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Proposal

7 November 2023

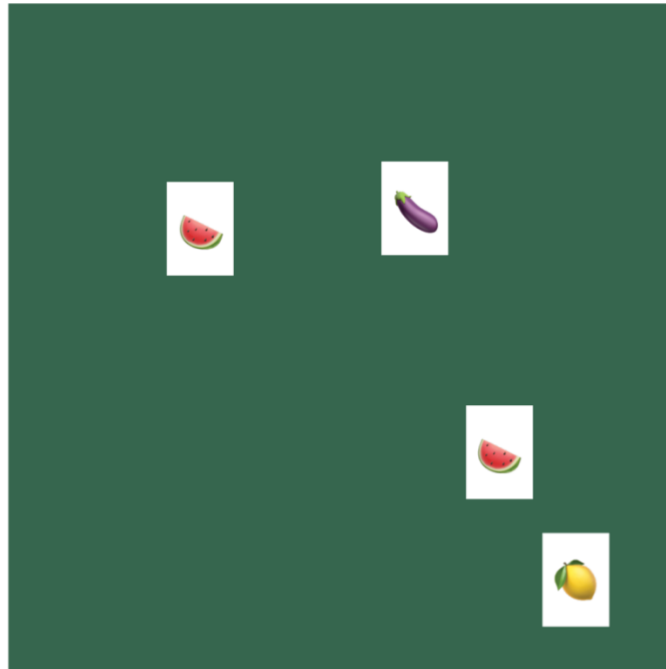
The artistic vision of the game comes from a series of mini games from New Super Mario Bros, Memory Match. It is a game that plays very much like Concentration, a round game where all the cards are laid face down and the objective would be to turn over pairs of matching cards.

Concentration can be played as a solo leisure game, also known as Solitaire. The objective is to clear the tableau in the fewest turns possible. Solitaire ranks as one of the most played game in the world as it was used to help new users of a computer click and drag with their mouse. Therefore, it is a game that I wish to investigate more to understand my game. The mechanics will more closely resemble Memory Watch, as the mechanics of the game are more aligned with my capabilities as a programmer.

With the programming challenged being more grounded, it would be more fun coming up with multiple iterations of the game after having a base I can work from. This goes in parallel with the *PONGS* game shown in class. The title screen could present many versions of the game. Each version would have a small difference that would give a different meaning to the game. Being able to show different iterations of the same game would help string along a underlying narrative of the game that could make for a more interesting gameplay overall.

Animation and music are also an aspect of the project I would want to explore. The card turn animation could be done at a certain frame rate. The sound effects of a coin collected can match the casino ambiance sound. The sooner I can get the base code done, I will be able to explore different ways of animating the card shuffling or how it is placed on the table. Exploring an animation library could be interesting in this case by looking into the material coming ahead; the Phaser 3 library.

In this version of the game, the cards would be placed and random positions and make the player find the matching pair.



In this version of the game, each round the grids and columns get bigger

