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Project 2 Proposal

For my second project, I plan on creating a point-and-click type game. The vision is to design a "Lo-Fi" room. Lo-Fi is a genre of music predominantly linked to studying or relaxing. Many of these playlists are on Youtube, and they usually include a thumbnail image of a cozy-looking room. Through the use of states, I envision making three different rooms (might add more depending on time), and the user would switch between them. The goal of the game is to complete tasks by finding clues throughout the room and then accomplishing them. To activate an assignment, the user will use the built-in p5 functions.

Example of Lofi Room - https://i.pinimg.com/originals/1f/ff/98/1fff98d4742c2f101d24d86be345c0a0.png

The actual game is not going to give many hints because then it would be too easy. However, to access certain minigames, it requires the user to look around for clues. A clue can be interacting with an object to find a message that will later need to be used for another assignment. I have not yet narrowed down what each game will be. Nevertheless, I will propose ideas and either expand on them or change them completely.

SETTING 1

The first game involves filling in a specific message. The inspiration comes from Pippin's "magic word" example. When the code is encrypted correctly, it will present a hint for another game that can be found somewhere else. To access the game the user will have to interact with the laptop. The issue is a username and password are required, and they are scattered amongst the other objects in the rooms to log in. the user cannot fail this game, but they will not be successful if they put the wrong combination. If the login information is correct, it will load the

laptop's screen state. This is where you can begin the first task. The user can also access the Lofify app(parody of Spotify - More info on this at the end).

SETTING 2

The second setting would take place on a phone that is found throughout the room. Once again, it will require a six-digit password. When the phone is unlocked, it will include several different apps, a game, the notes application, and the last one is the camera. All of the apps will have significant information to complete riddles or other games moving forward. The game will be based on code from exercises like dodge-em or the age of aquariums. Obviously, they will have different meanings.

SETTING 3

The third game that I want to do is to play a simple piano piece. I would use the p5 sound library, tools like Oscillator, and Envelope to create the sounds. If this idea does not work out, I have another plan with the audioIn.

OTHER INFO

To make the environment more "lofi-esque," I will create a rain effect with an array. Another suggestion is to change the cursor. If it is hovering over an interactable item, the object will get colored in, and the cursor will represent an action symbol. If it is an object to view, the cursor will represent an eye.

LOFIFY

Lofify is accessed only through the laptop. It is to set the soundtrack of the game. The user can choose between six songs, and the song they choose will loop throughout the gameplay. More information on how it works will be displayed in the final version.

LIST OF IDEAS WRITTEN DOWN

1st person(therefore no sprite for a user)

Point and Click type game

Complete all tasks to win

If task is complete turn the item to activate the task a different color

Multiple states to switch between rooms/screens

Make background Lofi-esque

Screen before title to activate sound

Title screen (make buttons separate for movement)

Help screen

End screen

Arrow sprite to change rooms

When All tasks are complete, end the game. (restricted till all tasks are done)

Ambient sounds

Reset Everything after

Other notes if I have a chance to make them

Border

Liven up the room

Windows

Aquarium

Laptop

Desk

Phone

Bed

Couch

Clock

Lamps/Lights

STATES

State Breakdown

INFO SCREENS - Title Screen > Help Screen > End Screen

ROOM SCREENS - <u>IF ON ROOM 1</u> - Room 3 < Room 1 > Room 2 - <u>IF ON ROOM 2</u> - Room 1 < Room 2 > Room 3 - <u>IF ON ROOM</u> 3 - Room 2 < Room 3 > Room 1

MINIGAME1 SCREENS - Laptop Screen > How To Play Minigame Screen > Minigame Screen > Completed Minigame Screen > Room (x)

MINIGAME2 SCREENS - Phone Screen > Passcode Screen > How To Play Minigame Screen > Minigame Screen > Completed Minigame Screen > Failed Minigame Screen > Room (x)

MINIGAME3 SCREENS - How To Play Minigame Screen > Minigame Screen > Completed Minigame Screen > Failed Minigame Screen > Room (x)

CREDIT

All credits to sounds,fonts,ideas, and images will be delivered on a separate document, on the readme file and the code itself.

EMPHASIS

The feedback on the last project was about improving the code, mainly by keeping it more organized and utilizing functions and comments in a better manner. This will be something I am aiming to improve for my final project.

PICTURES

Rooms made in Illustrator.