Project 2 : The Cart Museum

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Overview

The museum project sounds exactly like it is, the museum would be a “walking simulator” with the user walking to the right as they pass in front of all of my projects done in Cart 253 (reference image 1.1 for a better visual). I want this game to be more of an educational game where the user would “walk” in front of the art piece (my projects) and for every project, i would record a commentary of what that project was and my process behind it.

The objective would just be a reflection of my growth throughout my time in this class One project at a time, with a personal commentary. The ending would take place after my last project where the user would enter through a door named “ continue on your codding path here” as a way to show that this is only the beginning on my coding career.(reference image 1.2)

Goals

1. Learn how to create a simulation that would be able to continue past the window width.
2. Learn how to include voice recordings and make them play once the user stands in front of the projects (and make it stop when they leave)
3. If possible, make the projects interactable so the user can experience them within the museum.
4. Flush out the graphics after adding all the projects (might be a memory issue)
5. OPTIONAL: Make the user our esteemed professor (it would be funny to have a mini version of pippin in my simulation)

issues that would need to overcome and how i could solve them

1. The continuous level

Something that is crucial to this game is the level expanding towards the left when the user walks (image 1.1), i have seen some of my peers work on something with that aspect so i will ask for help on that aspect.

2. The memory issue

Including all of my projects could bring in some memory issues, to solve this i will play around with arrays and ask around to find the best solution to get the least amount of memory used when playing.

3. The graphics

Since its a “viewing” game, the graphics needs to be at its best possible, so the background (apart from the projects) will have to be either hand drawn, taken from a template or created using objects in code. The best solution would be to draw them in adobe illustrator and incorporate it in my project

Side note

This project would include quite a few aspects learned from my time in Cart 253 but equally or more aspects that i will have to learn, this appears as a challenge to tackle but with the right amount of help and guidance, i strongly believe that this could be achieved

schedule

I. Week 1

The first week will be dedicated to getting all of the background images drawn, getting the base of the continuous movement code done and organizing the functions/arrays that will be used in the future.

II. Week 2

During this week, i will slowly add the first 3 projects and test out how that maintains in the simulation, if i have time i would like to already have the ending included to have the game finished and giving me time to focus on making sure adding the rest of the projects go smoothly

III. Week 3

Week 3 will be dedicated to adding the 4 next projects, this will be the most challenging week since it will be the biggest projects that i am adding. Going one project at a time is definitely the way to ease every project in while at the same time making sure the simulation doesn't break.

IV. Week 4

During week 4, i will be flushing out any issues that i will note during my creation process. Once flushed out, the next step would be to focus my time on adding my voice recordings to the game, this step which is crucial to the game is being done late into the schedule because i want to focus on the movement and integration of the projects first before anything else.

V. Week 5

The final week is meant for cleaning up my code and making it organized and easy to understand, preferably i would like to showcase my projects in a timeline from first assignment all the way to the last, both in my code and in the displayed museum (reference image 1.3 for visual)

Images/ references


User
CUT
Title
Moving towards Next exhibit