Maxime Gagnon-Leger


My goal for this project is to take from all my prior projects. I want to be using my favorite mechanics from the projects that I've done since CART253 and group all into one experience. My vision is to have a fast-paced rhythm-oriented game. From my experience so far, I've learned that it is better to have simple core mechanics which are well executed, as opposed to complex overwhelming game interfaces. If the user has a clear idea on how to operate, he is far more likely to be absorbed in gameplay and find the experience engaging. For this project, I want to challenge myself to have an overwhelming simplicity within the gameplay experience. Also, in terms of artistic direction, I would like the visuals to be vibrant, popping, and dynamic.

As a rhythm game, the song will have a lot of impact on the project. Most of the project will be focused on timing the appearance of collectible icons with cues from the song. The success of this project will be dependent on the visual feedback obtained through the duration of beat. I have chosen the song *Feel Good Inc.* by the Gorillaz. I think this song can be characterized as university approachable.  I would want my game to have this characteristic in that it's able to be picked up by just anybody.  Also, in terms of energy, the song is multifaceted; it has several changes of pace. This is ideal for the integration of multiple styles of mechanics when it comes to collecting the icons within the gameplay.

The technical challenge of this project will be to create a functioning song cue to spawning collectible mechanic which is both simple and visually engaging. I have set up an object-oriented programming framework to maximize project efficiency. This will also be a challenge in terms of execution. I'm referring to setting up the inputs to be organized in a fashion that requires the least code possible to be writing for each new collectible entry. Once established, I feel like the process of going through the song and setting up the collectible objects will not feel too overwhelming. I could then spend more time on the visual aspects of the project. the last major challenge I think will be including a point/score system. This is the most foreign mechanic included thus far, but my teacher is giving me confidence about its difficulty of inclusion. I'm thinking of doing most of the projects in P5Js, and, learning from my past projects, I'm looking to optimize loading speeds.

023936  14X

Total Score

Score multiplier

2

GREAT

Live comments

Stay in the bounderies
mechanic

Directional guidance

3

Closing timeframe mechanic

Time Cue

Progress Percentage

0:08

5%