

Nancy Savoie

Pippin Barr

CART 253 – Creative Computation I

November 12<sup>th</sup>, 2019

### **Exercise 7 - Project 3 Prototype 1**

For the final project, I would like to implement the total of the knowledge I have accumulated this semester in my introduction to coding. I hope for this project to be somewhat of an amalgamation of projects 1 and 2 brought together. I wish to push myself slightly beyond the limit of my comfort to test as much as possible and ultimately create something a little different that I can be proud of.

Of course, the project will have sounds and images to create interesting and eye-catching visuals that would entice players. Some examples of such visuals can be to have a background that changes to indicate the player's progress during game play. I am also exploring the possibility of a foreground to contrast with the background. My initial intention about the technical aspects of this project is to use many different types of classes (possibly up to 5 or 6, including the player class), all with different impact on the player(s) such as causing jitters, random speed, different sizes, etc. I hope to use arrays in a smart and clever way that will not only keep the code neat and tidy but also make the most out of the code's possibilities.

Though the core ideas of the project's technical aspects are likely to remain (or pushed further), the aesthetics are still subject to change. For now, the theme rotates around the struggles of being a university student(s) trying to make it through the end of the semester while avoiding distractions.

