Star-Crossed Lovers Video Game

Project 2 Proposal
Kestrel Villapando
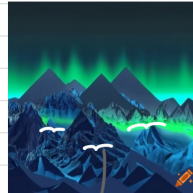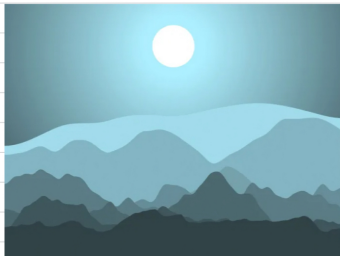Section A
Lee Wilkins

Project 2: Star-Crossed Lovers

Game Proposal

- For this project, I wanted to propose a game, while still keeping the style I have been doing with my exercises. I also wanted to include some artwork in this game, something I do out of the program. Perhaps a comic that introduces the storyline and a comic that will finish it.

- For the game and interactive part of the project, I wanted to create and generate 3D mountains and while researching the different ways to do it, I found out that *Perlin Noise* and the *beginShape() function* should be able to create the landscape.

  - The main technical issue I may encounter is combining the different coding notions, I tend to spiral after creating the code for the project and adding the START and END titles to the code, I get confused and sometimes I mess up the game.

  - Coming from a graphic design and drawing background, I know I will try and take on the challenge of creating a character that can move but I will refrain from doing so and just create a character drawing to replace the cursor in the game. However, I will have to spend a bit of time to create a drawing that makes sense with the angle of the game and at least makes sense with the movement. I will either use Procreate on the iPad to create the illustration or Adobe Illustrator to create a vector graphic.

  - I have to do more research on adding sound to the game. I would like to have background music that is fast-paced and exciting when in "game", a slow and relaxing music that introduces the coming in the beginning and finishes the game with a comic at the end. In addition, I would like a sound effect every time the player can get a token (in this game it is pizza) during the game, similar to the sound when a player gets a coin in Mario Bros.
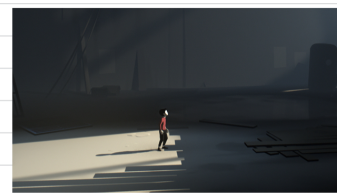
Storyline (Short Story)

- A guy named Alex has been going out with this other guy named Felipe who he met in passing at their local coffee shop.

- They have been seeing each other for a couple of weeks now, they always text each other, they meet up every week and you can see the chemistry between them.

- He is considering going official and serious with Felipe but fears he will be rejected once he finds out what he does.

- He sleeps on it and the dream starts…. (This is where the player will start playing the game)

  - *You are Alex flying across mountains, trying to catch pizzas but there are 2 different kinds of pizzas.*

  - *There are 2 kinds of pizza and depending on how many you catch each will determine your connection with Felipe (This is to confuse the player a bit but still keep them curious.)*

- Then another comic appears once the game finishes, Alex wakes up and is weirded out. He prepares for work and gets a text from Felipe wishing him a good shift and that he too is starting his shift as well.

- In the ending scene, you see Alex holding a Domino's pizza hat and Felipe is holding a Pizza Hut hat.

Moodboard and Ideas

bird flying (POV)

forward & back gameplay.

left & right gameplay

Quick Handrawn Comic

I did this quick comic for a better idea of visuals and style! In addition, it will be easier for me to create the next comics easier!