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## Project #2 : Proposal and prototype Artist vision and technical challenges

This prototype is called Mish Mash because the end of the game is to be able to have an item collecting and trading ecosystem in which different personality affinities and inclinations after receiving certain gifts influence how NPCs react to the player.

The title Mish Mash at this stage stands for how I expect to have a random array of items the player will be able to collect like a roman candle, a keychain, etc. One item is already created for this prototype: the peach!

In this prototype I was able to create a grid system, following an example Pippin showed me last semester. With this grid system I can control where the player can and cannot move. I can control where obstacles appear, as well as where NPCs and items can appear.

The player can move up, down, left, right, and press action beside NPCs. Items are picked up when they are walked over. For now, there is a maximum of 9 items that can be picked up and stored in inventory. Be careful! If the player steps over a tenth item, this item will disappear and will NOT be picked up. This is a bug to fix. The player can select an item in the inventory by pressing on the digit keys. By pressing C, the player can take the item out of inventory, to give it to the NPC.

When the NPC receives peaches in this prototype, its dialog is updated after reaching certain event thresholds. Thresholds in the final program would be managed mainly by manipulating JSON files with data relating to each character's relationships with each other, with each item they know, and with you.

In the final program I will want to either use OOP states, or to use Phaser scenes. I will also probably adjust the canvas so that some UI elements (inventory) can be outside of the playable grid.

