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<div align="center">Project #2: Prototype proposal: Decision Day</div>

This game will be the sequel to the first project "Proposal Day" where the user plays as the proposing boyfriend. I do acknowledge the risk of power dynamic that comes along with relationships in game form so therefore I have excluded the money element. Now the game's endings are based on feelings. In Decision Day, the user will be now in the position of the girlfriend who will make the decision to either accept or reject the proposal.

If the player chooses to accept the proposal, they must face a series of 3 minigames. If completed all three successfully, the game will end with the player accepting the proposal successfully and achieve the Happy Ever After Ending. Failing to complete a minigame will result in each respective bad ending. The minigames are put into 3 phases in order as followed:

1st Phase: Control: Arrow Keys. The first obstacle will be to contain one's heart and not allow it to be out of control. In this obstacle, the user will play as a jittery, constantly moving and shrinking/expanding heart. The player will lose if it collides with any chains. If the player manages to avoid touching all chains after a set amount of time (potentially 15 seconds), the user will

Figure 1. Phase 1 Minigame

proceed to the 2nd phase. The fiancée's heart will burst out of joy and stops functioning if the player fails the task, ending the game.

Technical challenge: Moving the hearts and applying low gravity to it

Plan: I will apply the random function with small values to the vx, vy properties of the heart to change its direction and make it jittery. The player will also be granted control over the heart's movement (vx and vy properties) using the control arrows. I will also apply gravity to the simulation by the variable called gravityForce like the one in the balls juggling activity.

2nd Phase: Control: Mouse and Left Click. The second challenge will force the fiancée to gather her thoughts. The player must collect all bubbles of thoughts around in the area by clicking on only bubbles containing good thoughts. This equally means the player must be able to distinguish the difference between the

Figure 2. Phase 2 Minigame

two similar bubbles apart by reading its message before clicking. There will be no time limit for this challenge, however the game will spawn a set of good and bad bubbles after each 5 second has passed. If a bad bubble of thought is clicked, the fiancée will scream "NOOO" as her mind breaks down, leaving the misunderstood and heartbroken fiancé running away, ending the game.

Technical challenge: Setting a 5 second timer to spawn a set of good and bad bubbles.

Plan: I will set a Timer for adding new bubbles and a variable to delay the time before the next set bubbles spawn.

Creating timer to spawn new bubbles,

3rd Phase: The last and final obstacle will require the user to tap the following keys: i, space, w, i, l, l, in order, forming the phrase "I WILL". The player has 3 seconds to press the correct key. The fiancé will assume that the proposal has failed if the player takes too long to answer, resulting in him leaving the fiancée alone to the cold of the night, ending the game.

Technical challenge: Setting a 3 second timer for each key.

Plan: I will apply the setTimeout() function at the beginning and after the correct key has been pressed. The clearTimeout() function will be used once the player has clicked the correct key to reset the timer.

Upon rejecting the proposal, the player now face a difficult and rather annoying minigame. They must choose their words of rejection carefully to not hurt the fiancé. This is mirrored in the minigame where the fiancée must carefully walk through a 11x7 purple grid that changes color after every step. This is a test of memory and carefulness as holding down a key for slightly too long will cause the fiancée icon to take two steps instead of one. The player will control the fiancée icon with the Key Arrows.

Stepping outside of the hidden path means that the player has not been careful about the way they will reject the proposal rudely, scarring his life forever. This will lead to the Hurtful Breakup Ending where the two never speak another word to each other. However, if followed the secret pathway successfully, the player will reach the Bittersweet Ending as the two remain on good terms as close friends. The player will also be revealed by the game that the couple has only been dating for 7 days.
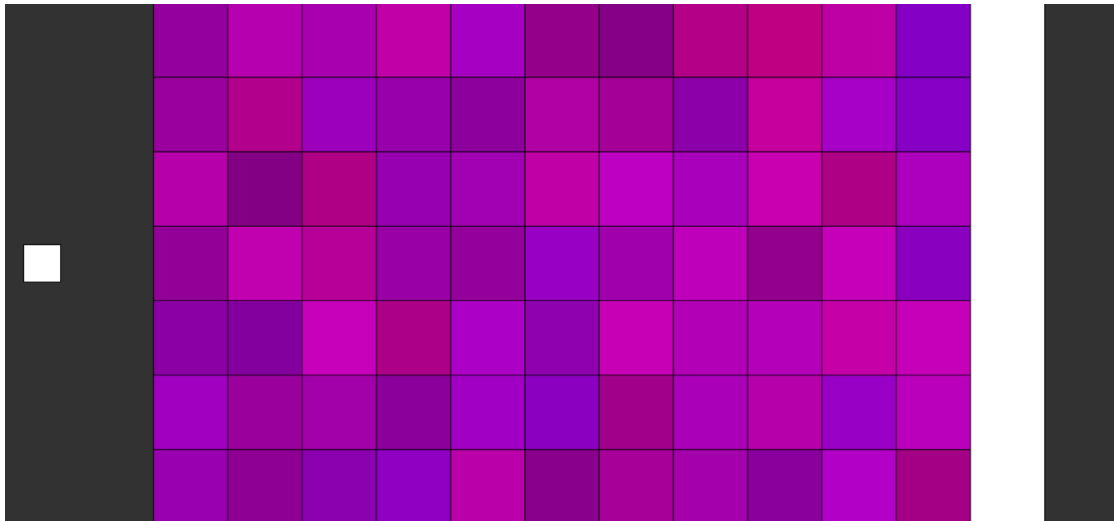
Figure 3. Rejection Path Minigame – Fiancée icon as the white square on the left side.

As I prefer originality and dislike using other's works, all drawings will be done digitally by me.

However, soundtracks/special effects will be taken from YouTube any source that is not copy righted. The sound effect of a ticking clock will be played at the Decision State (right after the game menu), and each soundtrack will be played for its respective path (accept/reject). There will also be sound effects upon losing/winning the game.

This is merely my initial vision of the game and all visual sketches will be finalized and be more aesthetically pleasing in the final project.

PROTOTYPE SPOILER

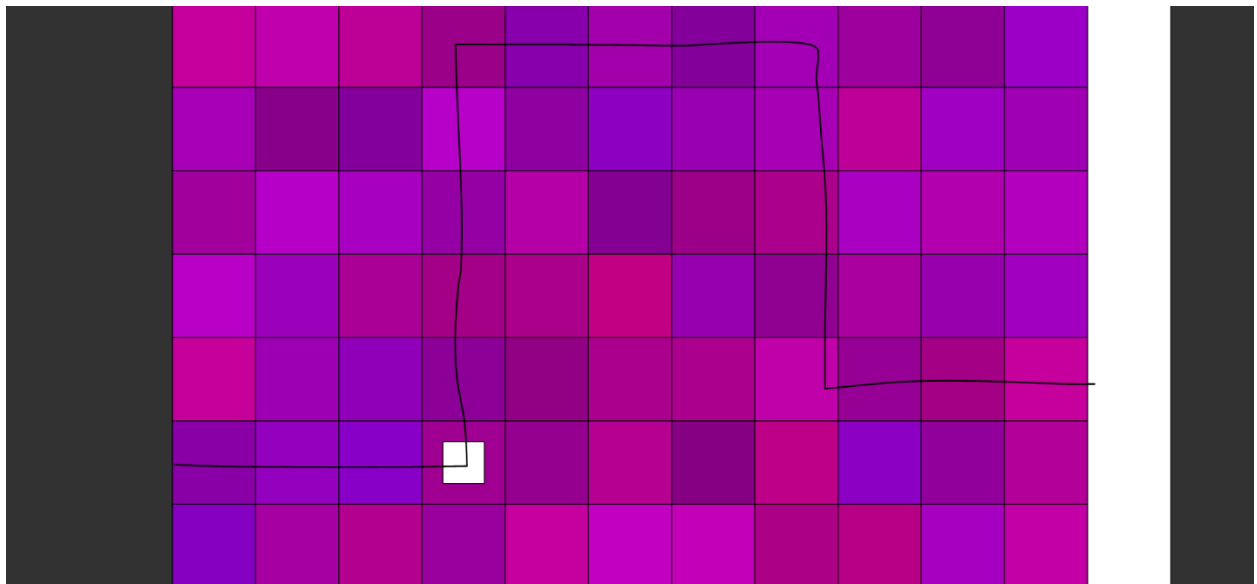This is the secret path to victory in the prototype. The difficulty of this minigame will also be raised in the final project.

Figure 4. Prototype secret pathway