

Cart 263 Final Proposal

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Summary:

For my final project, I will be creating a retro-styled bartending simulator. This will be with the use of matter.js; a javascript plugin for 2d physics. The game will be tongue in cheek, with funny characters, glitches, and a simple retro style. The physics are going to be purposely buggy to imitate older games, which makes the actual challenge of the game overcoming glitchiness to make the drinks. For physics, the main inspiration is games like Surgeon Simulator, I Am Bread and Octodad. Note: At the moment there isn't much to the game, I'm just trying to learn matter.js and experiment with it.

Features

- A system where customers order drinks
- Cocktail shaker you shake with the mouse
- A collection of spirits to be used (whiskey, vodka, gin, etc.)
- Different cups for different drinks (whiskey glass, collins glass, martini glass, etc.)
- Scoop to fill up the cup and shaker with ice cubes
- Time limit to make drinks under
- Score based on how many drinks you make before you mess one up

Library Link

<https://brm.io/matter-js/>