Final Project Proposal: Where's Chiyo's Dad?

Summary: My project will be a game similar to Where's Waldo but with the character Chiyo's Dad from Azumanga Daioh that I have been using as my github avatar. It will be a point and click game where the player has to find the Chiyo's Dad doing certain actions, wearing specific clothes, in a pose, etc. The levels can either be randomly generated for an infinite amount of levels to play or preset levels.
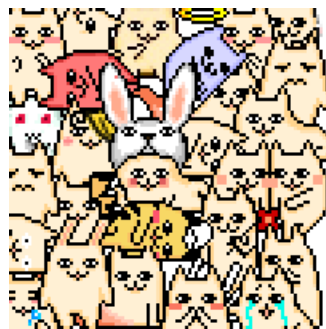

Media and Inspiration: A sample of what the game might look like. It will have a sidebar indicating which Chiyo's Dads need to be found. Like Where's Waldo there are multiple that can be found so each map lasts longer and there's more for the player to find. Either none of the ones that need to be found will be hidden under the sidebar or it can be separated off to the side. When the Chiyo's dad is found, it can be clicked and the figure on the side is greyed out or some other visual indicator that it has been found.

Technical Approach: Depending on whether the maps are preset or totally random, I can think of two ways to do this.

1- Random levels depend mainly on arrays, strings, etc. To call pictures and set them to semi-random locations according to a grid system. Then, have a class for the Chiyo's Dads that need to be found and have them detect the position of the matching Chiyo's Dad in the array and overlapping the pictures. None of the other ones will react to clicking but when the right one is found it uses a mouseClicked event to have the Chiyo's dad on the side change colours. When all the Chiyo's dads are found, randomize all the

2- For preset levels, I would create them all myself beforehand in an image editing program such as photoshop, like was done for the sample images. These images would be set as the background and the Chiyo's Dads that need to be found simply loaded as images overlapping the ones in the background. When all the Chiyo's Dads have been found, this triggers a 'next level' page that changes the background and the Chiyo's Dad's locations. This could be done by naming them in sequence so 'next level' just opens the images sequentially. This one is the simpler option, and probably what I will go with.

I would also like to create a title screen/level selector if I have the chance.

Technical Research: The technicalities of this project are not very difficult, but I need to familiarize myself with them more, especially how to have objects switch between images with arrays because I haven't really succeeded with that before. I'd also need to figure how to effectively switch between screens and use strings of text since these are concepts that I am familiar with but haven't really worked with before. Because the code itself doesn't seem like it will be particularly difficult, I would like to focus on implementing the aesthetics well instead.