

# PROJECT 2 - PROPOSAL

## ARTISTIC VISION

I learned plenty of new things in this class, and my goal, when it comes to programming, has never changed. I still want to make fun interactive games with programming for the most part. So, that is what I will attempt to do once again for this project. However, I learned from last semester what's expected when making games in this class. Therefore, I don't plan on making a simple game where there's a goal, you have to reach the goal, and that's all there is to it. I am going to attempt to make a game that is more than that. My game will be called ***The Perfect Pair***, and you control two characters simultaneously. Each character can do something unique that the other character cannot do. Their teamwork is crucial to solve the puzzles and escape. It will have a goal, of course, because all games need one, but there will be a wonderful journey towards the goal. While playing, you can have the characters interact with one another and have a conversation. After a while, the player will realize that there's a small story behind the game, and there's more to the characters than just them being sprites. Hopefully, all this will influence their decision when the ending arrives (which will have a surprising finish). Overall, I don't want my game to be mindless where you go from point A to B. Instead, I want the journey from A to B to be enjoyable and interesting, but mostly fun. I will also do my best to make the puzzles as challenging as possible.

## PLAN

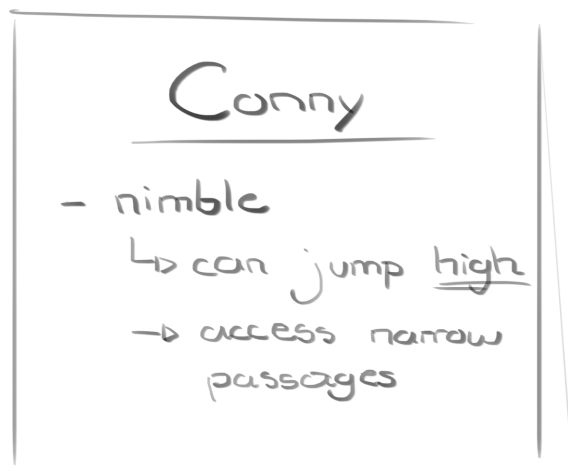
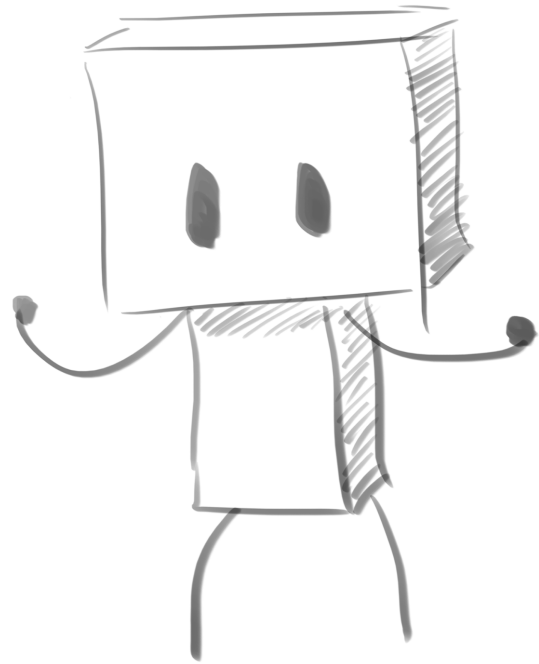
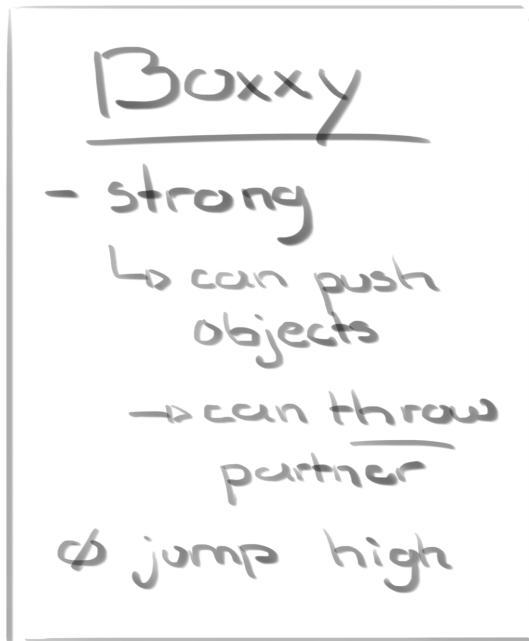
To realize this vision, I plan on using Phaser 3 to build the game. I won't resort only to what Pippin Barr taught on week 10 for Phaser 3. It will have the basic character movement, platforming and animations, but I plan on having a deeper dive into what Phaser 3 has to offer to help build my game. I plan on the puzzles to involve some physics mechanics where you have to push something and have it sit on something to open the exit. Also, have gravity incorporated, so objects and the characters fall towards the ground once they're mid-air. I will attempt to have at least the characters, physics and gravity applied in my prototype, along with a puzzle. The final build will include character animations, more complex puzzles, and some dialogue/story for the characters.

## SKETCHES

The following page will contain a full planned sketch of my main idea. It will contain some level concepts and character designs. Link to prototype can be found here:

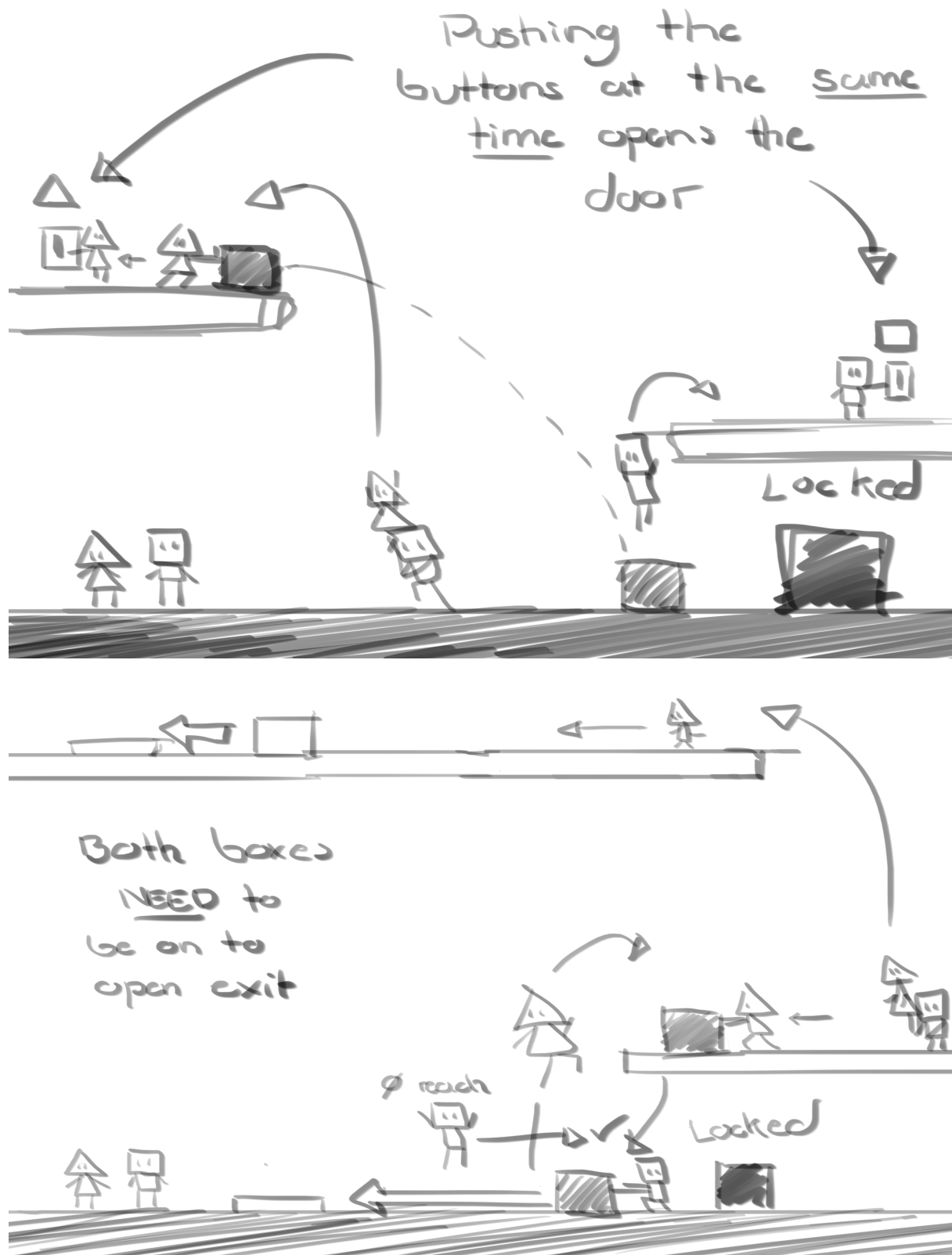
<https://danielcacatian.github.io/CART-263/projects/project2/prototype/>

## CHARACTER SKETCH:



*\*Conny and Boxy have different unique abilities. Utilizing both will help solve the puzzles in the game\**

LEVEL CONCEPTS SKETCH:



*\*Some levels will require having something sit on a pressure plate or have both characters push a button simultaneously to proceed through the levels. Or even have both in a level.*