

David Zenteno

ART 101 – 01

Professor Steve

Final Project Proposal

I am going to create a top-down short adventure game that involves the player destroying enemies to change the environment from an evil environment to a normal/good environment. As you advance and defeat the enemies on the scene, each scene will require to you to do different task/objectives to move on to the next scene. The game takes inspiration from RPG and top-down games and will borrow ideas like top view camera, item collecting, and status bars. The story will be simple but will magnify the use of sound effects, character animation, button-pressing, background-level music, and flashy level transitions that will exhibit gamification and theatricification. I will be using p5.play, p5.scenemanager, p5.sound, and p5.clickable to make this possible. I will also create the enemy characters and as well as the main character; I will be designing them with flat design as the style. Getting through the game will teach the player about maintaining the environment healthy without explicitly telling them; a hidden lesson taught through gameplay and visuals.



