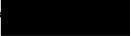


Proposal:

A Simple Meaningful Game

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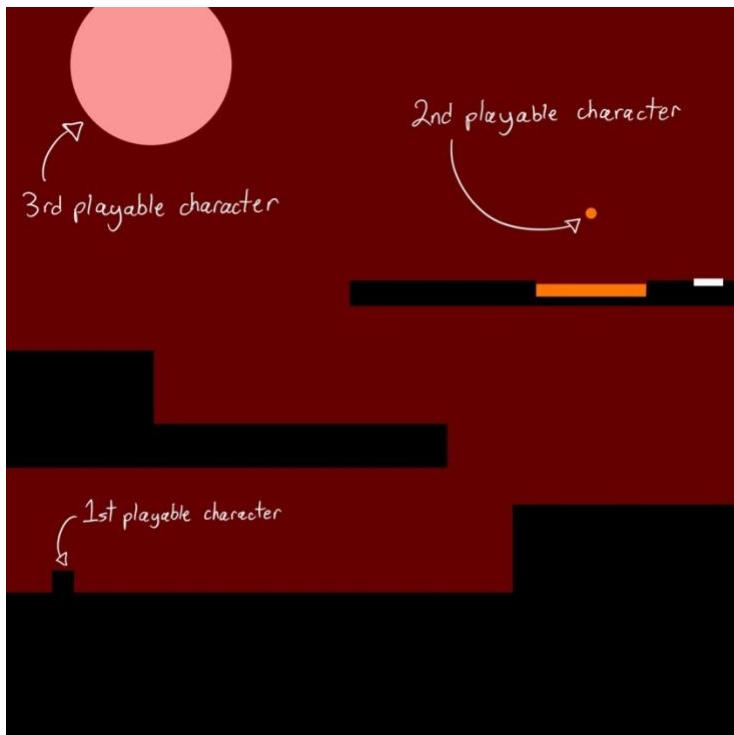
The idea for my final project comes from my previous coding class, CART-253, taught by Dr. Pippin Barr. I would like to keep working on my final project for this class and expand the concept furthermore to create a program that is both technically and conceptually interesting. For context, our final project for CART-253 was to create different variations of a code. It was very vague and it could have been many things, but I decided to create a video game out of it. Basically, the idea was that in each variation of the program, the player would control a different character from the game. So the whole background and settings of the games remained the same, but the way the player interacted with the game changed. For instance, I made three of these variation. My first program acted as a normal video game. The playable character (a cube) started at the bottom of the level and was controlled with the keypad. The goal was to jump on the different platforms of the level and avoid the lava to reach the end. Pretty basic stuff. Then, the second version playable character was the lava itself. So the player became the “villain” and had to try to defeat the hero (that he played in the previous variation). Finally, the last variation consisted of controlling the sun. The only way to control it was to move the sun to the right or left which meant that the only way to “win” the game was to move the sun out of the canvas and plunge the other characters into darkness.

I really liked working on this project and finding different clever variations for the same level. That's why I wanted to recreate the same concept for my final project, but with a better execution, more thought out variations and better graphic. So here is my idea: I want to create a video game where each levels happens in a different state of the same environment. So essentially, the state of the environment would change each variations and the playable character would then change depending on the state of the environment. So for example, the first game would be in a joyful and healthy environment. You would control a small lovely character. Then, the second level could be in the same place but instead of being healthy the environment is currently a war zone and being bombarded. It has a more sinister look to it. In this variation, the playable character would be a bomb and the goal would be to destroy the landscape. Then, the third level would be in a completely flooded setting, where you would control a sea creature who's trying to pass through the debris of the abandoned buildings. And finally, the fourth and last level would be in an environment showing broken structure being overtaken by plants and you would control a little happy fox.

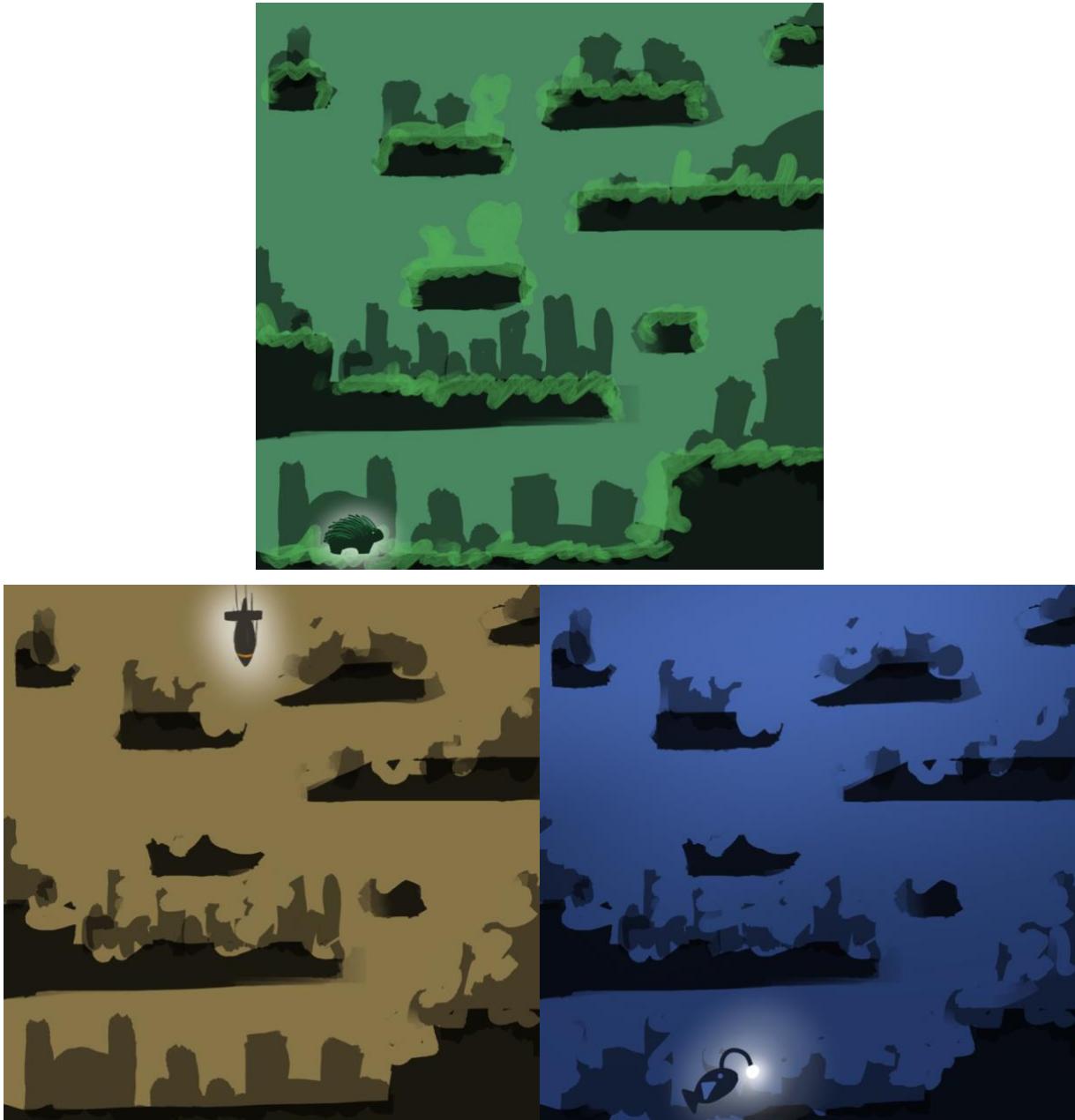
So each variation would show the same setting but in a different era. The goal of this game would be to show how a beautiful city could be destroyed by war (human's greed) and then be taken over by nature (after human's extinction). It shows that when the humans will be gone life will still go on as if we never existed. I think that the gameplay is important in a game but to me the most important thing is the message that you want to transfer to the players. So each levels of my game would have a pretty easy and straightforward gameplay (that would vary from each) but it would ultimately deliver a powerful message after someone has played through all the levels. For example, the first level would be a simple platform game. The 2nd one would be more of a speed game since the bomb will accelerate and you will have to reach a specific point in the level. The third one would be a more peaceful and relaxing gameplay (the fish would move slowly through the buildings). Finally, the fourth level would still be a platformer, reminding us of the first level.

Finally, the design for the characters would be very simple but the backgrounds (which are a very important element to transfer the message) would be painted by myself, therefore being more impactful.

For reference, here is how the previous game I worked on looked:



Now here are a few concept sketches for the environments I was thinking for my game (and the different playable characters):



In conclusion, I would like to create this game to push the limits of my coding abilities and to challenge myself creatively. I want to explore how meaningful I can make a simple video game be. It would borrow the same concept than a previous project I worked on but would refine it and use it very differently.