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## Project 2: Proposal

CART 253 is a class that is full of programming with Javascript with the help of the p5 library. Thanks to this, the Javascript code can be given a much more creative approach with ways that many more things can be done effectively and cleverly inside the actual engine.

With this, I have previously made a visual novel with Javascript with my midterm project. Using the same tactics that I have used in my midterm, I am planning on doing another visual novel in a similar fashion with an extended story and more endings and splits in the story. I also plan on organizing my code and making a more effective version of my previous version of a visual novel.

Starting with the challenges I believe I will face while programming this, I believe (as previously stated) in organizing my code better and making it more effective. I want to make an easier way to have my choices to branch out the story as right now it is extremely linear, perhaps I could make multiple javascript files to call depending on the choice that was chosen? I'm not sure if it's possible in Javascript, but as they say, anything is possible in any language if you try hard enough!

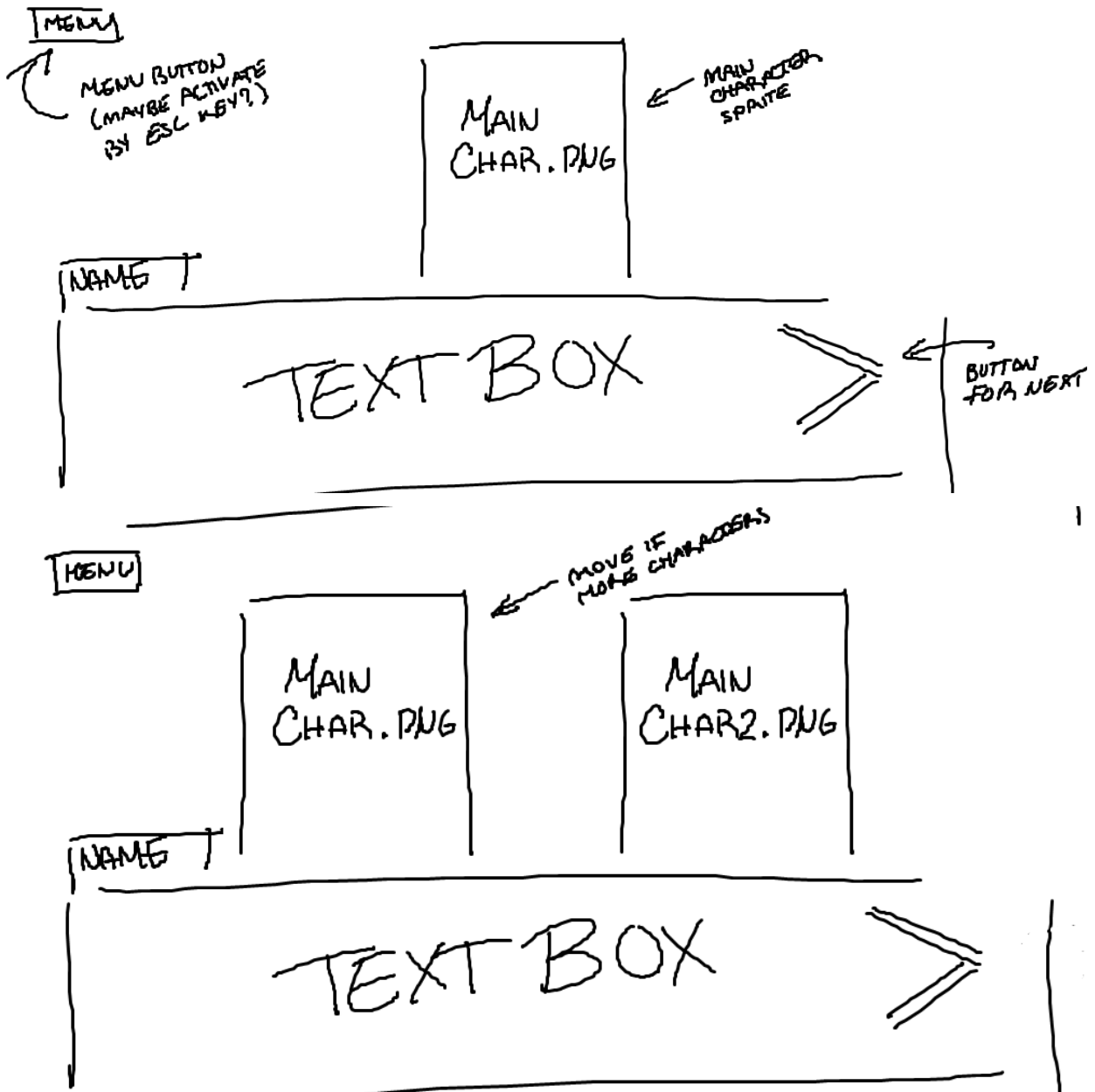
I also want to add sound design to my game, my previous visual novel had no sound whatsoever, meaning that even in moments of tension or moments that were supposed to be nicer, one was only met with empty silence. Because of this, I am planning on figuring out how to add music and sound when things happen in the story. If there is a moment of tension, maybe change the music to reflect that. When something is happy or preppy, perhaps change completely to excitable music to reflect that as well. Maybe adding sound effects when certain things happen in the game would be great as well, such as putting something down on a table and adding a sound of said object hitting the table. I believe that will add to the immersion of the game that my previous project lacked.

Something I wanted to add to my first visual novel was minigames, but at the moment, I couldn't do it. With this, I hope to be able to add at least one minigame or something that doesn't exactly involve pressing next for the next dialogue choice or pressing said choice. Maybe a sort of point-and-click game where you need to find something, or maybe you have to drag something to a bag or a character. I haven't fully thought out what I will do but it is definitely something I want to do.

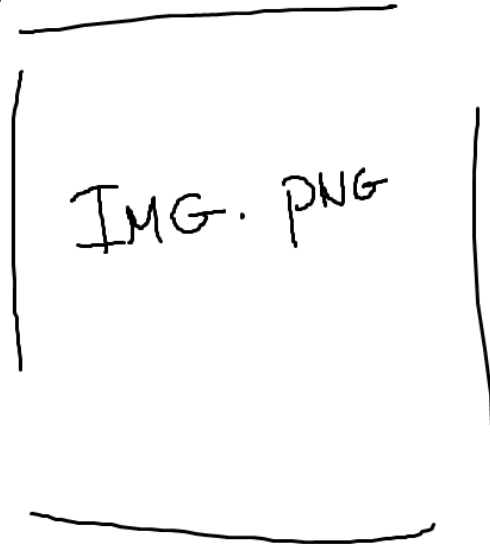
Finally, I also want to add a proper title screen and maybe a way to go back to the main menu in the middle of the game. I also want to see if I can add a gallery in said main menu that the more cinematic graphics that you unlock, it will appear in the gallery that you can look at later. I'm not

sure if I will be able to make it so that you can click and then zoom in on the image but I will certainly try which it to add to the technical challenges the project will have.

Visual Sketches:



Menu



TITLE SCREEN

GALLERY

CREDITS

ARE YOU SURE YOU  
WANT TO GO BACK  
TO THE TITLE  
SCREEN?

YES

NO