Falé Do

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<div align="center">Project 2: Anything™ Proposal</div>

<div align="center">Escape the Gamingverse</div>

After a long creative block, a great idea came to mind and I plan to make a simple escape room for this project. Inspired by Yichen Wang's game, *Questionable Logic: The Cube*, one of the example projects shown in the project's brief, I was amazed about how one can create an escape room game on a webpage and so I decided to challenge myself by creating one too. That said, I would like to provide this escape room game with a friendly atmosphere while allowing the user to be a detective. In other words, I do not want to remake another version of an escape room with themes like crime scene, zombie apocalypse and virus breakout because I do not like horror-related games and I do not want to make one either. Instead, I would like to create something along the line of aesthetic, cute and funny by using a trendy topic to create the atmosphere of the game, that is Genshin Impact. To give you some context, Genshin Impact is an action role-playing game, similar to The Legend of Zelda: Breath of the Wild, developed by Mihoyo—who is now rebranded under Hoyoverse. The game features an anime-style open-world environment and an action-based battle system using elemental magic and character-switching. On that account, I envisioned this escape room to be a gamer's room filled with Genshin Impact's content—which also means that the puzzles will be related to this popular game. Regarding the puzzles, I plan to imitate Genshin Impact's puzzles but due to a time constraint and to a limited set of knowledge, this might be too ambitious. So I will implement simple

puzzles, such as riddles, "crack the code" and other logic puzzles, with clues hidden on the canvas. Note that I am aware that some users will not understand references to Genshin Impact but I will try my best to make it so that non-Genshin Impact players can also escape the room.

Now that I have learned how to code a simulation using other libraries besides p5.js, such as ResponsiveVoice, annyang!, ml5,js and Phaser 3, I would like to try and code a game using Javascript only—without the help of p5.js, if possible. However, if it is easier and more efficient to code my escape room game using a combination of all these libraries, then I will do so. I plan to mainly use JSON, web storage API, DOM, Jquery and Jquery UI to code the interaction of the game. Furthermore, I would like to add sound and audios to make the game more fun and interesting but it will depend on the amount of time I have left to do so. Ultimately, it is a goal to implement sound in the game but it is optional. In order to focus on coding the interaction, I will digitally draw the escape room to save time and to avoid the need to rack my brain on how to illustrate my escape room through coding. That said, I presume that it will be challenging to code the interaction using images because until now I have only work with shapes and strings when it comes to code simulations that do not involve p5.js. Accordingly, other technical challenges are making things appear where they are supposed to be after triggering some sort of event (i.e. open drawer/closet and move items), triggering and closing an overlay to play the puzzle and coding the game without using p5.js. I know that I will run into many technical challenges because my project is quite ambitious but I do believe that the biggest challenge is to code everything in time. All things considered, I think I will use a combination of Jquery and p5.js to build the game because I have realized that it would be more efficient and time-saving to code after sketching out the game's structure.

Here is the structure of the escape room game (see fig. 1). The order of the scenes does not matter much because user will move back and forth from one part of a room to another. But it will be in the order of moving left or right using the arrow keys to move side to side. If the user uses the up and down arrow keys, they can access the ceiling and floor. The (4) walls of room will remain static and the user will have to click on items and areas on the canvas to trigger events. If I do have time, I will add a simple animation to help the user understand that there is something to do with this item or in that area.
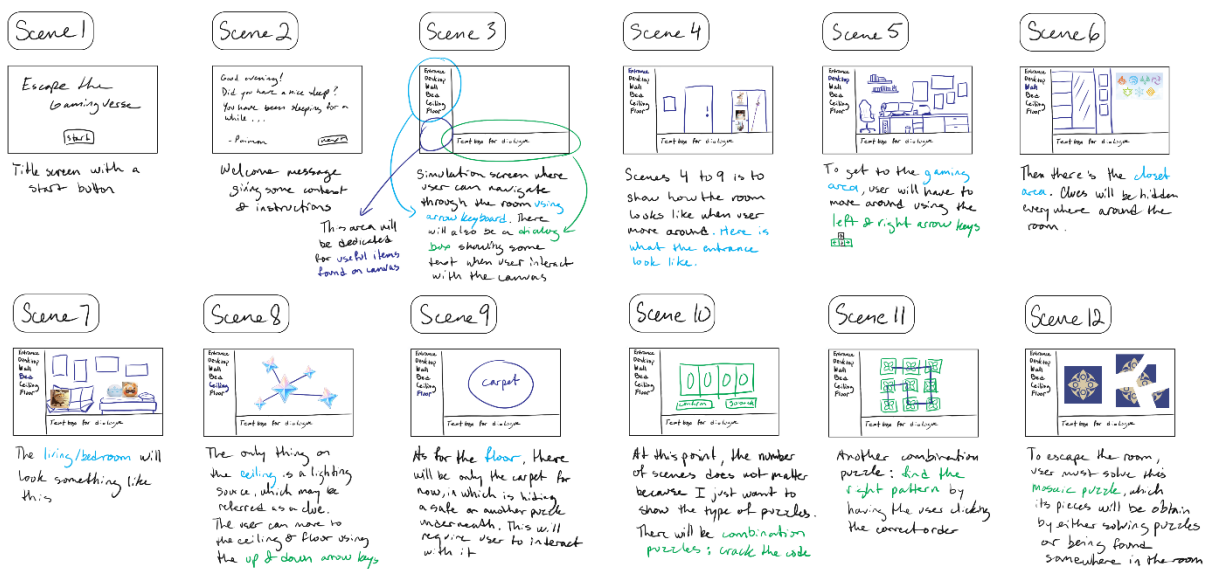

Fig. 1. The structure for the escape room game