

The idea for this project will be a lobby with multiple different mini games.

The game will start with the main menu. In the main menu, the player will be able to select a bgm. it will also contain the credit for the assets used. The play button will lead to a map that will have an icon for each mini game.

Once the player has chosen their mini game, an instruction page will appear. The player will be free to play the game after they have closed the instructions. Once they have cleared the game one time, they can choose to replay it and the difficulty will become hard or they can go back to the game lobby.

The mini games:

Universal mini-game rules:

When the game is paused the user will have access to the instructions of the current game, to the music selection and to return to the lobby. When a game is over the user has the choice between playing the next level or returning to the lobby.

Selen's dragoon herding; timed or treat

The goal of this game will be to try and round up all the dragoons and the eggs that are running away. The player will use their mouse to push the dragoons.

The foundation of this game is going to be part of project 1. I will make some changes to the code such as changing the pushing action so that there is a certain range and it will not only move in diagonal. The code will also be changed to an object orienting program for my sanity. The dragoons will also stop moving once they have been in the pen. I will add a loss condition either a timer or a score for how fast the dragoons were captured.

Fianna's egg catching or Millie's coin catch; timed or lives

The objective of this game will be to catch all the eggs into the basket. The player will use their arrow key to move the basket. The eggs will be falling from the top of the screen. The more eggs the player will catch the higher the score at the end. As the level gets hard either more eggs will fall or the speed at which they fall will vary. possibly also add some bonus or power-up eggs.

Enna delivery services or Pomu; no-hit/lives, timed levels

the objective of this game will be to dodge the obstacles that will appear from the right side and will move to the left. The player will also use their arrow key to move the player. As the level gets harder, either the speed will increase or there will be more obstacles. maybe some power-ups too.

Elira or Enna or Reimu sound game; lives, timed levels -> maybe a certain number of levels

The objective of this game will be to get to the end of the level. The player will use their microphone to sing or make sound to allow the character to advance and to jump. The game will resemble a lot the Yasuhati game that already exist. I was thinking there could even be special music for this game. I could have the lyrics appear on the screen to encourage singing as a possible way to interact with the game then just shouting. Or even just put a copy pasta just as a way to put a bit of humor.

More games that I have not to figure out what to play yet.

The personal objective of this project will be to have the games look aesthetically pleasing and fun to play. Fun to play will mean that the game has to not be janky and feel rather natural. On the programming side, I want to be able to use well object-oriented programming. The program should be clear to read and easy to understand.

The difficulties would be to make multiple games to work together and have enough games. In theory, the game should be alright to work together. Since there should not be much carrying over from game to game. A new mini game should be almost a blank page.

In theory, the timeline I would like to follow is one game per week until the due date, so about 4-5 games.

One last game I am thinking of adding will be a rhythm game. it would be quite the big game since I would have to play a lot with the timing. I have also never synced music and inputs. The rhythm game style would probably be a simple piano style with 5 keys. Since I don't know music well, I would most likely only have one difficulty. I could focus much more on the coding and instead take music that is already mapped and instead just make it into javascript.

If I decide to work with sound input, I will have to be testing out what works well. Either a live input or step by step. There will have to be some learning to do since I have never used the microphone in a p5 yet.

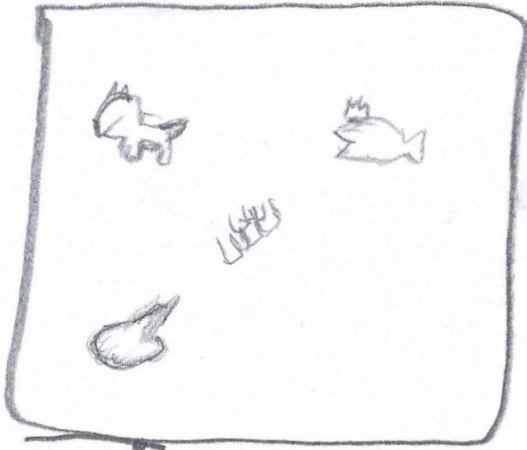
Another thing that I might want to learn is to keep high score into the internal storage of the browser. That would allow people to try and beat their high score. And give the game a reason to be replayed.

All of those mini games are going to be theme around Nijisanji En livers. Mostly either in some of their clips that are popular of them or just an inside joke with the livers. The games should still be enjoyable to people that know nothing of them. The reason for certain assets used will just be a possible mystery to them.

Oh, I am also thinking of adding more music to the possible choices. Not sure, since it might make the file too heavy. Otherwise, maybe another customizable features for the user to feel more comfortable/ personalize his experience.



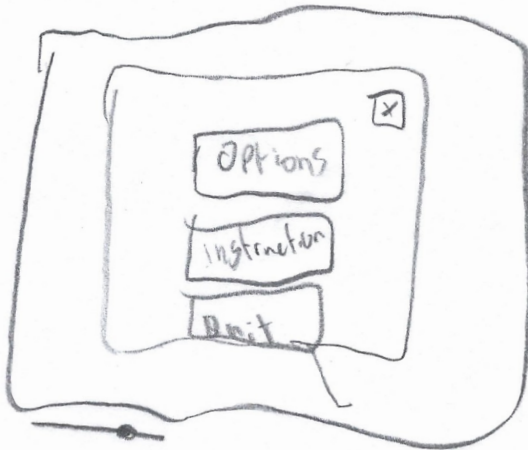
Maybe Sprite going across
Some Animation



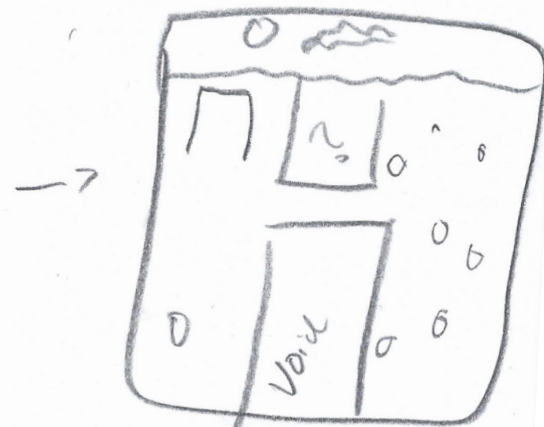
Game Lobby
Selen Dragoon
Millic Coin Catch
Enna delivery
Piano Petal



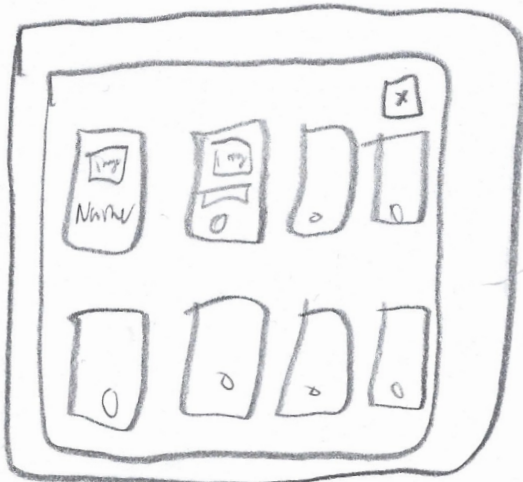
Maybe
get the
score
into
Cache



Possible level



die if fall in
Void?
less score
game over



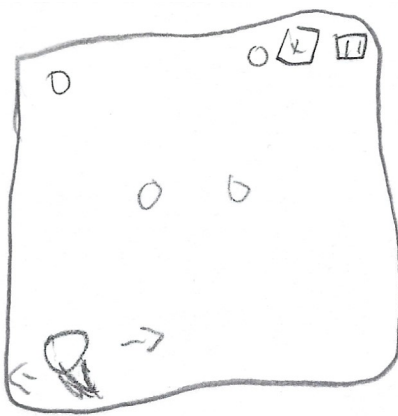
4 new Music?

Image?

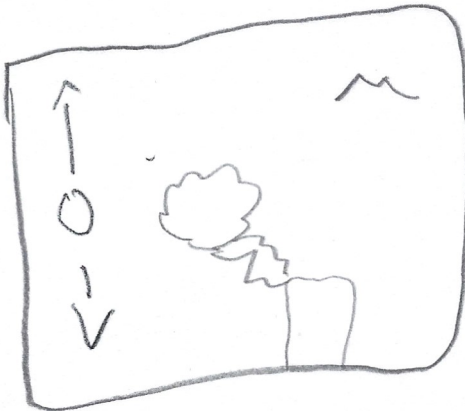
Maybe Music
unlock with
level clear?

Might make it
too big

Buy the Music?



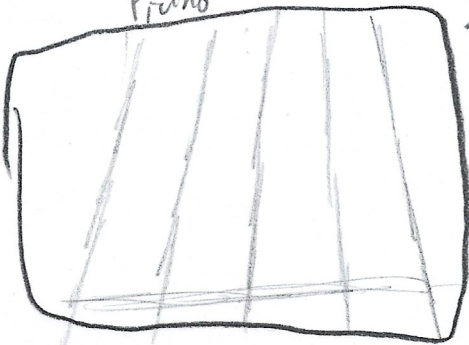
Millie Coin Catch



or



Piano



similar
TO B6B
OR Proseki
OR D4DJ

Emma? or Poma

Game with the Audio Based off

* Yasuhati



gravity
↓
voice ↑