mc4514
Drawing on the web
Final Project: Outline

Name: Tappy Cat

Description:
A game featuring Tappy, a cat who just wants some love. The premise of the game is to find as many sweet spots on the kitty as you can before the time runs out by tapping furiously(clicking with your mouse). Tappy will direct you towards the sweet spot with some cute meows.

Intent:
I will possibly use HTML Canvas and libraries such as p5.js. The graphics will be custom created on Photoshop and Illustrator and then drawn to the HTML Canvas.

As for motion and interactivity, since it is a game, I plan to create a sprite animation (keyframe animation) for the cat and the images should change based on user interaction. There will be multiple states that determine if the player is "getting warmer" and if the player has reached the goal.

Randomness will be used to populate the "sweet spots" on the cat. The sweet spots will be represented by circles with opacity set to 0. The random number will generate a number within the bounds of the cat image and draw the circle to the canvas and check for clicks within it.

Additionally, I will show current score with DOM manipulation, play, pause, and quit buttons, instructions, and audio.

Graphics: Custom created on Photoshop or Illustrator

Motion: Sprite animation (keyframe animation)

Interactivity: Check location of mouse clicks and bounds

Randomness: Random sweet spots

Images: