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Cart 253
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Help Jungkook with Christmas Proposal Document

Theme:

The concept of my final game is based on the Christmas holiday. For the past two years, everyone was isolated from everyone and everything because of Covid-19. Many people did not enjoy the past two Christmas' because of safety reasons. However, this Christmas, it feels somewhat back to normal, before covid. People are allowed to visit other people and spend time with their loved ones. From this excitement of spending time with families and creating new memories in this wonderful holiday, I wanted to create 3 to 4 mini-games on the topic of Christmas. These mini-games will be simple and quick so whoever plays them can feel relaxed and get excited about Christmas. It's another way to spreading the joy of Christmas.

Idea:

When coming up with a concept for this project, I wanted to have a backstory to my final project that connects each of the games to one object. Thus, I decided to create a character who will guide the player throughout the mini-games. This character's name is, "Jungkook." Jungkook is really excited and he is getting everything ready for the Christmas holiday. However, he can't do it alone, he needs someone's help to get ready. So the helper here will be the player who will help Jungkook with Christmas. The player will need to have different skills to succeed in these mini-games. For example, catching, collecting, and memorizing. Just like Christmas, these games are classic and simple but with the excitement of Jungkook, the player will be relaxed but excited.

Introduction to the Game:

The game will start out with a landing page where Jungkook will be asking for help. Here, the player has to option to read the (how to) instructions to these games or she/he can just start playing. I believe that the player should read the instructions to fully understand the game but it's up to the player. However, if the player selects the 'how to', he/she will read the instructions on all of the games and what to do, and what to avoid. I have two different approaches in mind for the final project. One is where it is just classic mini-games after one another. Or the second approach is where I can make one game the hero game and the rest will be the supportive games to the main one. Approach one is very simple and easy to follow. After a player completes the first mini-game, she/he will move on to the next game and so on. To make it more fun, I might add a timer and the number of objects that will be needed to be collected or caught before the timer runs out. If the player loses any mini-game, she/he will have to start from the beginning. The second approach is a bit more interesting and it also gives an option to the player not to play the other games if they don't want to. However, for the option of not playing the rest of the games, the player will have to succeed in the first game. If failing to do that, the player will have to play a randomized game to go back and complete the hero game. I like the second approach because it gives the player a shortcut to avoid other games. In the next few paragraphs, I will be explaining the second approach for the final project.

Game 1 - Hero Game:

The hero game is a memorizing game where the player will have to match the correct image with the correct image. The idea of this game is to match the 30 cards with their right pair. Meaning there will be 15 different pictures and the player will have to find that correct image to create a pair and remove those 2 cards from the pile. The main goal of this hero game is to complete a pair before the player's 7th try. If the player does not succeed to get a pair before his/her 7th continues try, he/she will have to play another game before the player can complete the matching game/hero game. The game will only end if the player completes the matching game. There will be three different supportive games that will randomly appear when a player loses. I will be using the mouse-clicked function for this game where the player right-clicks on a card and it flips over and reveals the image. These 15 different images will be related to Christmas like tree, sugar cane, star, presents, food, Santa, and etc. After when the player succeeds to complete this game, Jungkook will appear and say, "Thank you for your help! I would not be able to finish it alone." This game will also have some sound effects. For example, when the player clicks on the card, it plays Christmas audio.

Game 2 - Supportive Game

The goal of this game is to catch 30 Christmas ornaments for JungKook's Christmas tree. The restriction is to not let the ornaments touch the game because it will break if that happens. After completing this game, the player can return back to the matching game and tries to finish it. I will be using the mouse-press function with audio to it, wherever the mouse goes the music changes.

Game 3 - Supportive Game

This game is very classic and simple. It's a snake game where the player will be using a key-press to move around the snake and collect 30 presents. After 30 presents, the game stops and the player returns back to the main/hero game. The player will have to avoid the edge of the canvas to live and win otherwise, the player dies.

Game 4 - Supportive games

For this game, the player will have to move within the canvas to avoid dying and collect music for his playlist.

Challenges:

One of the challenges, I am having is placing an image inside a rectangle. So I might have to use image texture to see if that works or not. If it does not work then I might just bring the images in CSS and HTML to display. Another big challenge I might run into is one of my games might have a lot of different songs which will only be played when that place is clicked. For this, I will have to rewatch the sound lectures. There will be many challenges that I will see by just being a new P5.js learner and being a slow learner.

Citation:

Fill rest with image by jeremydouglass

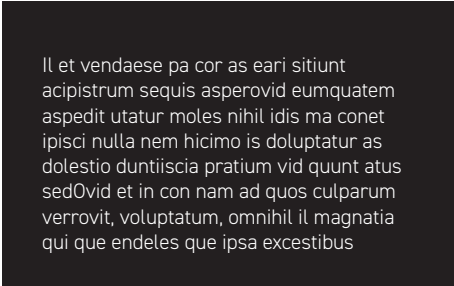
<https://editor.p5js.org/jeremydouglass/sketches/T2ooOe6Nx>

Lectures on P5 Sound.

<https://pippinbarr.github.io/cc/1/schedule.html#p5sound>

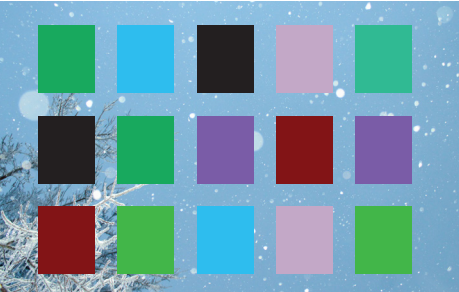


Landing page

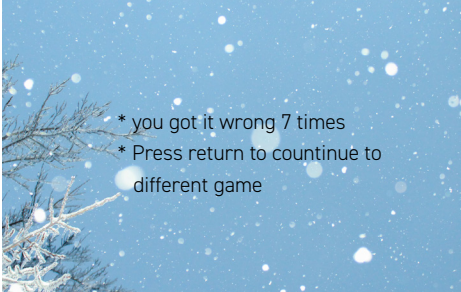


How to - page

Game 1 - Matching Cards



Matching card game - 30 cards



After getting the Hero game's cards wrong 7 times, the player has to play another game.



After getting the Hero game's cards wrong 7 times, the player has to play another game.

Game 2 - Catch the Ornaments



Catch 30 ornaments

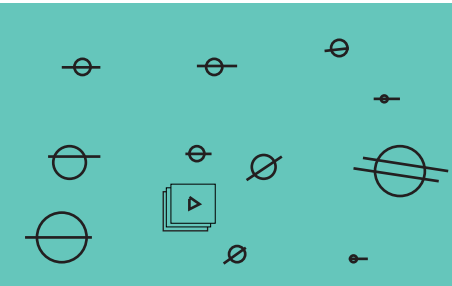


This page show when you lose the game.

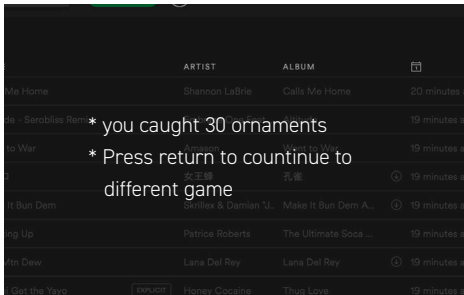


This page show when you catch 30 ornaments and it gives you to the next game.

Game 3 - Collecting songs



Collect 10 songs by going around



background is the playout image and press return to move on to next game.