

**Shandon Fleming**

**CART 263**

**Project 2 Proposal**

- **a written discussion of your artistic vision for the project**
- **a discussion of your plans for the technical challenges the project will present**
- **one or more annotated visual sketches (drawn, collage, or other approaches) of how the final project will look and behave according to your current vision**

For my second project, my goal is to create a “modern day” version of the classic game of I SPY. I intend on using code to write a fully functioning game of I SPY that the user can play with the computer. In other words, the user will be given a clue by the computer (with the use of the responsive voice library) and he/ she will have to follow that clue to a specific image on the page before a timer runs out. The user will then click on the image and either get it right or wrong. If the user finds the correct image, he/she will get a point on a scoreboard somewhere on the screen. If the user fails to find the correct image or runs out of time, the game will be over and his/her final score will be the amount of points that he/she has accumulated up until that point. The game will be designed in a way that if the user gets a certain amount of points, he/she will win the game, but as the game progresses, there will be added difficulty. For example, the computer will begin to give harder clues, and possibly try to distract the user so that he/she runs out of time. In a sense, even though the user will ultimately be playing the game by his/herself, the game will be designed in a way that the computer has a strong sense of personality and character.

I will be utilizing javascript (p5.js), html, css, and the responsive voice library in the making of this project and my goal is to make it as interactive and engaging for the user as possible.

## Sketch

-the layout of my final project will be fairly simple and will mainly be comprised of a large array of images on the screen

-the title of the game will be on the top left and the scoreboard and timer will be on the top right

