

Concept and Technical pitch

Don't Let Go!

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I was thinking of making a twister like game with the keyboard though processing for my final project. Basically it would be a cooperative game where both players must touch 20 keys on the keyboard from A to Z without releasing them. A random key will be displayed on the screen which each player will have to press and don't let go of it. (hence the title of the game). Once a key is pressed down the next key will appear then it's the next player's turn to touch that key and hold it down. All keys that are displayed must not be let go of until 20 keys are pressed, but they must never touch a key that is not displayed as that will cause a game over as well. If they lose the a screen will say: You let go! ... Game Over. But, If they win the screen will say You Never Let Go! Wow you guys are committed. You win! The experience of the game will have a lot of physical contact as the players will have to move their fingers and hands passed each other a lot.

Technically I feel that the game is doable. I know how to change the input keys with char, which I demonstrated in the last project. It would require a lot of different char variables, arrays for the char variables, the ability to display the key being called (using String arrays), and the ability to select a random key from A to Z without the program calling any of the previous selected key. For example if random calls D then do not select D again. I think this would be the only challenging part for me as I don't understand how to do this as of it. The program would require booleans to tell which key is being called and work in key pressed and released. These 2 voids are going to be the most important part of the coding because a lot of actions happen on void keypressed and the game ends on the majority of functions found in void keyreleased.

On the next page I have a small but weak idea of how the code could work. However I say weak as in I just typed in the code without double checking but when I go and code it into the software I know the errors will be something like = or == needed will show how to correct it.

The Variables would be something like so

```
char currentKey  
char Akey  
char Bkey  
char Ckey  
(Etc)
```

```
Int keyArray = 0;
```

Strings would be something like.

```
String[26] displayKey = new string.
```

Boolean variables to tell which character was called.

```
Boolean APressed  
Boolean BPressed  
Boolean CPressed  
etc
```

In void KeyPressed

```
void keyPressed(){  
    // When the current kay and the a key are the same and pressed  
    // change the key by a random number between 0 to 25  
    // update the the new current key.  
    // tell the system that a is now being pressed.  
    If (keypress == Akey && keypress == currentKey ){  
        KeyArray = floor(random(0 to 25);  
        CurrentKey[KeyArray] = new CurrentKey[KeyArray];  
        APressed = ture;
```

```

    }
}

```

keyReleased would look something like.

```

void keyReleased(){
    // if the Akey is relesead then display GameOver from a Class.
    If (keyReleased = Akey){
        gameOver.display();
    }
}

```

Simple drawing of the game screen.

