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CART 263 A
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Monday March 25th, 2024

<u>Hard to Move On</u>
A Proposal for the Final Project Prototype of the Game Engine Jam

My final project from last semester's CART 253 really inspired me to make a similar idea of a game for my final project in CART 263 by having objects and creatures symbolize different feelings and emotions towards the situation they are in. I also wanted to keep the same idea of "vignettes," creating new classes each scene, like I did last semester. This time, because I am using the game engine Phaser 3, scene changes are even easier. Thus, with my knowledge of vignettes and scene changes in Phaser 3, I would like to make scenes change when the player goes off the sides of the screen. This mechanic reminds me a lot of one of my favourite indie puzzle adventure games called *Pinstripe* that was developed by Atmos Games and created in Unity. I want my game to resemble *Pinstripe* less in terms of visuals, because I am going for more abstract meaning than concrete visuals, but by the way the character can move and change scenes depending on the location of the character. In *Pinstripe* the main character changes locations by going to the edge of the screen which fades the screen out and brings the character to the next area. I would like to try to do something similar with Phaser 3.

In my initial game engine jam, I had a sheep being pushed down the screen by trees falling with a gravity function and the main idea was to have the sheep try to reach the flower that can be pushed or collide with the coyote that is pacing. Through the endings I had created, I wanted it to symbolize that when something familiar enters your life, it is hard to let it go even if it is only hurting you. Which is why I am planning to make extensions to that main program by taking away some of the endings and having the borders call the next scene. Each scene I would like to symbolize a form of grief from losing someone familiar. I would like to do it by having the player be able to interact with certain elements like the trees and the flower from the first level to create outcomes that symbolize these stages of grief that I myself have gone through. I am at least hoping to make three to four new levels from my initial Game Engine Jam. The challenges I may face are that I am not sure how the boundaries work in Phaser 3, I do not know if there is a way to only isolate the top, the bottom, the left and the right of the screen so that they can all lead to different scenes. I may also struggle with if I want one canvas bound to be solid and for the player to not be able to pass at all while having others able to pass through and change scenes. I may also struggle with figuring out new symbolic things for the player to do that do not resemble my final project from last semester and give new and fun interactive outcomes. However, I feel like to resolve these issues, I will need to ask a lot of questions and ask for advice on how to improve as well as look for interactive things that Phaser 3 is already capable of doing to give me more ideas.

By having each scene be about a new form of grief, I would like to have recurring features like the coyote (may change it to a coyote disguised as a sheep) running away, to bring it back to that idea of it being hard to move on from someone or something familiar. This gives me the liberty to make each scene look different and unique from one another because of their different tones and changes of state in the grieving process. But throughout I would keep the same idea of having different forms of interactions within each scene to symbolize a state of grievance.

Once again, I do not have a concrete schedule that I am trying to follow perfectly, but I would like to do the same thing as last semester and try to do one level per week or a little bit longer, as long as I have at least four levels in total. Here is my current brainstorm for the deadline of when I hope each level will get done:

1. Week of March 25th: I would like to have my prototype proposal finished and have the sketches uploaded as well so that I can have the rest of the week to finish my final project prototype itself. On Tuesday I will stay in class the whole time to ask any questions needed so that by the end of the week I can have my initial program level changed so that it can lead to new scenes. Plus change the behaviour of the coyote (may change it to a coyote disguised as a sheep then as well). I would also like to start, or maybe complete the second level from a more formal prototype to be presented.

2. Week of April 1st: I would like to finally start my final project and either complete the second level or start creating the third level, maybe even finish it. On Tuesday I would stay all of class to ask questions on how to improve. I would also need to start thinking about the Reflective Essay and what I want to say, perhaps start writing.

3. Week of April 8th: I would continue working on the third level if it is not completed or start working on the fourth level, while also finishing writing the reflective essay. On Tuesday I would stay all of class to ask questions on how to improve.

4. Week of April 15th: I would continue working on the fourth level if it is not done, if it is done and I think I have a lot more time, I may make a fifth level so that it is four levels excluding the level I already made for the game engine jam. But if not, I will just finish up my game, and perfect it while also finishing and re-reading my Reflective Essay. By the end of the week, submit everything that needs to be submitted.

This is my plan for now, I may come across issues and not finish everything according to this list, but this would be the most efficient way of creating my program. I will try to ask the most questions I can and reach out whenever to try and get this program completed. I will also have other people play it in order to see what it looks like on their computer before I submit it.

Here are some sketches for my final project 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:

4 levels or 3 levels depending on time

leads to new scene when sheep passes

leads to new scene when sheep passes

Coyote runs away when sheep is close instead. Usually idle

leads to a new scene when sheep passes

sheep + trees will move the same way

flower still needs to be pushed off screen

leads to new scene when sheep passes

Might have all endings have the grieving state written

New Scene (a grieving state)

New Scene (a grieving state)

The original

New Scene (a grieving state)

New Scene (a grieving state + bad ending)