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CART253

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**Cart253 Final Project Proposal**

**Key Master Game**

Arcade games are usually placed in different public spaces like movie theaters, malls,

restaurants, bars etc… with the current situation of COVID-19, these places have not been very

accessible; for that, I decided for my final project to make a virtual key master game.

key master is an arcade game where the player has to push a key into a hole to get the prize using

a button and a joi stick .


The program will have three main states; the first state would be the introduction and the

instruction, the second state is the game. The instructions of the virtual version will be asking the

player (the user) to use the A and D keyboard keys to move the masterKey left and right and the

space bar to launch it upwards, another click on the space bar to stop it so the master key can go

towards the wall of prizes.  Lastly would be asking the user to mouse press to start the game.

The only option the user can do when they first start the game is to make the keymaster go either

left or right depending on their choice of prize. once the user decides to stop going on the X axis

they can now press the spacebar to go upwards to their choice of row. There are three row prizes:

the highest value is on top, the second most valued are on the second row and the least valued

prizes are as expected, on the lowest. The 3ser has only 30 seconds to finish his entry.  For the

prizes, i am still not very sure of what they will be  but some prizes used in real life version go

from tech devices like phones and tablets, headphones, some people put expensive shoes. I have an idea of putting virtual fake gift cards.

The last state is the winning state, once the player wins a prize, the prize will be displayed by itself on the screen after it comes from the "prize box".

Some of the technical challenges that I will be facing are making 3D objects like the keyMaster when it goes in to push the prize, hence I want it to give that 3D/Z-axis effect. I will be using some of P5's 3D library as well. Another technical challenge I might face is the smooth animation of the key and the animation of the prize getting out from the machine. I will also be integrating sound, a winning sound effect and a "try again" sound effect. Drawing the machine might be hard and time wasteful so there is a chance that i might start with a picture of the machine and then if i have more time then i will draw it myself.
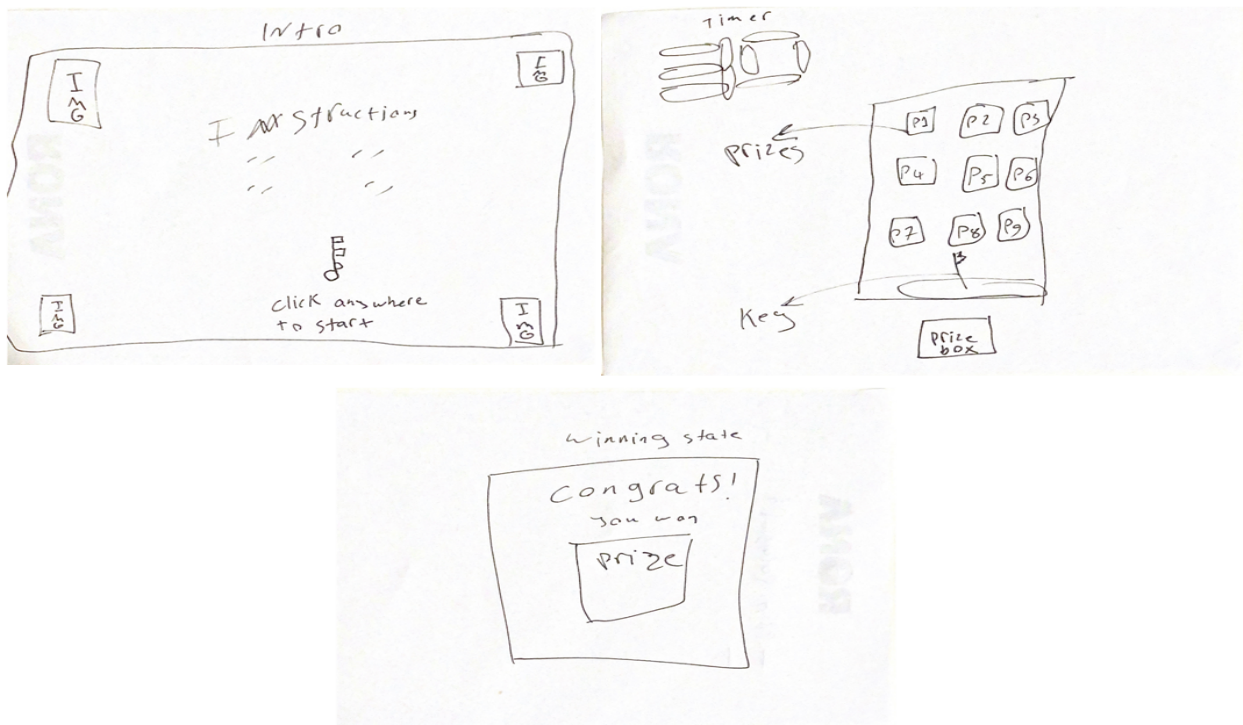
Artistic side of the project: the project is going to have some bright colours as to "attract" the player and to have a festive vibe at the same time. The text I will be using is a digital font which is mostly used in digital watches. (timer in the mockup as an example).