

Project Pitch

For the final project I'm going to make multiple versions of pong. I'm going to make three versions, but instead of counting score, each hit is going to be a sentence/response, creating a conversation between the two paddles. Each game is going to be a different stage in the conversation, with it getting more intense each time. The player will always have three options to respond each time, and each would be chosen by which third of the screen the ball and paddle meet. In a basic version of pong this style of selection would be quite random, but I'm going to try and add some ways in which you can curve the ball by hitting it while moving. It will still be pretty random but I kind of like that you have a limited, but not negligible input on the conversation.

I don't know if you can make multiple games linked with each other, but if it's possible I would like the next game to open when the other finishes. If not, it should be possible to do it all in one game. I also want to add some video cut scenes between each game, related to the end of each conversation, as well as a shifting mood and colour scheme depending on the tone of the conversation. I have a bunch of questions on how I can execute this game (can I use arrays to categorize each response?) but I'll talk to you in person about these once you have read this.

The screenshot below is from a video I made for my video art 310 class, I want to incorporate some similar styles of video editing, the full video is here <https://vimeo.com/241562639> the password to get in is Gabriel.



I don't think making this project is going to use many coding techniques that I don't already know. Loading and outside video is something I assume is possible, but I also need to look into. The connecting of separate games is something I don't know is possible, but this should not be limiting as I could also do what I want in one game. The organizing of the different text responses is something I want to talk to you about, as there has to be lots of options, which could be very hectic if approached the wrong way. I will need to have the standard pong classes (ball, paddle) plus one for the text selection and output. I also think I will need one to load

and play the video's. I really want to make this project, but I will defiantly need to sit down and talk with you about some of the technical aspects.