

# PROJECT 2 - PROPOSAL

## ARTISTIC VISION

Project 2 can be anything, but it's not true. More specifically, project 2 is about showcasing what you, as a computation art student, wish to do with programming or, in other words, finding your voice as a creative programmer. The things that inspire me as an artist are movies and videogames, and luckily, one of the things that programming is used for is to create video games. I'm going to be using this project as an opportunity to create an interactive video game. Sadly, I don't think I have the skills to build a full-fledged game with a story or elaborate controls, but I'm still willing to do my best to create a game that people can come back around and play while they're bored. So, for this project, I think it's important for me to have multiple options and a backup plan, in case, throughout the next couple of weeks, I choose to add to my original idea. Currently, I have two plans. I'll either make a platforming game where there is a goal, and the player has to get to it or a side-scrolling game where it's about getting a high score, but it shares similar controls (player can jump and move). My game will most likely draw inspiration from other games, but I plan to change that by using my artistic skills to give it a beautiful art direction. It will feel similar to most games, but more importantly, it'll look different. I'm not the best when it comes to programming, but my design skills are what will allow me to find my voice as a creative programmer and to stand-out. It won't be till later on in this program, I'll start to learn more about programming, and I'll be able to shine, but for now, a simple plan will have to do.

## PLAN

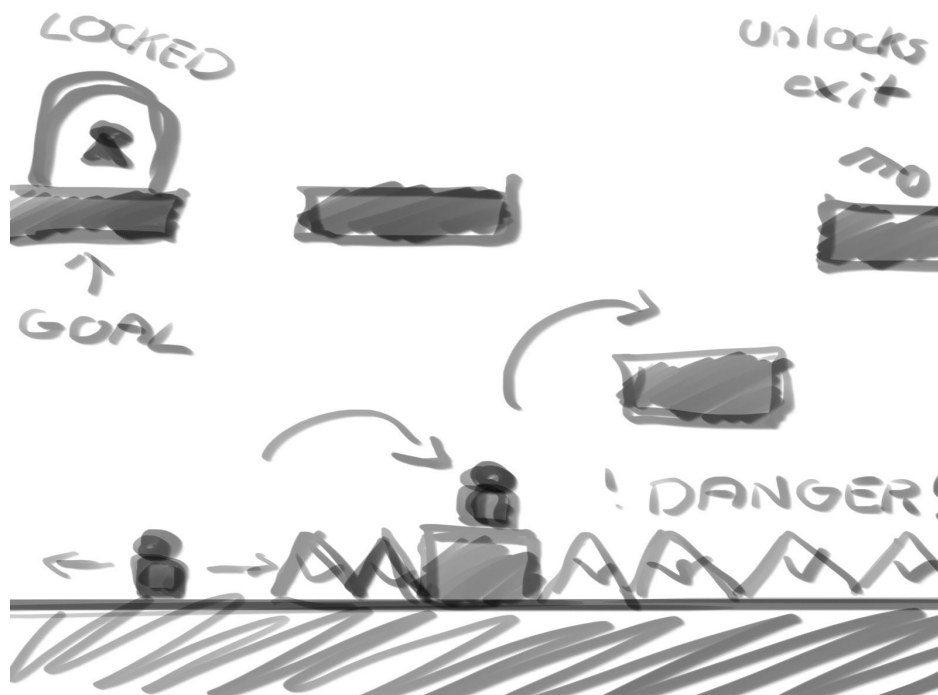
The most challenging part of this project will be to perfect the player's controls. Moving from left to right won't be an issue, but making sure that the player can go through walls might pose a challenge, but the real technical challenge will be the jumping. Allowing the player to jump sounds fairly simple, but making sure you can't constantly jump until you hit the ground again is necessary for this project. Afterwards, designing a level where the player can't go through blocks or can jump onto a platform will also be challenging. Overall, those are the two major challenges: player controls and constraining the player based on the level design. To make sure things go smoothly, I'll try to have the controls figured out in my prototype for project 2 so that it will be one less thing to worry about.

## SKETCHES

It's important to always have sketches of your ideas when it comes to huge projects like this. This section will contain a full planned sketch of my main idea, which will also include a back-up plan. Link to prototype link:

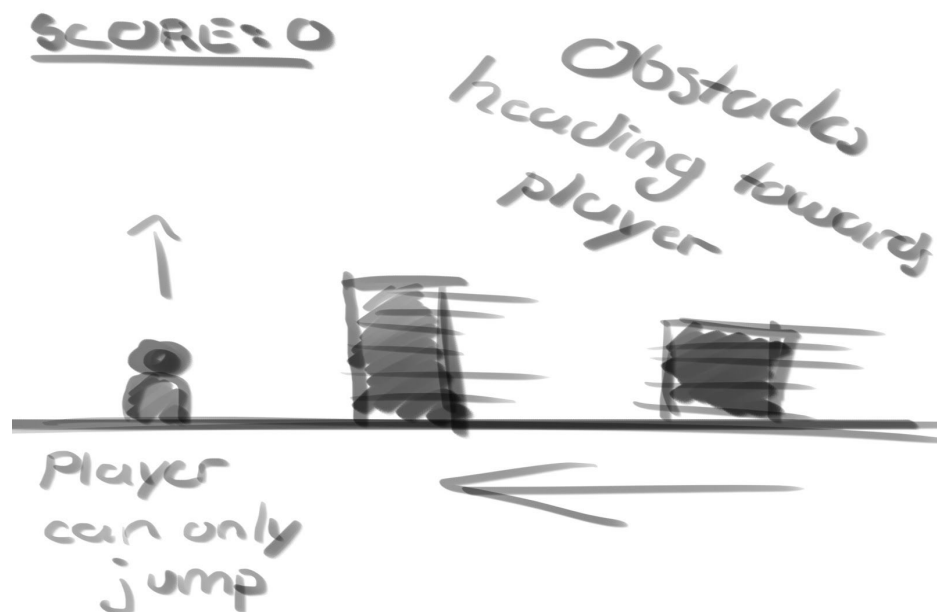
<https://danielcacatian.github.io/CART-253/projects/project2/prototype/>

### MAIN IDEA SKETCH:



*\*Sketch will not represent the final design of the project. Just to get a good idea of how the project will turn out based on controls, objectives, interactivity, etc.\**

### BACKUP IDEA SKETCH:



*\*Similar to the Dinosaur game in the Google Chrome browser\**