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Concept and Technical Pitch

Summary:

- The general idea of my game is that the user will be using feminism as a way to avoid the hellish things of this world, which are located on the bottom of the screen (which I tried to make look hellish).
- Using feminism as a way to avoid the atrocities of this world includes using the help of concepts and people such as self-care, allies, consent, femme friends, safe-sex, communication, feminist literature, etc.
- The atrocities of this world include people who say "I'm not racist but (…)", slut shaming, Mike Pence, using "fat" as an insult, using "gay" as an insult, etc.

The player experience:
- The player controls the avatar with the up and down arrows. The avatar is stationary on the x-axis, but moves on the y-axis. The player has to catch (collide with) at least 10 feminist concepts in 30 seconds to stay above hell. If the player wasn't able to catch at least 10 feminist concepts, the avatar falls into hell (where all the people who "aren't racist" are).
- The feminist concepts, which start moving from the right of the screen towards the left, disappear if the avatar collides with them.
- If the avatar collides with a feminist concept, Beyoncé's voice will be heard. She will say "Flawless!".
- A score will also flash in random colours for 3 seconds displaying how many feminist concepts the avatar caught.
- Below is an image of the game when the avatar has already succeeded in colliding with 3 feminist concepts. During this game, hell (the bottom of the screen) is just general sexist bullsh*t.

- When the game is lost (meaning fewer than 10 feminist concepts were collided with in the span of 30 seconds), the screen below shows up (the text will be in random colours). When the game is restarted, message at the bottom of the screen changes to introduce a new threat.

- If the game is won, the screen below appears. (The text appears in random colours.)

What will the game look like:
- It will look like the images above, except that the hellish mountains will be moving to the left, as well as the feminist concepts. Furthermore, any text appearing will be in random colours.
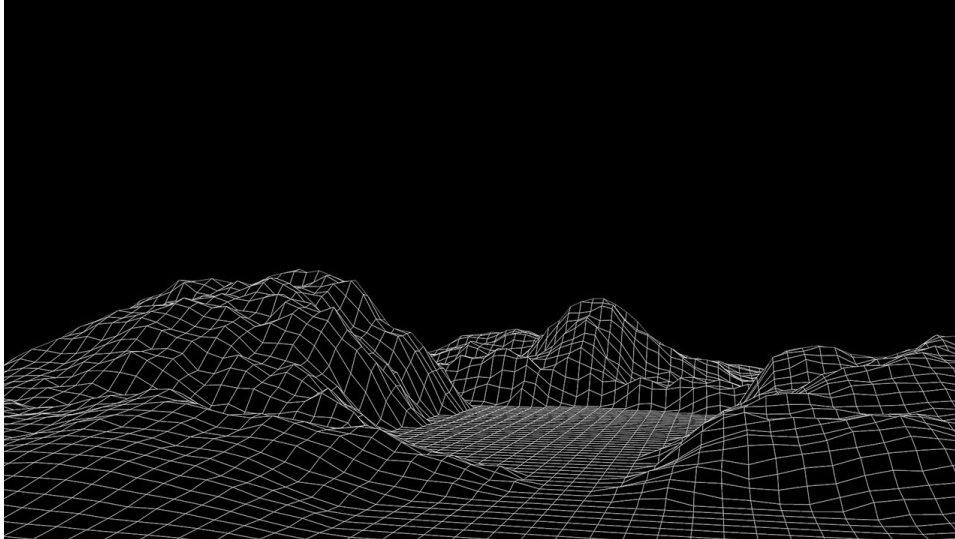
Inspiration:

Inspiration for the interactive nature of my project:
I've literally never played a video game, so I didn't know what inspired my idea of the objects on the screen moving towards the left while the avatar stays in the middle of the screen. After asking a friend, I was told Super Mario Bros must be my inspiration (I've probably seen people play it). Like in Super Mario Bros, the objects on the screen appear to move from right to left, while the avatar stays in the center of the screen on the x axis. Furthermore, when Mario touches coins, they disappear, make a noise, and a score augments.

I was browsing the internet for pictures of mountain ranges made by the noise function and found this picture:

Audio inspiration:
A classic feminist anthem is "Flawless" by Beyoncé, so I found it fitting to include a sound clip from this song when a point is made for this little feminist avatar!

Technical approach:

- *To create the hellish mountains:* I will use the noise() function.
  Technical approach: I don't know how to make the mountains move continuously towards the left, so I will use this resource: *https://www.openprocessing.org/sketch/95331*.
  I will also use the following resource to give the texture I want to the hellish mountains: https://www.youtube.com/watch?v=Rl8Kj8M0Bjo

- *For the avatar*, I will use the image() function, rect(), noStroke(), fill(), keyReleased() and the keyPressed() function.

- *For the text at the bottom of the screen and the score:* I will use the text() function, textSize(), fill(), random(). For the score, I will also use the millis() function, because it won't be appearing constantly.

- *For the feminist rectangles:* I might just create premade images (instead of creating actual 3D rectangles), and load them as images, so I will use the same functions as those for the avatar.

- *Classes:* I will need to define the class of the moving feminist rectangles, the class of the avatar, and (I think) the class of the moving hell mountains.
- *Sound:* I will need SoundFile() to play Beyonce saying "Flawless". I will also need play().
- *I will need collisions* for when the avatar touches a feminist rectangle.
- *How to tell if game is over:* I will need millis() to determine if the game has been going for more than 30 seconds.
- *For the end of game moments:* I will need background (), image(), text(),textSize(), fill(), random().