Ian Sears 15-112 Term Project Proposal

For my project I would like to make a “game” in which a man walks through a forest made of tree fractals. The trees grow and die and change colors with the seasons as the man walks farther into the forest. The man grows older the farther he walks, and eventually reaches a lake, where he dies and sprouts into a huge tree the likes of which the player has not seen up to this point.

That’s my basic scope, but I would like to also include birds and other animals if that ends up being feasible. I will also compose some music for the game.

I will be using pygame for both the gameplay and the graphics. I intend to generate all graphics within the engine, rather than importing images, though this may change. The changes in the forest (tree growth, seasons, the man himself) will change based on progress through the forest rather than time, and will reverse should the player choose to walk in the opposite direction. The player’s current location will remain the same, however and a transparent version of the player will emerge and become controllable. The transparent player will disappear when player walks back into where they stopped, and they will regain control of the main body. This is to represent the idea of memory.