PROPOSAL: FINAL PROJECT
The Ultimate Kirby World!!!

Part 1: Artistic Vision

The concept behind my final project would be creating the ultimate Kirby world by combining everything I've learned this semester.

The main part of the simulation would be a platform-like game with Kirby being controlled by the user. The global idea of this part would be based off the original Kirby games created but with a slight twist which will be further explained. Now, this main world will have multiple mini obstacles involving the user to jump, dodge and more. These obstacles will eventually lead to an ultimate objective which would be to reach the end of the map/world.

As mentioned previously, there will be a twist to this simulation to make it more unique. The add on will be inspired by Mario games where players can find secret maps by entering green tubes. However, instead of being secret maps the tubes will lead to a past exercise I've submitted throughout the semester. Each "discovered" exercise will act as a mini-game the user will have to win and will be able to get a powerup to use in the main world for a certain amount of time. Powerups can be speed, flight or jump related.

Simply the game will have two states/worlds that the user will be able to interact with. The first being the main world with the end objective of being reaching the end of the map similar to the Super Mario Bros games. The second world is the secret mini-games found by entering tubes/secret passage ways that will bring power-ups.

For the look/aesthetics of the game, it will mostly be Kirby themed by having a few elements of the original Kirby games. To make the game immersive sounds will play depending on how the user interacts. Basically, when they jump or win a mini-game. It is still to be decided if the main world will be Christmas themed due to the fact it's being submitted around the holidays. (MANY IDEAS THAT CAN BE DONE WITH THAT JUST NEED TO THINK ABOUT IT MORE 🎄)

Part 2: Technical Challenges

The technical challenges for this project will be keeping my sanity. Jokes aside, the main challenge program wise in this project will be to make the transitions between each "mini-game" world seamless. The main issues will be to figure out a way for the program to detect when to change from the main world to the other ones depending on where and when the user will interact with the tubes. Basically, the states will be brain puzzling. Another program-based challenge will be to find a way to make the main camera in the main world follow the user as they progress on the map. A way to deal with the view of the main screen.

Also, I believe another smaller challenge more "aesthetically based" would be the sound effects in the entire game and choosing appropriate ones out of the massive library the internet holds for random sound effects. This is mainly an issue caused by my indecisiveness and because I've never dealt with sounds in code before.

Part 3: Visual Sketches/Collage/Look

Main colour palette for the "main" world
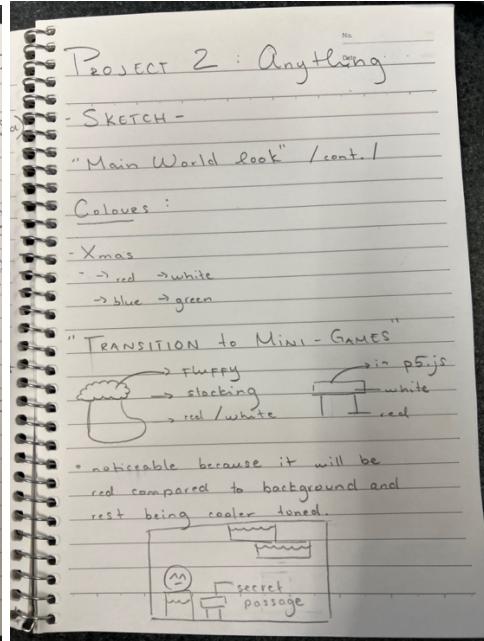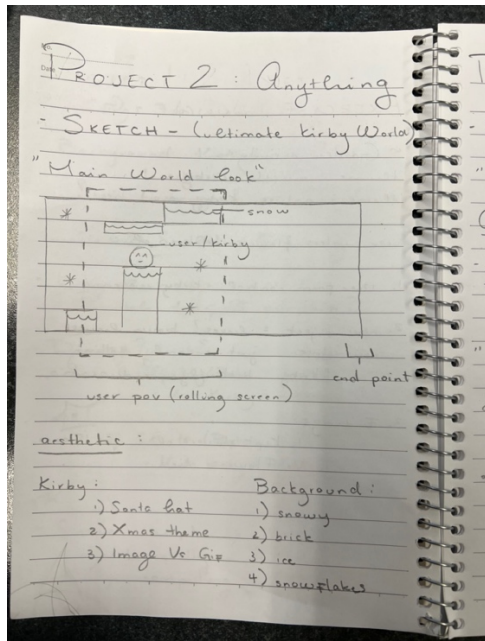
Secret mini games tubes

Fun Kirby ideas for user to be