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CART 263

1 April 2021

Project #3: Prototype proposal: Good Intention, Bad Execution?

Description: GIBE is an extremely silly game.

The user will be faced against 3 (potentially 4) situations in which they have the option to help or let go. In most cases, the user is rewarded for letting go as opposed to helping in a clumsy and naive way. There is always a hint that suggests the P to let go instead of helping and making things worse.

The purpose of the game is not to persuade people from helping, but to consider whether or not the other person actually needs help or if their action will actually better the situation.

3 Libraries/Technologies implemented in the project: Annyang, Handpose, p5js and potentially Responsive Voice if time permitted. Responsive Voice will be used to add additional dialogs.

First situation:

On a walk, P (the Player) meets an old friend. The friend wears a red soccer jersey **(HINT)**. He accidentally drops his phone while P is in reach of catching it. Will

- Attempt to catch the phone?
- Let it drop?

Catch outcome: (P must put the tips of their hand to the dropping phone and yell "NOT SO FAST!")

- The user attempts to grab the phone but knocks it to the ground and cracks the screen.
- Result: The friend assures the P that it is fine but he is visibly upset. A sense of guilt crawls on your back.

<u>Letting it drop outcome: (Trigger Condition: P does nothing and the phone drops)</u>
- The friend stops the phone from falling with his right foot, juggle it around and catches it swiftly. His right shoe is seen to be untied **(HINT)**.
- Result: The sporty friend shows off and your friendship strengthens.

<u>Second situation:</u>

Depending on your previous action, your friend will either be slightly annoyed or normal to P.

The two keep walking down the road. P hears the sound of a flock of birds in the sky. P sees and listens to the trees rustling from strong gusts of winds **(HINT).** P looks up to see a bird's poop falling in the direction of friend's head. Will you:
- Push him to the right to dodge the poop?
- Do nothing?

<u>Pushing Outcome: </u>(Trigger Condition: P must move one hand from the left to the right and yells "POOP FROM THE SKY" at a high enough volume)
- Your friend trips over his shoelace and falls on the street. The car on the road stops just in time to spare his life. The phone that he was holding, however, bounced towards the street and got run over by the car. He stands up, speechless and staring at you questionably. You tried to explain but he waves it off. He saw the poop on the street and understood your good intention.
- Result: Although visibly annoyed at first, he brushes it off.

<u>Do Nothing Outcome:</u> (Trigger Condition: When the poop drops to x distance away from friend's head)
- The friend notices his shoelace is untied so he leans down and ties his shoes. The bird's defecate was pushed by the gush of wind and landed on the street.
- Result: Friend saw how lucky he was. P seems happy that it works out for the best.

<u>Third situation:</u>

Depending on your previous actions, your friend will either seem happy, slightly irritated, or annoyed at you. This will be shown by illustration.

The friend goes to retrieve his soccer ball which rolls on the 2 lanes street, next to the sidewalk. P looks back to see a car running at high speed on the same lane (next to the sidewalk) while no other car is seen on the next lane **(HINT)**. Will you:

- Heroically push your friends away to the next lane, where no car is seen?
- Let his fate be decided by doing nothing?

SAVING FRIEND TIMELINE: (Trigger Condition: P must put their hand near the camera (until their middle finger takes up half of it to stimulate pushing) and yell "NOT THIS TIME" at a decent volume)

- You push your friend towards the next lane of the road… to be hit by the same car. Although at high speed, the driver saw the danger ahead and switched lanes at the last second... to the demise of your friend that you tried to save. The driver hit and ran. Your heroic act is now a homicide. Enough with the cliches!

Will you:

- Call the police to report the incident and redeem justice for your friend and his family?
- Flee from the scene for your own sake?

Calling the police:

- Manslaughter Ending: Without a phone on you, you stop the next car and ask them to call the police. They pick up their phone and nervously drop it as they witness the bloody scene. The phone is (once again) within your reach… The game ends, suggesting an endless loop of manslaughter.

Fleeing from the scene:

- Atoned Ending and Changed: You lived the rest of your life in the jungle, protecting humanity from your ...help.

NOT SAVING FRIEND TIMELINE: (Trigger Condition: The car reaches x distance in front of the friend)

- Although at high speed, the driver saw the danger ahead and switched lanes at the last second. No harm was laid on your friend and he believed it was a stroke of luck. The two walk to your house and the friend asks for a ride home… The sound of the car engine plays in the back as the scene fades away.

The P gains additional achievements at the end according to the number of times that they offered help.

Achievements:

No help: You have quite the calculating mind, though possess no soul.

Helping 1 time: You have a small heart, but a sharp mind…

Helping 2 times: You are a decent human being with a decent heart.

Helping 3 times: You have a big heart but an unrealistic and reckless mindset.

Helping 4 times: You stuck to your truth, but sometimes less is more.

Plan for technical problems:

My most concerned problem is how the hand will be portrayed as the hand is only represented as skeleton fingers (as shown in prototype). This will require some more insight into ml5js. This problem may be served by the tracking of the fingers and hand joints such as demonstrated in this link:

https://www.ygzhang.com/hand-pose-tfjs/

This may be a substitution to only the skeleton fingers.

Another problem is the coding for the juggling phone (the friend juggles his phone to prevent it from falling with his foot). I will probably use the rotation and translation functions to rotate while moving it.

As the P looks up to see the flock of birds above, to truly make the experience interactive I may also include the object detector from ml5 and require the user to slightly move their head up to look at the birds.

Unfortunately I have not been able to create illustrations as I was seeking a complicated and original script for the game. But this collage shows the overall arrangement of the scene that will be all illustrated.