

Concordia University
Faculty of Fine Arts
Department of Design and Computation Arts

Project Proposal

Guess the Emoji Game

CART 263
Creative Computation II
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Section B

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1. Project Overview

Concept:

The *Emoji Guessing Game* is an interactive web-based game where players deduce words, phrases, or titles based on a sequence of emoji clues. The idea was inspired by a trending TikTok challenge that encouraged users to guess phrases from emojis, and I was curious to explore how this concept could be adapted into an engaging online platform. This project builds upon a similar initiative I developed in a previous course, incorporating refined mechanics, enhanced user experience, and expanded functionality. The *Emoji Guessing Game* is an interactive web-based game where players deduce words, phrases, or titles based on a sequence of emoji clues. This project builds upon a similar initiative I developed in a previous course, incorporating refined mechanics, enhanced user experience, and expanded functionality. The objective is to create a dynamic and engaging game that merges logical problem-solving with intuitive design.

Why we picked this project:

This project was selected for its ability to combine creativity with technical complexity. It fosters critical thinking while maintaining an engaging, visually driven experience. The interactive design, incorporating progressive difficulty levels, a hint system, and a leaderboard, ensures a compelling and replayable experience. Furthermore, the game is designed for scalability, allowing for seamless expansion into additional categories and features. From a technical standpoint, the project serves as an opportunity to integrate essential programming concepts such as JavaScript, JSON manipulation, Media APIs, and animation frameworks, reinforcing foundational skills while enabling exploration of new techniques.

2. Technical Considerations and Implementation Plan

Core Functionality:

- Players are presented with a set of emojis representing a specific word, phrase, or title.
- Users input their guesses via a text field.
- The system validates responses and provides real-time feedback.
- A scoring mechanism rewards correct answers and tracks progress.

Feature Enhancements:

- **Thematic Categories:** Users select from predefined themes (Movies, Books, Brands, Countries, etc.).
- **Hint System:** Users can opt for additional clues to assist in their guesses.
- **Timed Mode:** A countdown mode introduces an additional layer of challenge.
- **Visual and Audio Enhancements:** Incorporation of animations and sound effects for an immersive experience.
- **(If time allows) Leaderboard Integration:** Tracks and displays top scores for competitive play.

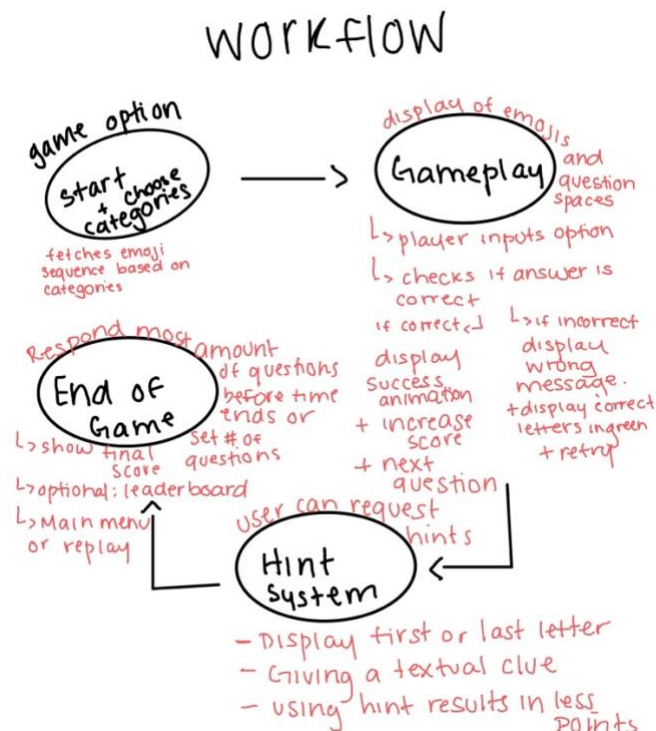
Technical Framework:

- **JavaScript & JSON:** Handles game logic, question bank, and user interactions.
- **DOM Manipulation:** Dynamically updates the interface based on user input.
- **p5.js or GSAP:** Provides smooth UI animations and transitions.
- **Local Storage API:** Retains user scores and progress across sessions.

Prototype Scope:

This project will be developed within the scope of what is realistically achievable during the semester, considering our current resources and technical knowledge. While we aim to implement all planned features, it is possible that some enhancements may not be fully realized within the given timeframe. Our focus will be on ensuring a solid foundational version that demonstrates key gameplay mechanics and interactivity. We will leverage the programming skills and tools we have mastered so far while also exploring new concepts within a feasible learning curve, prioritizing a functional and polished core experience over extensive feature implementation. This includes developing a foundational version incorporating one category with basic scoring mechanisms, ensuring core functionalities such as emoji selection, answer validation, and UI updates are fully operational while keeping adaptability in mind for future expansions. Additionally, we will establish a structured and responsive interface and implement basic animations with a minimalistic yet engaging UI, keeping usability and performance optimization as key objectives.

3. Visual Design and User Flow



4. Project Timeline and Milestones

DATE	MILESTONE	COMMENTS
FEB 11/13, 2025	Submission of Proposal Document	Research potential UI designs and finalize game categories. Prepare initial project wireframes.
FEB 17, 2025	Meeting with instructor to discuss prototype	Gather feedback and adjust initial prototype accordingly.
MAR 11/13, 2025	Completion of Prototype Implementation	Implement core game mechanics, emoji selection, and basic validation. Develop a simple UI.
MAR 17-24, 2025	Prototype Presentation and Feedback Session	Receive feedback from peers and instructor, refine the UI/UX, and enhance interactivity.
APR 8/10, 2025	Final Playtest Session	Conduct extensive testing, fix any usability issues, and finalize additional features such as leaderboard and timed mode.
APR 15/17, 2025	Submission of Final Project	Ensure full functionality, polish visual elements, finalize documentation, and submit the complete project.

5. Attribution and References

The project builds upon prior coursework while introducing significant refinements and additional functionality. To ensure a diverse and engaging set of emoji clues, we have the option of utilizing existing online databases that provide extensive emoji datasets or creating our own custom emoji sets tailored to specific game themes. Each external resource, including emoji datasets and sound assets, will be properly credited to maintain transparency and adherence to best practices in digital content usage.

Conclusion

The *Emoji Guessing Game* serves as a comprehensive demonstration of both technical proficiency and creative engagement with interactive programming. By iterating upon a prior project and expanding its capabilities, this endeavor aligns well with the course's learning objectives, ensuring a robust and polished final product.