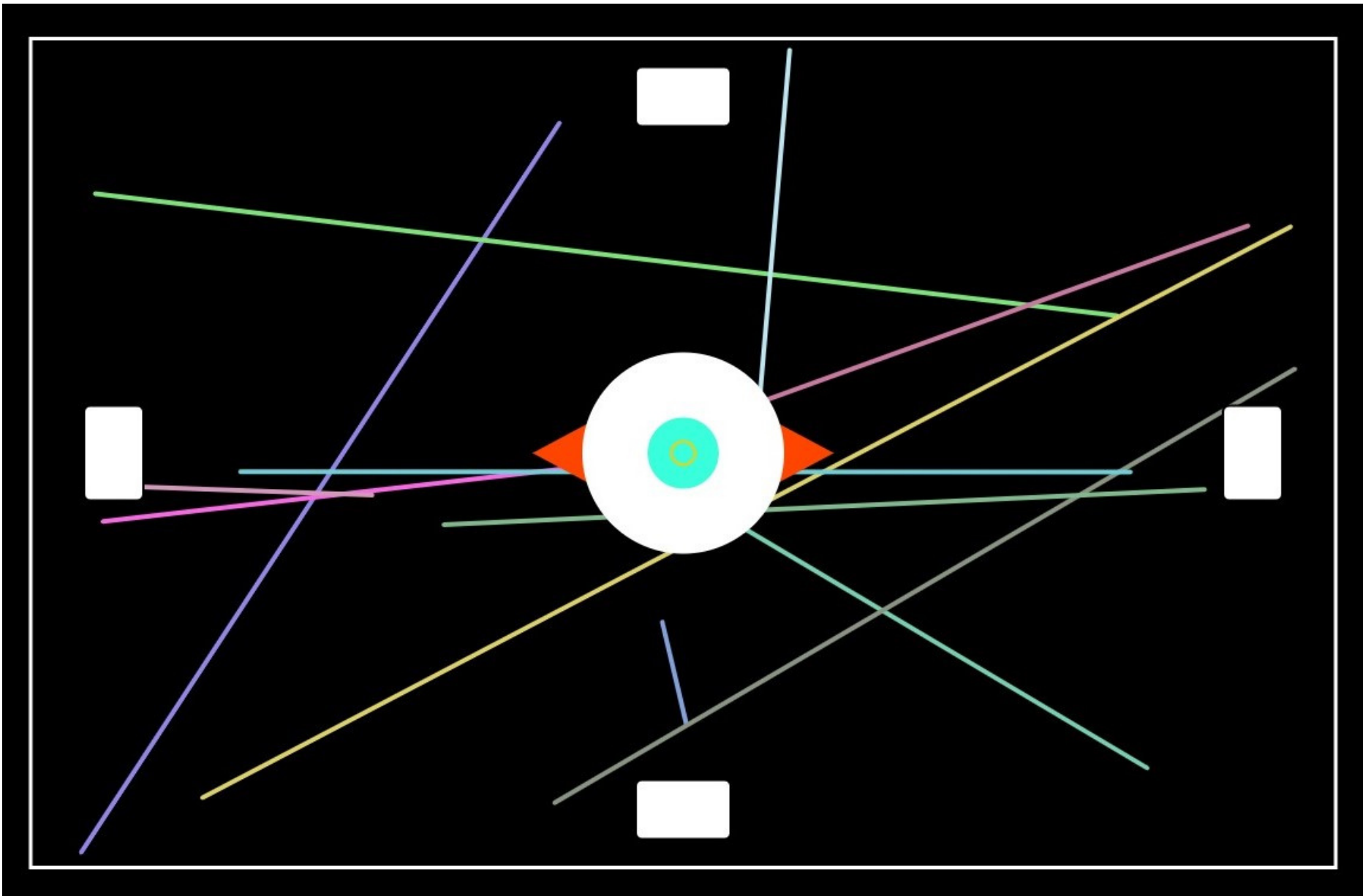
Assets

Admittedly, I did expect to notably reconsider the overall sound components for the project after watching the weekly lessons on p5.sound.

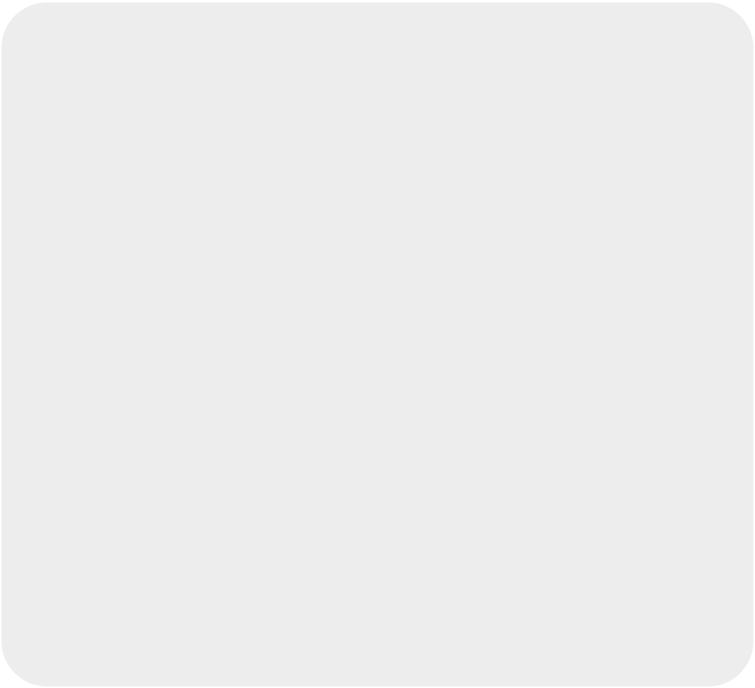
The final decision is to indeed produce every assets within the design - both visual and acoustic, via coding.

The former do cause some odd casualties in the program (eg: *2*this.size/29* XD), though the final results are quite pleasing.

The latter prove slightly tedious when it comes to translating notes and rhythms into code, though both random and ordered sequences are *incredibly* fitting for the suspended atmosphere intended for the design.



02 - Technical Details



Organizing Work Load

Because I find infinitely more manageable working into sections and more digestible portions, the project is being advanced accordingly. In particular, aside from the specific Exercise06 and Exercise07, all drafts are being arranged within the Project 02 folder on GitHub.

*Projects > Project02 > Drafts > [...];
> Prototype;*

Existing Drafts

Different programs have already been initiated/completed:

- Level 0 (not final order); // *Exercise07* *
- Level 01 (not final order); // *Exercise 06* *
- Level 02 (outlined in detail on paper, not yet written in code);
- In-Between-Levels Cutscenes; **
- Final Melody; **
- Final Level requiring User Input; // *Prototype* *

* All programs will be revised before being proposed within the final project.

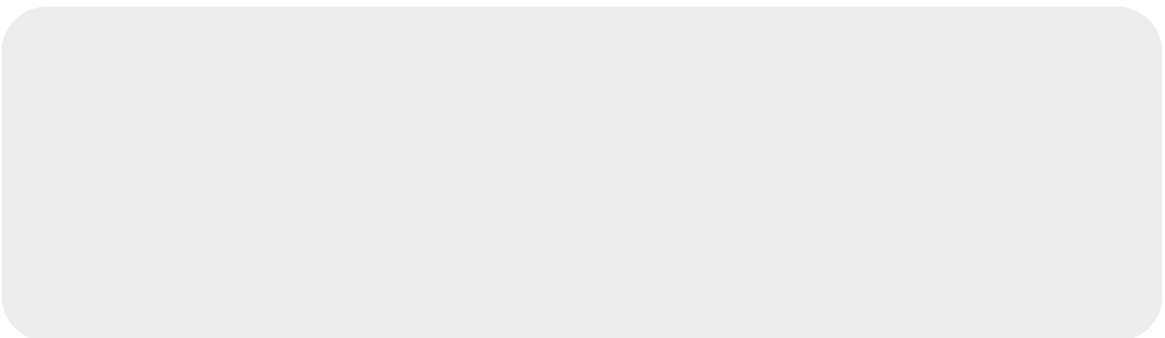
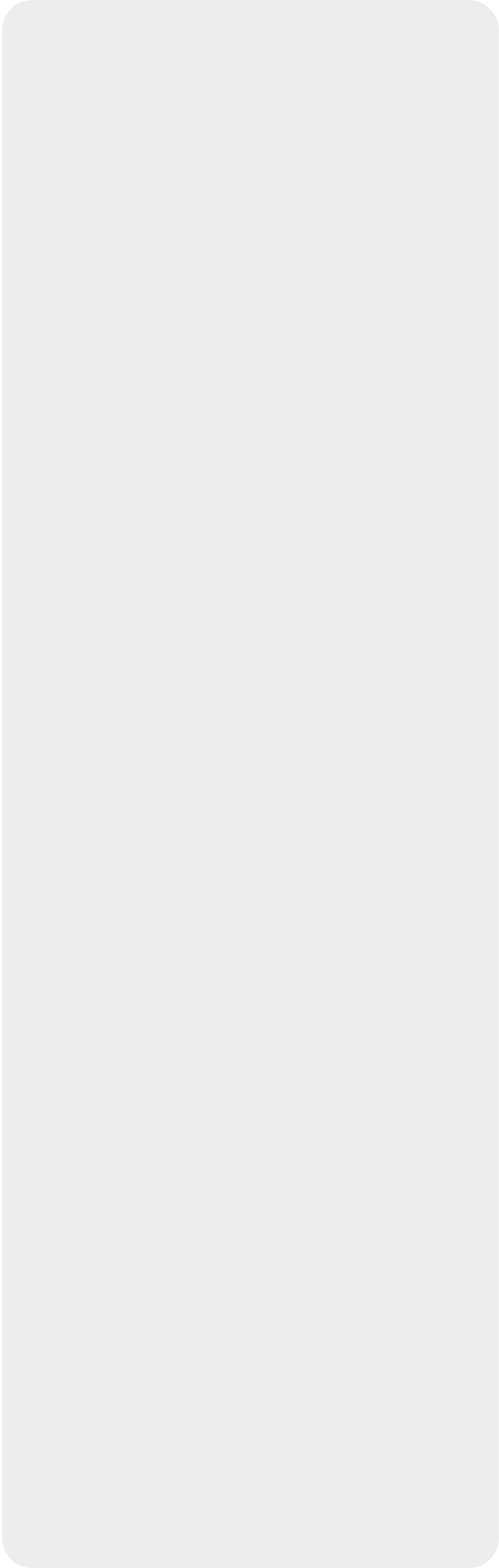
** Work in progress

Challenges

The entire project consists in exploiting the material faced in class and elaborate it into a more complicated context. Therefore, I do lean on previous examples/programs/exercises as starting points for my current project. The work is technically and creatively challenging (and will continue to be so), though also thoroughly supported.

Some mechanisms that did feel slightly more tricky to unfold in comparison to other technical arrangements:

- timing/counting/keeping track of functions (eg: Prototype and Exercise07);
- working out precisely how to set up arrays for keeping track of User's advancement (Prototype, overall Final Project);
- avoiding "cross-contamination" between states/levels.



Conclusion

The project is conceptually, engagingly, and technically much sharper and advanced than its first outline provided in the Proposal.