“Project Zero”

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CS-135

I wanted to re-create the test scene from, “Blade Runner”, between Deckard and Rachael. I used the sprites from a game called, “Snatcher”, a Hideo Kojima game based on “Blade Runner”. And I used the music from a visual novel called, “VA11-HALL-A”, because of its retro aesthetic and its influences.

The game has a glitch that I haven’t been able to figure out, which is if the player presses the spacebar, it will reset the scene. I had tried using a data block for it but couldn’t figure out how to check it when using the spacebar. I ended up using the data block as a means of knowing what scene you are in. The only interactivity is pressing space bar at the beginning.

Thank you for the opportunity and I hope to create better quality programs for you in the future.