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CART 253

November 8th, 2020

Proposal – Project 02

This game is a loose retake on 'the Impossible Quiz' by Slapp-Me-Do first released in 2007.

The idea is to have the player reflect on how millennials were put in an already failing system and that we are all mostly just trying to do our best. We have been in a climate and sustainable crisis for decades and no one seems to care, human rights are being miserably disregarded across the globe, the wealth gap is getting bigger as millennials' hopes of building a stable future slim down. And because Murphy had a bad day, most of us are stuck entering the job market and post-secondary education in lockdown caused by a worldwide pandemic.

Nevertheless, we grew up with the internet, aware of everything there is to know, and not know, around. Our individual voices can be heard a lot more than those of generations before us, and we are learning to use them unapologetically.

Consequently, I wanted to create a critique under the form of a multilevel game to reflect on what world we were put in, but also what comes next? What do we do with what was handed to us? (My guess is that will not be answered in the first few questions of the quiz, if ever)

This survival guide will lead you through problems millennials face, as well as problems older generations imagine we are the cause (apparently, we are killing countless industries from cheap pet food to cable TV). Tasks and questions will be asked of the player to perform to level up. The answers will range from clever riddles to plain sarcastic or ironic jokes. Fail to answer correctly, and one life will be taken off your total 5 (this feature will be added in the full version, it has not yet been integrated). Lose all 5 lives, and this will trigger Game Over, and show everyone that you could not make it as a millennial in the outside world.

The quick level game will allow me to test plenty of functionalities of JavaScript and the p5 library. My challenge will be to use as much as possible in a cohesive way. My goal is to be able to explore more of what JavaScript allows on the solid basis I have built this semester. Different user control (mouse/keyboard), interaction with space and objects around the canvas, as well as sound interaction (when clicking, dragging, typing…) will enhance my project. Another challenge will be to add the 'lives' features.
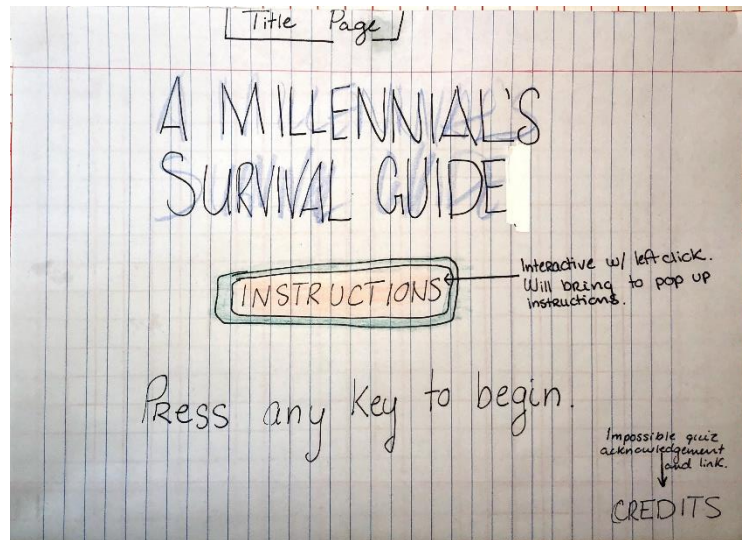
1.Very simple title page, with button towards instruction page/pop Up window with sound effect. Credits will also be given to 'the Impossible Quiz' because my idea is derived from their 2007 game structure.

Players will be asked to press any key to begin. This is the first test, to know if it's really worth a shot, you know.
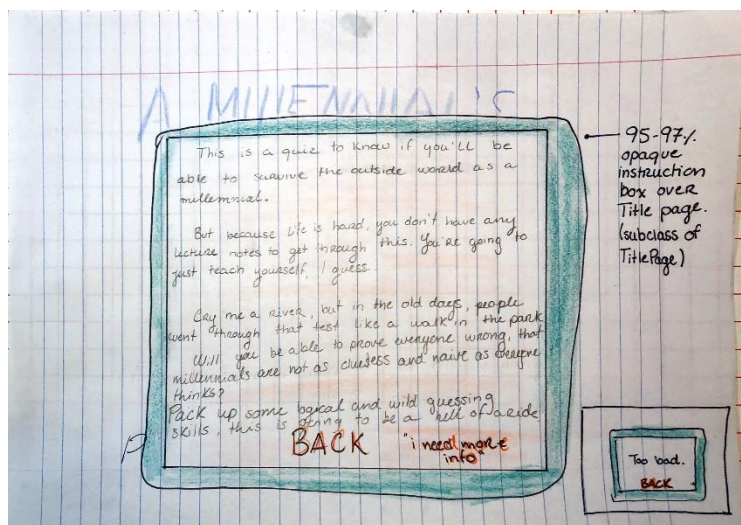
2. This is the instruction page. It will be neatly done, but completely empty of content. The goal is to have the player learn by themselves how the game is played to portray how millennials are thrown into a world where nobody knows what's really going on and we are just supposed to figure it out.

If one clicks "need more info", the text "too bad" will appear, only giving the option of going back to Title Page.

No more info will be given.

3. This is the first level (order might change). You are asked to buy a new house. Being a true millennial, you know there is no such thing as buying a house in the kind of economy we were brought up in. You will therefore know the box is the only thing you can afford in this neighborhood. You will win this level without a second thought, leaving the non-millennials wondering why they cannot select any houses.