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 Saturday November 4th, 2023

Longing A Proposal for the Project 2 Prototype

I have always been in love with platform indie games that have puzzle type quests in them to make the user have to think on how they will get through different stages of the game. I have always enjoyed the simple concepts but the beautiful atmosphere that these games provide and even the beautiful art that clearly was created by an artist or multiple artists just with paint brushes and a canvas. An indie game that has really inspired me is the game Gris by Nomada Studio and Blitworks, it is a platform and puzzle based game that has the most beautiful and yet simple graphics. It is a type of game that I would like to try and create myself, obviously since I am very new to programming, I cannot make a very elaborate video game with many many twists and turns, but I can definitely try to make a platform game.

My idea is that I would make a platform game with a main character controlled by the arrow keys and I would also make the main character's sidekick be a dog that is controlled by the WASD keys. I would like my main character to be able to jump onto platforms, and run/walk across them, maybe even have flowers that grow when the character walks past. I would like both of the characters to be able to "pick up" objects, in other words when the characters touch the object that is on the ground or anywhere, the state would change, and I would write something that gives my platform game a backstory and makes it more of an immersive game. I would like each level to either have a closed door that opens once the characters "pick up" the object to read it or I would like the simulation to continue, perhaps with the help of more simulation states, as the characters pass the left or right edges of the screen. I would like the story to progress by the user reading all the notes that need to be picked up. It is less about the puzzle aspect because as a new programmer, I know it will be difficult to program a very complicated puzzle game, but I would really like for the platform aspect to help with the storyline, just to make it harder for the user. I would also like to add sounds, perhaps bird sounds when a bird is clicked on or when the dog is pressed, the dog could bark. It may be stretching it but perhaps I could make the sound of grass being walked through as the user presses the arrow keys and WASD keys. My final hope would be to design, the background, all the levels, and the characters, myself. I would like to draw them on Procreate, then download all of the images separately and add the images to my program so that it is truly a game I made with my design. I do not know how much I am truly able to do, but I will try my best and I will ask questions every step of the way so that I can make my program as close to my vision as possible.

I would like my program to be about past love and this infatuation for that individual even if that person was never the right person. The platform aspect to it is supposed to symbolize

how one person in the relationship is willing to jump through hoops and run as far as they can to get to the other, when in the end, they come closer and closer to understanding the truth of the matter and that the other person was never truly willing to do the same. Thus, as the objects are picked up the user can read parts of the backstory being explained by not the main character but the person the main character is trying to get to.

I do not have a concrete schedule as to what I know I will do and when, but I do know that I want to take each level I make one week at a time if not longer to be able to have a couple levels in my game before the ending. Here is my brainstorm for when I want everything to be done:

1. Week of November 6th: I would like to have my prototype proposal description and sketches finished so that I only have the prototype itself left. I would like to have started my prototype already before the 6th, but on the 6th I would like to ask for help and use all the guidance I can get to finish the prototype. Finish level 1 or the start of level 1 (may make it more complicated).
2. Week of November 14th: I would like to have finished the exercise “Make Some Noise” and started writing down what I want to say for my presentation for “Project 2”. Potentially start level 2 while staying the entirety of class to ask questions about “Project 2”.
3. Week of November 21st: I would like to have finished the “Reflection” exercise, continued with level 2 and started level 3 while staying the entirety of class to ask questions about “Project 2”.
4. Week of November 27th: I would like to continue with level 3 and start, or potentially finish, level 4 as well while staying the entirety of class to ask questions about “Project 2”.
5. Week of December 5th: I would like to have finished level 4, if not already done, and finished the last level, level 5, with the ending state and finished Project 2 while staying the entirety of class to ask questions about “Project 2” to finish it exactly the way I want to.

While I do not know if everything will go to plan due to other projects being due, this is my plan to finish “Project 2” on time and have it completed and in working order. I will also have people test it out so that I can see what I may need to change or fix and then I will send my final project in for submission.

Here are the sketches for my “Project 2” that show what I would like the prototype to be as well as the final project and what I want it to look like by the end:



While starting out my program and trying to create a platformer, I was advised that it would be very difficult for a new programmer to make a platformer even if the platformer has basic concepts. Thus, I have changed my plan of the layout, the meaning and characters will be the same but the layout will be more of a 2D free range type game. I would like my main character to be able to interact with other creatures and objects to retrieve the notes, and for those creatures and objects to be able to have different responses to the player such as running away, hiding or chasing. I also may keep the colours and shapes simple in order to have more time to do the complex programming than the drawing of everything.

Here is another sketch of what the new prototype beginning and end will look like for my “Project 2”:

