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Progress Report

Progress

Since the proposal, I have created two new levels (Lvl2 and Lvl3), created assets for 1.5 following levels as well as the premises for 4 future levels. I have also created a superclass to extend all my states/class from and tidied up my main script so that everything relating to specific levels can be found in their corresponding class. I have tried to put my 'success' states from each level in its corresponding class, but that is not behaving as it should. I have to work more on the way mouselsPressed is called into these events. However, I wanted to submit a working (even if behaving weirdly) program rather than the version I broke trying to solve it (I tried putting the success as a method, and then tried to put the entire thing in MousePressed() method but I was not able to think it through thoroughly, so the program kept breaking)

Future work

I need to figure out how to implement lives in an array and call a Game Over when life.length = 0. A challenge I have is trying to vary what kind of input the player can use during the game without making it too difficult for them to figure out how to succeed (ei: 'any' keys). The default is always point and click, but that might not be challenging enough. I will have to look up documentation and fun and innovative ways to make the player interact with the game (screaming at your computer can only be fun a handful of times, for some). I am trying to built my game so that every second level is an 'easy' clickable multiple answer question and the others are a bit more challenging, either using an odd user input or an intriguing/challenging interface.

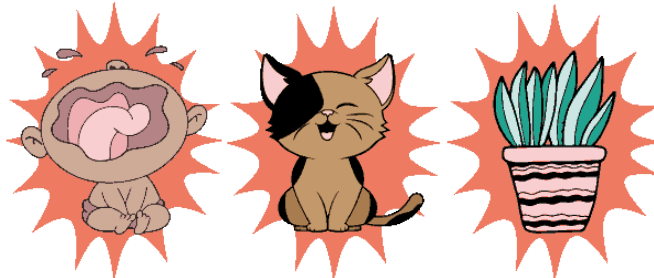
As for the levels that are already in the making, I have created a few different assets I'll be able to shortly integrate to the game.

The following images (all in Hover state) will be used in Lvl 4 : *You feel lonely. What do you get?*

Click on *baby* : 'like you can afford it' (-1 life)

Click on *cat* : 'you're either allergic or you already have 4' (-1 life)

Click on *plant* : 'You can definitely find more space on the shelf for this one' (currentState = next lvl)



Level 5 will be a kind of new take on 'crossy roads' but the user will be a biker that has to get to work on time amongst demonstrations/strikes and angry motorists (and probably orange cones too, because Montreal). When you get there on time, your boss is still mad at you for not getting there early. There will be a timer counting down seconds (will be represented as minutes) to 9:00 AM. Getting there late will result in -1 life, but you'll be able to pass on to the next level.

Level 6 (or 7?) will be this (marvellous) quote I pulled from an article about millennials. The question will be 'What do you identify with the most in those lines?' and the solution will be to hover over any of the highlighted letters down below that spell the word 'everything' and click on it. Whenever you hover over them, they will highlight in a contrasting colour. Other options will be available to be hovered and clicked on, but they will result in -1 life.

that extends from the **US** to **Australia** to **even millennials themselves**. According to the theory, people born between 1980 and 1995 may be **smart** (except when they're **stupid**) and **digital-minded** (except when they're **not**). But they're also **killing every industry** from **diamonds** to **napkins**, wrecking **religion** and **university campuses**, **ruining the economy in Japan**, **destroying America** and maybe even **destabilising China**. That's not to mention **how much they're annoying... everyone**.

And then I have a money handling situation that is going to have Tom Nook (Animal Crossing) as the solution, but I'm still thinking of a better way of portraying that question than what I originally came up with.