

IDEA:

The total project will be 3 parts

Part1: The program will provide a “Canvas ” which can let user draw a picture with Theme “live”.(During this part the program maximum freedom and provide drawing tools as much as possible `water ink effect is one of most wanted to be make`) After the user submit their art work. Part 2 start.

Part2: Part 2 will be a one stage point and click puzzle game (main part of the project2)(I admit that I am crazy on puzzle game!)(The puzzle game is a medium for player to seek the ‘theme’ of the program ‘live’) During the puzzle player will have two more chance to draw(one in the middle of the play, other one in the end).

Level Design principle: The puzzle process is always at the core of click-and-decipher games, and the best way to do it is to hone it. Puzzle-solving should provide relatively clear goals, tell the player what they want to do, with both long-term (final) goals and short-term (current) goals. There is a decryption of the need for clues or hints, narrow or point out the scope of the puzzle, do not force the player to click the full screen again. The hits need to be reasonable, and in a form that the player can accept, otherwise, it feels like a pure puzzle designed to understand the puzzle.

Part 3 show player the Three art piece which they made by themselves of their understanding of ‘live’

Aesthetically, the game will be presented in a clear, shapes , and Sense of atmosphere. For example , production from Rusty Lake , みんなで空気読み, zoom.

As for the narrative, there will be no text in the part2, However the hit and story will base on the object placing , environment , and action of the user object

Challenge(necessary in blue, optional in orange):

1. How to store player`s art piece.
2. The interaction and organization of drawing boxes
3. Make good class which I can easily input my stuff
4. Good level design and puzzles
5. A lot of efforts!
6. How to make trick and mechanic in p5js
7. Animation effect
8. Window zoom in and out effect (for the art piece made by player

Goal of the project:

I want to make good point and click game with ingenious puzzle. The most important part is the project shall make player thinking. The thinking and changing of the player is not only the ultimate goal for the project but also mine.

P.S.

Ideas of small part of project

1. Water ink effect :

Descriptions: When we press the left click meanwhile draw by our mouse, every dot will form the line. The speed you draw the trace decide the density of dots and the size of dots which have a certain rule but appear randomly.

If we press any key before we draw another trace, the color will change between different grey and black randomly. However, if not press any key before drawing a trace the color will keep form the trace before

The colourful dots appear automatically under a certain rule which mimic the water ink effect as well

The trace which formed by random dots is mimic the effect of water ink

2. The tool boxes

Descriptions: I want my tool boxes displace in the Canvas not outside.

Function createButton is not what I want.

Make an array of the buttons list on the left of the canvas and have the individual interaction base on the draw tools.