1. **All the courses you have taken:**

Calculus

ASDR 1300 simple carbon pencil drawing

ASIM 1300 video editing and PhotoShop

Sound & Code code on Max8

CRCP 1350 Maya

CHIN 4382 & FILM 1301 film history and film analysis

PHIL 1305 philosophy

KNW It taught me how to think differently and how to communicate

1. **Books:**

*Dragon Ball*: The main character gradually becomes stronger and defeats the strong enemies

*The Devotion of Suspect.* Higashino Keigo's novels, detective novels, motives bigger than gimmick, love

*The Three-Body Problem.* Reflections on the future and civilization, intellectual fights between people, powerful plot reversals.

*The Legend of The Condor Heroes*. Wuxia and Chinese romance, defending home, adventure, amazing fights.

*Raging Loop.* The murder game/Werewolf, visual novel, the contest of logic and thought, infinite reincarnations, gods, choice leads to the end.

*Ever17*. Time travel, meta elements, survival in difficult situations, narrative tricks, multiple perspectives.

*HunterXHunter.* In the battles of strategy, the relationship between the use of superpowers and restraint determines the outcome of the battle. As the story progresses, the relationship and positions between characters are constantly reversed. The protagonist does not represent justice. The villain is charismatic.

*Judge Dee Mysteries.* The prosperity of China's ancient Tang Dynasty, the protagonist full of wisdom, two-line narrative.

1. **Movies:**

*Inception.* The world in dreams is fascinating.

*Legend of the Demon Cat.* The spectacular beauty of the East is on screen, and live action adds a sense of reality.

*A Chinese Odyssey Part Two – Cinderella.* Love across time and space, adaptations of classics, and the core of comedy is tragedy.

*Dying to Survive / Drug Dealer.* The protagonist is a villain who is profit-only at first, but finally makes an altruistic choice in the development of the story.

*Infernal Affairs.* Hong Kong police and criminal genre film, undercover, destiny makes people.

*Fight Back to School.* A policeman who entered the school undercover to find a missing gun. The setting of avoiding the teacher to play truant is very interesting.

*Shadow*. The Three Kingdoms version of *Kagemusha*. Repressive colors and the theme of substitutes.

1. **The Same Thing for Songs - Lyrics, Energy, Mood, Color**

***Black Tangerine*** by David Tao

Blue - Melancholy

Black - Angry

Grey - Helpless

1. **Sources of Info/inspiration that have inspired you on past successful projects**

I have followed some commentary channels for movies, games, and books on some video sites.

The official website of processing.

http://www.chimakier.com

rpgmaker's material website, and some Japanese pixel resource websites

1. **A list of things that you need to be at peak productivity**

A separate room

A computer

Two displays

A noise canceling headset

A youtube music list

Two cups of plain water

Table lamp

A notebook and a pencil

1. **Interests - Start with broad categories and then drill down, ask why, and then narrow the list**

**Something that impresses me**

| emotion

**Love** — **Family love/ Love in relationship/ Love for country or nation**

| The love expressed in cultural works can move me

**I want to create works that can move people with “love”**

| Story / Painting / Music

| Movie/ Novel / Game

**Interactive**

choose love through |

options | Fighting with the enemy for love is my favorite

**Visual Novel**— **Game** — **Action game**

| There are always love stories that move me in Japanese RPG

**JRPG**

| The themes of horror works mostly start with love

**Horror Game**

1. **Artists that inspire you**

Toriyama Akira

David Tao

Itō Junji

1. **Major life experiences that have affected you - moving, people, deaths, or events that stand out in your life**

When I was young, my family was poor. My mother had a job, and my father was out of town, so I had to walk to and from school by myself since I was 8 years old. The journey was far away, so I often tried to have fun on the road, such as stepping on grids on the ground, or imagining that I was going through an adventure. As I grow up, it is difficult for me to have the patience to regain the simple happiness of the time right now. I think this is what I yearn for. The most important thing is to do what you want to do.

1. **5 CRCP projects that you’ve completed - your most liked, most difficult, most proud of, the one you learned the most from, the one you enjoyed making most**

Pac-man-like game on Showcase last year. I made a ghost catching function. Although it is very simple, it is a complete game. I thought a lot about the cutscenes, and even recoded it from scratch when I did half of the functions. This taught me to plan everything before writing the code, otherwise the work may get stuck.

I used Maya to make an animation like the *King of Fighters*. Although the models, special effects and plug-ins are all sourced from the Internet, the completion is not bad. It took a lot of time.

Edited a mixed cut of Makoto Niitsu movies. This is my first Anime Music Video.

A sound work called "Summer Nightmare" was made with a few horrible sound effects. A sound work called "Summer Nightmare" was made with a few horrible sound effects. I spent some thought on the arrangement of the sound effects and added a narrative attempt. It is one of my proud works.

Use PS to swap the faces of my classmates in the photos. This is really funny.

1. **CRCP Projects you have thought of making and want to make but have not yet made**

The Final Project in CRCP1310. I was trying to make an RPG game with dialogs, cutscenes and turn-based combat. But the efficiency and effect of the functions is terrible. I personally missed the presentation that day and failed to explain my work properly. If possible, I would like to challenge writing an RPG game from zero to a complete one.

1. **What are your work/employment aspirations? List why they are what they are.**

I want to enter the game industry. It may take some years, but I hope that one day I can make my own games and support my life.

**3 ideas general ideas for my Creative Computing Capstone project:**

1. A horror adventure RPG with the theme of love, the background of the east world, and the main gameplay of puzzle solving.
2. A turn-based combat JRPG like *DQ*. The theme is to escape a blocked world through battle and discover the hidden truth in this world in the process. Contains time and space travel elements.
3. A horizontal action game with *Journey to the West* as the background. Make melee attacks, long-range attacks, jump and block functions.