

CART 263 A - WINTER 2021

PROJECT 02

PROPOSAL



**INDEED, WE HAVE REACHED THE END
OF THIS JOURNEY**

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CONCEPT

The narrative component of the project is fairly straightforward. The user wakes up disoriented in a facility-like "building" (concrete terms for abstract visuals) and must collect achievements that will shape them and their environment, all while being hindered by a disembodied enemy (the infamous "they").

Coding-wise, the program will attempt to integrate -albeit separately- both p5.js and jQuery.js/jQuery UI as main javascript libraries, as to incorporate most topics covered during the course.

STRUCTURE

Although the project's draft currently proves fairly comprehensive, certain details will be spared to prevent spoiling the overall experience (look at me, trying to make this sound professional XD).

The design develops similarly to a maze made out of rooms; some relevant, others not (the so-called Empty Rooms - necessary to deepen the concept of "senses", or lack thereof).

The User starts off vulnerable and confused, but as the "story" progresses, they achieve what have been -very inaccurately- labeled "the five senses." Not exactly related to the conventional notions of touch, vision, taste, smell, and hearing, they result conceptually similar, for they shape the entire structure of the experience. The User and their surroundings change and evolve as the "senses" are achieved; the map -and hopefully the story too- starts gaining sense.

Meanwhile, the aforementioned "enemy" will continuously attempt to prevent and destroy the User's path, specifically in the Chasing Level(s), recurring each time the User accomplishes notable progress.

CODING

Taking into consideration the general incompatibility between the p5.js and jQuery.js/jQuery UI.js libraries, in addition to the slightly different natures of a simulation running via the former and a web-page displaying via the latter, the program will be classified into two sections.

The maze structure (the rooms themselves) will resemble a game-like experience and thus be developed via p5.js as the main library.

To exemplify certain structures that would ideally be developed:

- walls/rooms/labyrinth (progressively decreasing in difficulty as User achieves "senses" to perceive and understand their context);
- dialogues/narrator (no spoilers XD) - JSON.js as a most efficient way to store and classify numerous strings of texts;
- "plain" javascript to incorporate buttons <input> as links between the p5.js program and the various jQuery webpages.

The interactive webpages will develop as puzzle-like or testing levels the User must solve/surpass, yet preserving a mostly conventional layout. In other words, a similar exercise as the weekly activities completed thus far in the course, yet taken as an opportunity to furtherly expand and explore jQuery's potential.

The selected .js libraries were chosen for they result, as tools, as familiar as they remain unexplored. Also, it's immensely satisfying to build one's own physics.

No Phaser 3 >:(

AESTHETICS

Pixels, minimalistic.

Hopefully, p5.sound-orginal SFX/background music. Unfortunately, no acoustic samples are present in the prototype.

PROTOTYPE

The prototype significantly explores three mechanisms envisioned for the final project:

- the mapping of the rooms; although the Room.js class may result frightening, it does offer a functional and versatile model for all "rooms"/states intended for the design;
- the structure of dialogues - assigning the correct string to each occasion exploiting the JSON.js library;
- linking p5.js program and webpage via button input; the webpage used in the prototype is merely to test the dynamics of the process. It is Exercise07 running on GitHub pages. Although not the final choice of layout, it strongly represents the overall dynamics of the program.

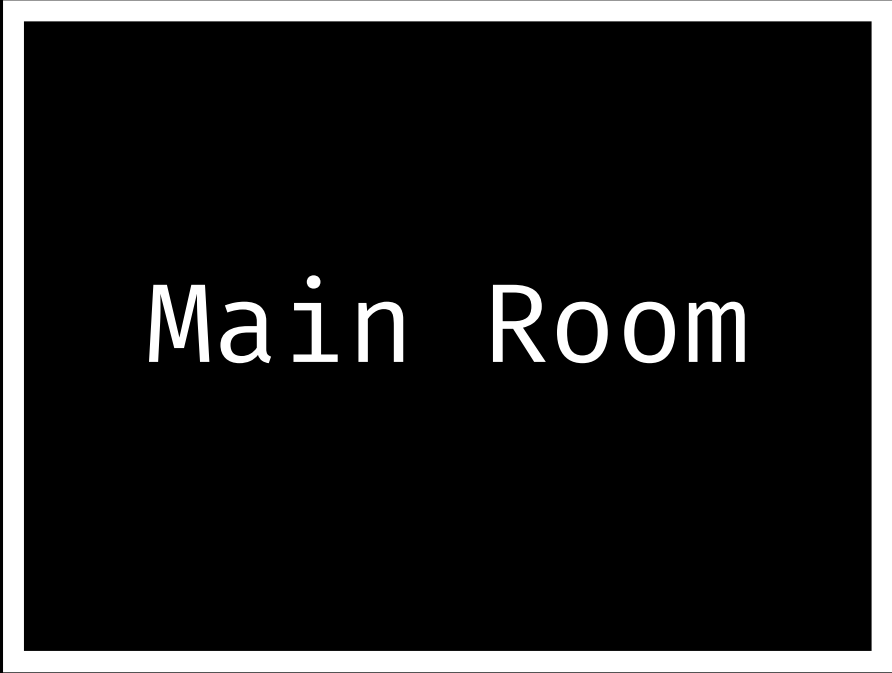
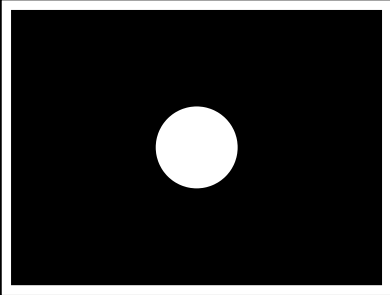
At the very start of the prototype, the User has no "senses", therefore does not entirely see the rooms' walls, nor can they understand what is being said to them. No achievements are currently available.

Moreover, this program ends in the "First Room" (the third room that the User encounters), with an HTML button input that brings them to the Exercise07 webpage. That is the astounding ending to the prototype; the User is not expected nor supposed to move forward or backward.

The prototype is functional but it feels like it could be improved to be even more efficient - feedback and suggestions are more than welcome! Please!

Starting Point

smol User >

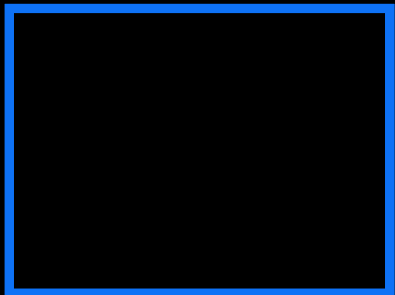


MAPPING THE PROJECT

Updates after each achievemt

Achievements Rooms

(whatever that means)

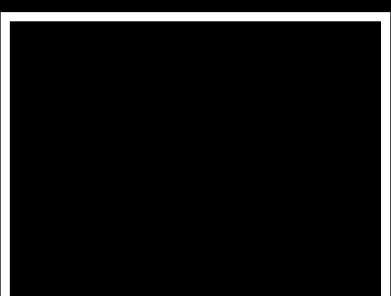
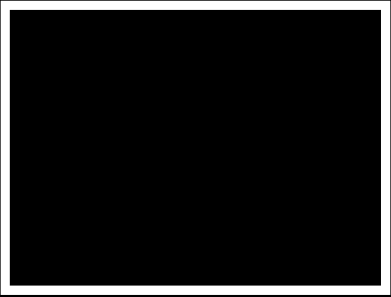
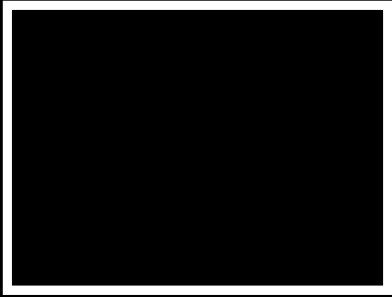


5 "senses" to unblock

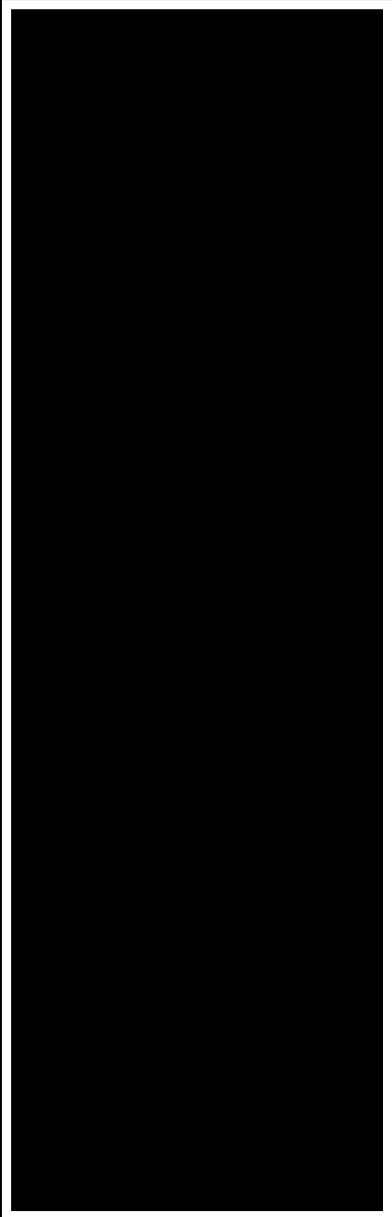


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Chasing Level(s)



Updates/increases difficulty after each achievemt