Sydney Kit / Sydney Frank.521
Internet Art
Final Project

<center>Mime Game Prototype</center>

Over the past two years my partner and I have come up with this idea for a game that features a traumatized mime and his invisible weapons. While the original plan was to create the game using Unity, I will be creating a prototype using the Phaser.io library.

The prototype will include one level of the game that features a diner setting and some, if not all, of the attached villains. The mime will be a player controlled character that has to defeat the food objects. If time permits, a 15-30 second animated introduction scene will be included in the final presentation.

As for specifics, I will be focusing on adding walking animation since the game is focused around the mime visiting the different places in it's hometown (https://www.codeand web.com/texturepacker/tutorials/how-to-create-sprite-sheets-for-phaser3?utm_source=ad&utm_ medium=banner&utm_campaign=phaser-2018-10-16). I will also be looking at the tutorial for the Chrome Dino game (https://codeburst.io/create-a-secret-dino-chrome-game-in-1-hour-with-js-and-phaser-3-2caebb1abe2a). Although the Chrome Dino game is not exactly the type of game that the mime game is ideally going to end up being, every game has to start somewhere.