CART 253

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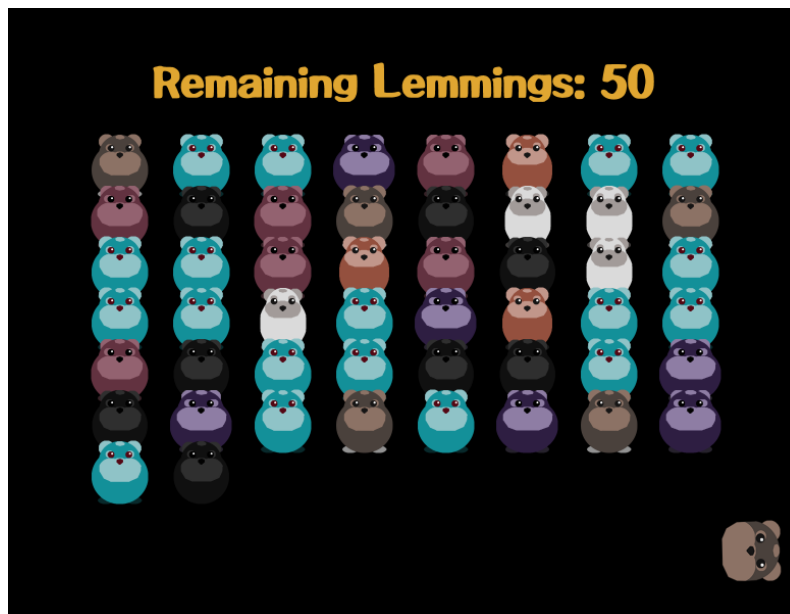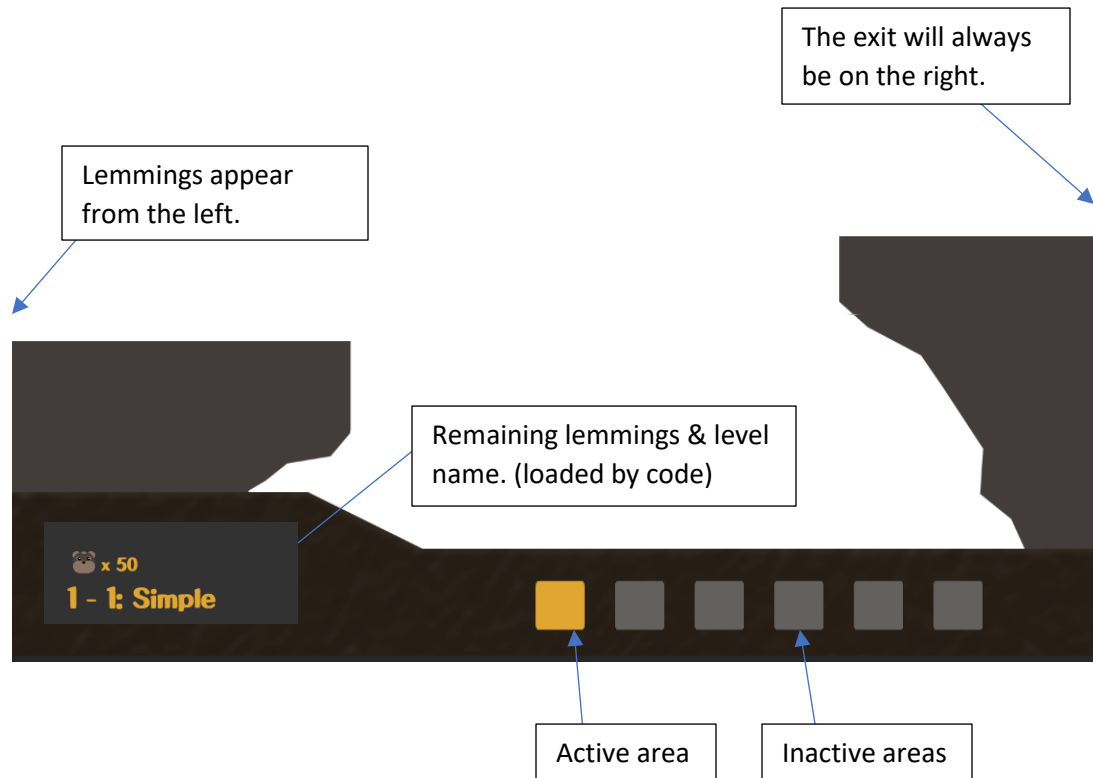
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<center>Project 2 – Anything</center>

<center>Proposal Document</center>

For my final project in CART 253, I had a rather difficult time gathering ideas. That is, until I discussed it at work, and was suggested simulating lemmings jumping off a cliff. The idea got me thinking, and for my final, I'd like to attempt to create something a little more interesting. The basic vision is for a point & click game in the style of old classics; having a randomized set of sections in each playthrough, with the goal being to keep as many lemmings from an initial bunch alive as possible. The lemmings would be created using arrays, and the numerous scenes would be loaded in from classes. The main challenge of course would be making the various scenes, having them feel unique, and making the overarching framework. For the framework, I plan to use a mix of large switch statements, values in the main script, and states to track the current progress in the game. The main idea with the variety of scenes would be that there would be that there'd be several ways in which the lemmings could die in any given scene, and the player would have to be quick to react. I did also have the idea of having a 5 second countdown before any scene starts, making it slightly less reactive. For this, I'd likely use the frame count and a value. In order to have scenes be different, yet also minimize the required code, I'd use methods in the main Lemming object to control movement, which would accept parameters. My prototype is a showcase of various things that currently function, such as an array containing level names, an array containing randomized lemmings, loading of the first scene being randomized, the loading screen containing a rotating icon, and displaying the lemmings from the array separately.

Example Section

The exit will always
be on the right.

Lemmings appear
from the left.

Remaining lemmings & level
name. (loaded by code)

🐻 x 50
1 - 1: Simple

Active area

Inactive areas

Remaining Lemmings: 50

Loading screen, lemmings are
fully randomized on each refresh.