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<div align="center">Project 2 Proposal (Distractions)</div>

Libraries Using

For my second project, I am leaning towards making a game. The game will have a very childish/hand-drawn aesthetic. I plan on using P5.JS and Annyang as the main libraries. However, this is subject to change. I might include Responsive Voice and JQuery UI as well. This project aims at especially being more explorative within the library of P5.JS. How to incorporate potential concepts I am not as familiar with, such as trigonometry or utilizing other parts of the API that I would not usually be reliant towards.

What is the Game About?

The concept of the game revolves around a set of abstract tasks to complete. During my mid-teens, I picked up a severe gambling addiction. It caused emotional distress, and interfered with daily life. Eventually, I got the help that was needed. I had to find a way to distract myself, and I would do so by completing a lot of brain teasers or games that could reflect the stimulation of gambling. This is what inspired the idea for this final project. The game follows this individual who has just lost his mom. On the outside, he acts as if everything is fine. However, he truly is struggling. He lives isolated from everything and everyone. He has no social interaction with the world except for his aunt Linda who lives across the country. Therefore, the only way to keep his mind off the tragedy is by staying occupied and finding things to do. The game questions if masking emotion with distraction is the best way to deal with grief.

Technical Challenges

The technical challenges will be working on the tasks. My previous projects required a lot of specific mouse positioning and mouse hovering. Therefore, these concepts should not be an issue. It is more about my vision of the tasks coming to light. Also, working with concepts I am not as familiar with will require more time and patience to get the desired result. In hopes of avoiding these challenges, I have already started fleshing out ideas and testing different examples.

Inspirations

I took inspiration from my final project in CART253. It involved a set of tasks as well. The difference is that this project will have a very different set of tasks and mechanics to accomplish.

Ideas of Tasks

Not in Order / Not Final / Not All Tasks (Task Ideas)

1- "Heart monitor." The user controls a line that zig-zags based on the mouse position and has to accumulate a set amount of points before time runs out. (Included in prototype)

2- "Confess." The user speaks into the microphone to respond. Entities are consuming the brain of the protagonist, and the user must cross paths with the flying debris to get hints to figure out the answer. I might use Responsive Voice for this as an audio cue for feedback.

3- "Adjust." The user has a number of buttons that must be triggered in sequential order. If the sequence is wrong it resets all the buttons. The game is about trial and error to eventually solve the proper sequence. In addition, there is a timer to add a level of difficulty. When the timer is up it will also reset each button.

Random Illustrations that include UI design, tasks, and icons.
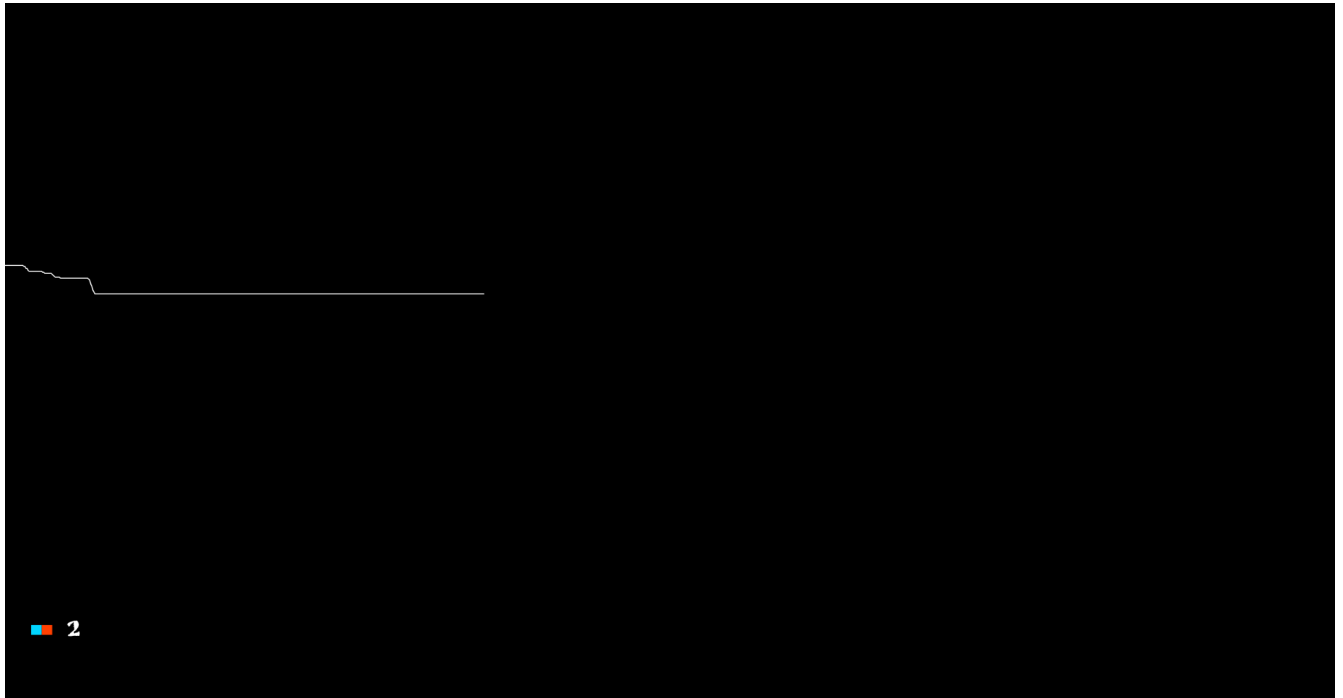
Illustration of the heart monitor task.

Illustration of a room used in the game.