*Jack Taddeo*
*CART 263-Studio A: Pippin Barr*
*Concordia University, Computation Arts: CART 263*
*22nd March 2022*

## Project Anything: Proposal/Prototype

Initially, I began this project with the idea of constructing something far different from my other projects for both CART 263 and CART 253, specifically I wanted to avoid doing another top-down and level-based game in hopes of learning more/different aspects of code.

With that in mind, I began brainstorming different ideas--one such idea was a cookie clicker like game but instead of cookies, it is geodes which you have to discover on a cave wall and then mine by clicking with the mouse, with the game operating on a timer and ultimately limiting your amount of harvested gems from those geodes which you would then sell to buy upgrades to improve your time and gain more money, etc.

This idea was scrapped only recently after we learned a few new bits of code with both the haiku generator and raving reductionist activities, which sparked a new idea to create a pawn shop simulator.

In this simulator I intend on creating for this project, you play as an intergalactic pawnshop owner who buys/appraises items from customers across the known galaxies to ultimately make a profit by either selling the bought goods or providing important information on customers' appraised items.

Using the money gained, you pay for rent/buy upgrades/ as well as buy items to increase the number of customers and or their likelihood to accept your lower offers (and their financial loss).

Though I'm positive I won't be able to in the time given, I'd like to try and add a narrative where you're maybe a criminal on the run or accidentally involved in some shady deals and need to avoid both the space mafia and the galactic federation (the cops of space).

So far with my prototype, I've fleshed out the basics of the keyboard/typing structure with the intention that the user/player will have to type out an offered price and or a set of questions/words I'll have listed in an array to ask the customer in question in order to get their item appraised (ex: "where did you find this" to find out if its stolen goods or not, "how much did you pay originally", "what's this signature", etc).

When it comes to the appraisal aspect of the game, my plan is to make so the user/player has to hover over the object with their mouse and click certain points and or drag/drop fitting information from a textbook (which will serve as the help guide/tutorial) onto an item description list and then use that info to price the object accordingly (this is better visualized in my sketches below).

When it comes to technical challenges, I see a good number of issues arising in the future.

One key issue which I am certain to need help with is figuring out how to create the animations for the delivery of the objects (the customer coming up to the table and sticking its hand/item through a small window between the text bubbles and keyboard for the player to appraise--primarily because when I had attempted to even make

a simple rectangle fit between the two previously mentioned parts of my current prototype, it simply wouldn't work.

       Additionally, how I would make it so the whole composition of the game is held cleanly and clearly regardless of the user's browser size is a bit beyond me, especially with my intention of adding a numpad to the right of the keyboard (as well as other "boxes" as seen in my sketches)--I could, however, attempt to limit the canvas size, but I fear this may break my current text bubbles and keyboard.

Outside these two issues, I feel confident with designing my game as it's really just a collage of work we have all collectively done as part of our assignments or by Pippin during the opening code tutorials of each class.
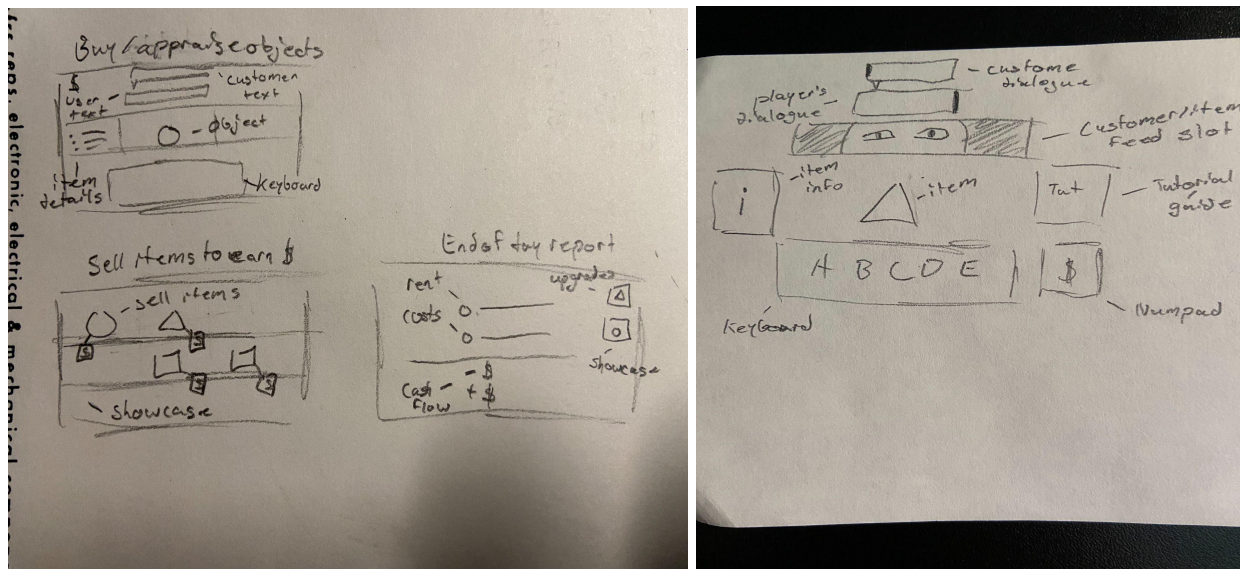


Additional ideas that may or may not be implemented into the version of the game submitted for my final:

- A reputation system that goes up and down based on whether or not you attempt or succeed in buying customers' items for under or over their true value
- A limit to thirty in-game days before the game is declared over, which would of course make more sense if I can construct a proper narrative/story like the one mentioned earlier

Inspirations:

- Space Warlord Organ Trading Simulator (you buy and sell organs on the intergalactic black market)
- Fallout 1 & 2 (the dialogue trees worked on keyword searches, meaning you could ask anything and as long as the developers thought of it and or it applies to the character you're talking to they will respond)