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Project #2: Progress Report - Decision Day

The game development is advancing at a slower pace than it should be. I have made multiple blank states just so that I can get a head start in the coding part and have enough time to react to unfortunate circumstances. This allows more time for coding and less time for aesthetics which is my focus of the 2nd project. The following list is all the update this far for the game:

- 4 Sound recordings (Up, Down, Left, Right) for Maze minigame (Reject Route)
- New girl user icon to represent the player in Maze minigame
- Blank intro, title, context, decision (accept/reject), ending states for Reject Route, intro and bad ending state for the first minigame of the Accept Route.
- Minigame 1 (Accept Route) is near completion. In this minigame, the user must control the girl's racing heart and avoid hitting the chains at all cost. The winning condition is to survive the 20 seconds timer which has yet to be added.

Plan for future work:

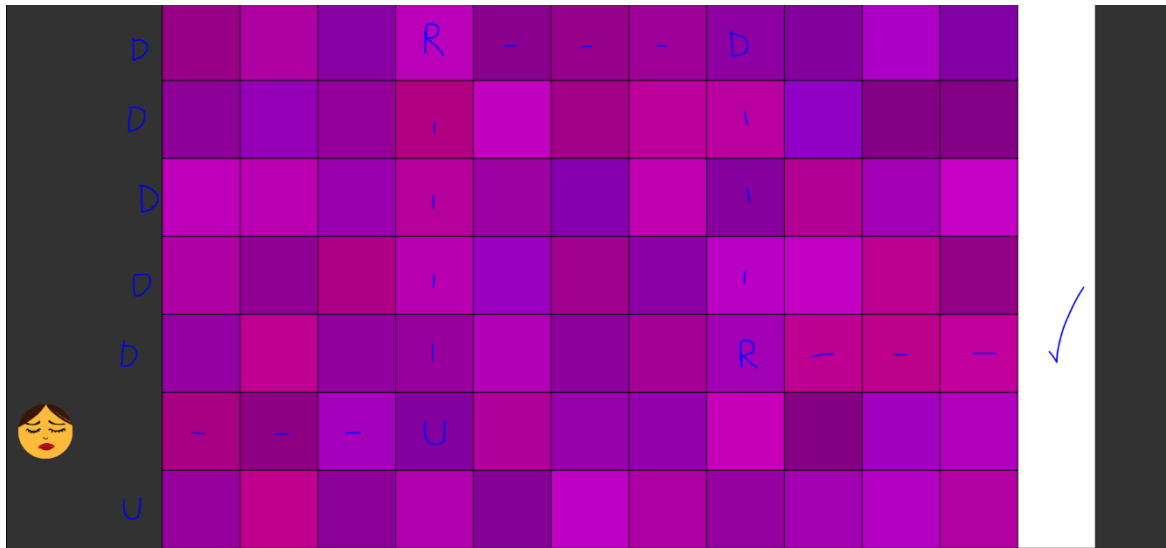


Figure 1 Sound effect placement. U for Up, D for Down, R for Right, L for Left

Upon receiving feedback for the prototype, I agree that the Reject Route Minigame is too unforgiving and should include hints rewarding smart players. I have therefore planned to add in sound effects for the following spots:

The sound effect will be of my voice saying: “Go Up”, “Head Down”, “Go Right”, “Go Left” depending on the spot! However, my voice will be reversed by the `rate()` method. The player may then develop 2 strategies: to deduce the meaning of each sound effect or to die countless times until victory.



Figure 2 Failed Dream... to be continued

Regarding Minigame 1 (Accept Route), I spent a few hours trying to figure out a way to apply overlap of the heart and the diagonal chains. Although I have successfully rotated the chains using `rotate()` and `translate()`

functions, I was unable to check for collision using the dist method. For now, the heart is contained in a rectangle formed out of chains.

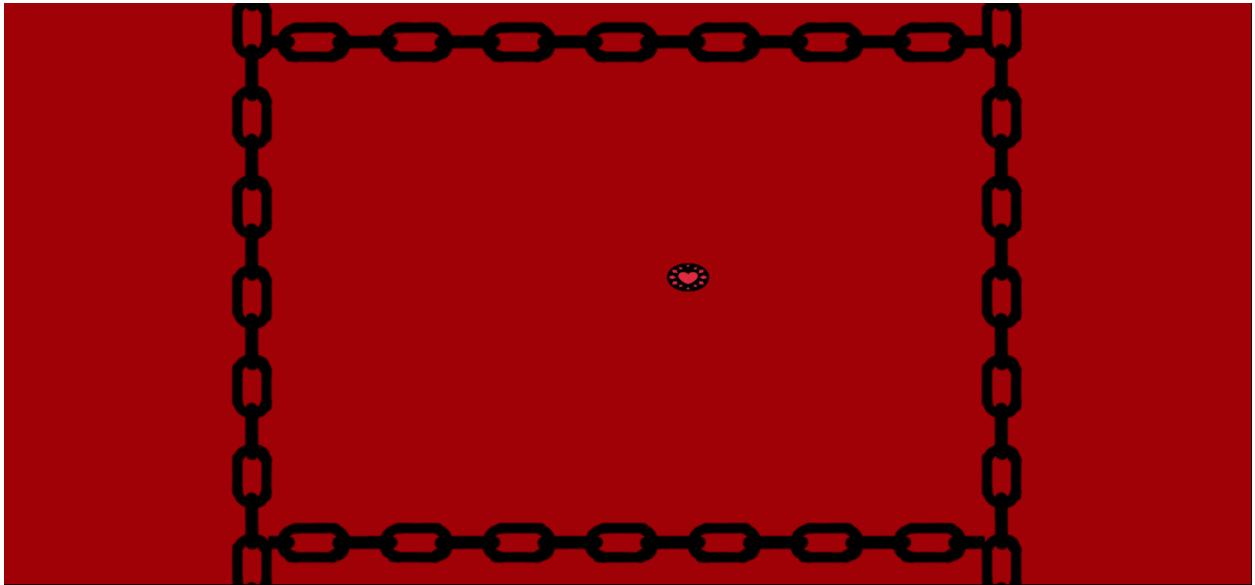


Figure 3 Current abomination for Minigame 1 (Accept Route)

Artworks will be like that of Project 1 (Proposal Day). As a digital artist it feels oddly satisfying to draw stick figures with mouse without feeling the pressure to make everything looks perfect. I notice that project 1 was lacking in term of coding style and coding skills. Therefore, I plan to spend more time coding and utilize codes if appropriate instead of background images.