Project 2 – Proposal by Azmat Ishaq

For Project 2 I will make a narrative style browser game by utilizing Javascript, JSON, jQuery, and the p.5 Canvas. My vision for the project is to produce a game which engages the user by having them make a series of strategic decisions in order to accomplish a final objective.

The setting for the game will be a prison. The user will play as an inmate who needs to make successful trades and deals in order to acquire the necessary information, tools, and alliances in order to escape.

The p.5 canvas will be used to display visual elements based on the user's progress. For example, if the user is in their prison cell we will see a prison cell on the p5 canvas. On the right section of the canvas there will be a section for game text and dialogue to be displayed that is relevant to the current scene.

Underneath this canvas will be the player's trading interface. jQuery will be utilized for the trading system. The user will drag and drop the various trades and deals they make. There will be two boxes, one containing the player's items and the other with the items the player can trade for.

JSON will be useful in acting as a repository for the dialogue and other text interactions.

As the player advances through the game they will alternate between different states that will be referred to as scenes. Different scenes will trigger different game events, until eventually the final scene is reached and the player has completed the game.

There will be some technical challenges. For example, getting the inventory system to display trades correctly may be an issue. Since the items will be displayed in html elements, such as divs, it will affect how items are displayed. I will have to find a way to allow them to overlap with one another and not displace each other too drastically.

A large part of the challenge though will be creating an engaging narrative and storyline. Furthermore, being able to set the correct mood and ambiance with apt visuals and sounds will be essential. These are elements I will pay attention to as I develop the project.
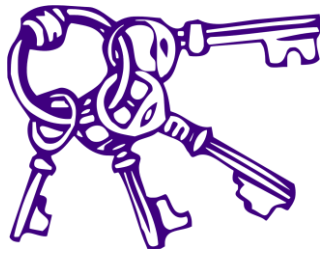
This is a collection of some images I have gathered and edited in order to use for the game. Some of them will be in the trade interface, whereas others will probably appear on the p.5 canvas above the trade section.

Image Sources:

Cafeteria:
https://twitter.com/LeftSentThis/status/1390359695328649216/photo/1

Cigarette Box
https://www.emojipng.com/preview/11427131

Combat Knife
https://www.emojipng.com/preview/10983107

Keys Ring
https://www.emojipng.com/preview/3980715

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https://www.emojipng.com/preview/12160934