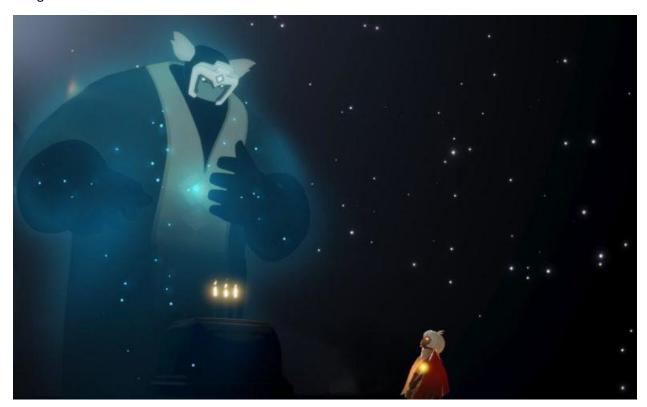Artist statement

In the final project, I would like to create a game with exciting experience. I would like to use the noise and generic grammer to create some star galaxy. That can make player feel cool and surprise. This game is created by myself.

A description of the experience itself

When the player play the game, they would like to find out how to reat with the stars. They can climb on a mountain or save the star underneath the dirt. Visual would like be some pixel game and I'm still tring to figure out the audio.

Still not figure out music yet.

Technical details

I would like to use p5 and use noise to crete the terrain. I have not decided yet to use 3D or 2D.Then I would like to use the grammer to create the stars. All the star should be different because I use nondeterministic grammer. Hope them can make player surprise.

Schedule

A table with a schedule per week to implement your experience.

8/4 – 8/5

Polish the propalsal and make all the procedure more detail.

8/6 – 8/9

Start working on the draft game

8/10 – 8/12

Finish the game with both art and music

8/13 – 8/14

Complete the game