Cart 253

Report on The Progress for Project 2: Anything

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I have tried to follow the path that was explained in the proposal, but also have changed a few parts. So, my project had 4 main sections. the first stage which was collecting the trashes was almost completed in the prototype. I have converted this stage to an object-oriented program after the submission of the prototype. The next stage is when the astronaut needs to find a weapon that is hidden under one on the spaceships displayed on the screen. This stage is completed in the recent exercise 7. I mostly followed the same structure presented in the proposal. I also added a guiding signal that gets lower whenever the astronaut gets near to the weapon. Here I used the p.5 sound library. I plan to add more visual effects to this stage.

In exercise 6 I completed the last stage. This stage was described in the proposal as the blackhole stage where the astronaut uses the trashes and throw them in order to generate the force to get away from the black hole. After thinking I realized collecting the space trashes and them throwing them again in the space in order to survive was almost a pointless act, so I changed this stage a little bit.

I kept the whole concept of this section, the blackhole sucking the astronaut in, but instead of using the trashes to survive I decided to use the audio-in function. So, at first, we see a blackhole in the middle of the screen that is pulling the astronaut in circular pattern. As the user increases his/her voice the astronaut gets further from the center of black hole until it is far enough from the center to be in the safe zone where the gravity of blackhole doesn't work. For the absorption of the blackhole I used the polar coordinator which I found a little frustrating since I had to deal with math equations. I also included some visual effects: making the screen go darker or rotating and enlarging the blackhole to get the feeling that it's coming closer to the user.
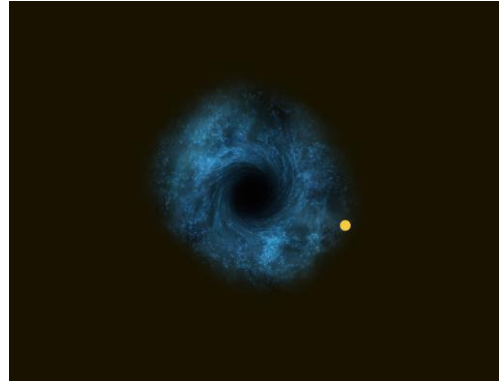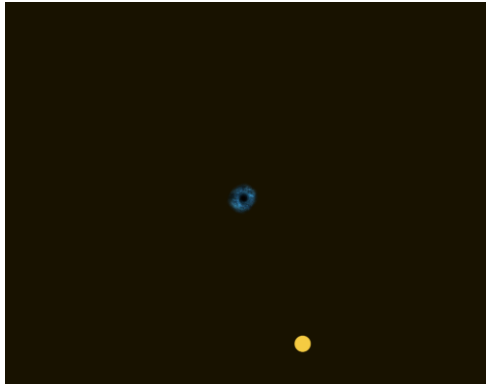
the third stage which is the attack of alien is left for future. I might include a few more stages since the progress is slightly faster than I expected. If not, I plan to improve these 3 stages, add a little bit more of complexity and complete the third section.