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## Project 2 Proposal

My game idea for this project would include the player needing to tune a tv to get a clear image of the program they intend to watch. My biggest source of inspiration for my project is the 80s and analog media; mainly an online aesthetic known as Vaporwave. I want to emulate the feeling of watching television late at night in a cozy kind of way. Another major source of inspiration of mine is the website [myretrotvs.com](http://myretrotvs.com), where you can choose any decade between the 50s and 2000s and watch videos (displayed on a small, era-appropriate tv png) from that decade right down to the year. The buttons on the tv are interactive as well and you can select what kind of programs you wish to see. While I do not plan on making something that complex, I do want the player to interact with the tv in certain ways, such as clicking or using the arrow keys.

I plan for my player to be able to switch between a few channels, each covered by static. There would be an icon at an upper corner of the screen representing a certain type of channel (shopping, kids, news, weather, etc.). The player would have to guess which channel the icon represents and flip to the appropriate image and remove the static from their screen. If they get the image right, they get a win screen. If they get it wrong, they get a game over. Both screens would offer to play again. In order to give some context to the static issue, I may claim that the player is watching tv in the middle of a snow storm and include some background ambience.

One of the issues I may encounter is associating audio to a certain gif. I want each “channel” to have some background music associated with it and I would need to find a way to group them together. One of my friends suggested using an array and numbering each group, but I would need to figure out how to do this. I may need to do the same thing with my icons and find a way to trigger an ending if the player correctly matches the icon and the channel. Another thing I may have a problem with is the audio itself. I would like there to be static noise alongside

the music/audio. The volume of both sounds would vary depending on the amount of static covering the screen (the opacity of the static gif). The static would get louder the more it covered your program and quieter the less it did. The opposite would happen for the channels' respective audio. I may find out how to do that next week with the more complex sound inclusion in p5. For my ending screens, I would like for the text to show up, but not for the simulation to freeze up. Removing push() and pop() does not work, so I would need to find a way to have the gif continue playing as the text shows up.

