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CART 253

## **Project 2: Proposal**

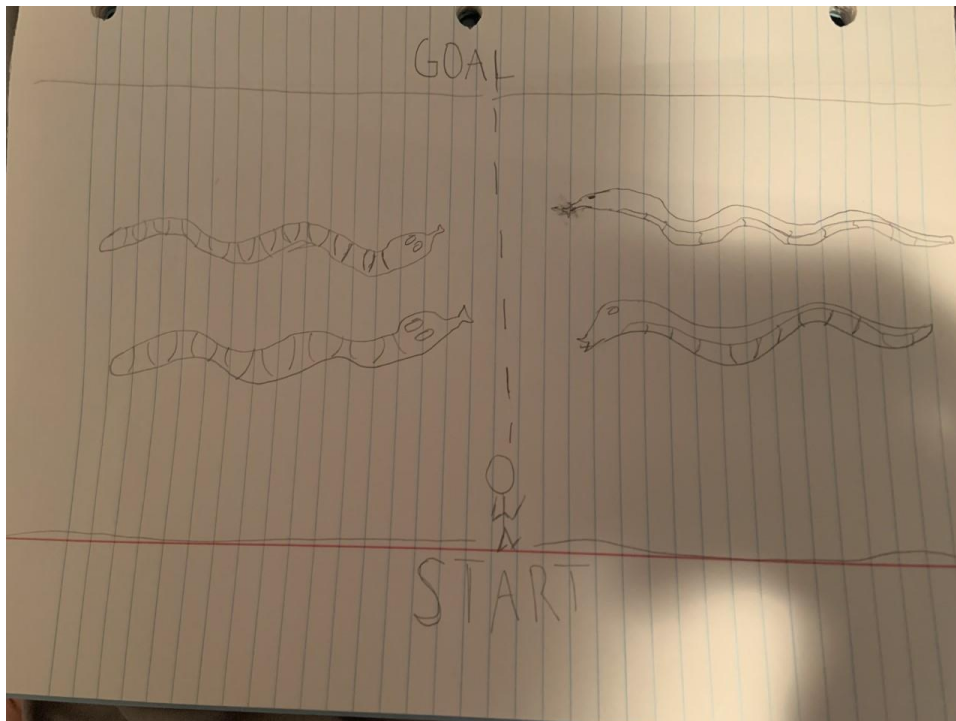
During the pandemic I had a chance to rewatch a movie I really enjoyed as a child which was “Dodgeball: A True Underdog Story.” I decided that for my second project I wanted to make a game loosely based off the movie. The title is not decided yet, but for the moment it is ‘Dodgeball.’ A famous quote from the movie is “If you can dodge a wrench, you can dodge a ball.” So, in the game the user will be dodging wrenches, bricks, and dodgeballs to first learn how to play dodgeball. Once the user learns the basics, the user will have to put those skills to use and face their greatest of foes in the final. The user will have to overcome the greatest odds and if they manage to beat their foes, the last step is to go and collect the trophy.

The artistic vision I hope to achieve for my project is to bring some of the joy I got from watching that movie and playing dodgeball in general into a game. I will use the appropriate images for the context of dodgeball and include sound effects such as a wrench being thrown or a ball depending on what is going on in the scene.

The primary technical challenge that I will face while completing this game is time management. With only a couple of weeks remaining in the first semester, most of my teachers are all assigning final projects at the same time, so I will have to try to work

little by little on this project everyday so I can get it done up to the level it needs to be at on time. Another challenge that I might encounter would be to find some of the assets I will need, but I will do the proper research online to find the assets and sounds that I will need for my project to look and sound the way I want it to. The last challenge is sound as I am not fully comfortable with it now, but I will practice with it so that I might be comfortable using it for movement of some of the user's movements if possible.

In the prototype I have submitted, my primary goal was to get a working first level of my game in which I will add sounds, and other ending states to later. The player is moving with the mouse, but I am interested in testing out the possibilities of moving using the user's microphone.



I am not the best when it comes to drawing so I apologize but what I want to do for my game is that once the user completes the first section or level of my game, they will have to get past a bunch of snakes from one side of the screen to the other. I got this idea as the villain in the movie plays on a team called the 'Purple Cobras' so I thought it would be funny to include snakes. The user would be using the W,A,S,D keys to move around and try to make it to the other side without getting touched by the snakes. If they fail, they will be sent back to the first level and must redo that all over again. I have not decided yet if I would want the snakes to just move from side to side or if some would travel after the player/ randomly.

After they have completed this level/section the user would move on to the concluding section. In this last section I would like to have a maze where the trophy would be in a corner of the screen and the player would have to travel through a maze to get to the trophy with a time limit counting down. If they got to the trophy before the timer ended, they would win, and if they did not then they would be returned to the first level. The user would control with the W,A,S,D, keys and if they touched the maze walls they would also fail.