**Final Proposal: Sleeper**

My final proposal will be what a sleeper experiences in sleep paralysis, it will begin the user from a third person perspective and the Sleeper in bed. The user will be able to click on the Sleeper’s head to go to the next scene where the user can interact with the Sleeper’s head. The eyes, nose, mouth, and ears will be clickable, so the user can interact with those parts to either go to a different scene or animate it. When the user clicks on the Sleeper’s eye when opened, it will take them to a scene to see the sleeper’s perspective while sleeping. Parts that can be clicked on will have a mouse over highlight on it. The shadows that attack the sleeper can only be seen on mouse over.

For this project I will need to code the mouse over code for objects, so the user knows that those features have interactivity. Then I will need to code the scene changes when certain interactions are clicked on or if a task for the scene is complete. For the demon attack scene, I will need to code procedurally generated shadow demons that will generate out of a random point, and how they will be killed by clicking and dragging them back to their origin. I will also be using my invisible shadow caster on mouse over code for the user to find the shadow demons.

This project was inspired by the shadows in Plato’s Allegory of the Cave, and stems off of the reality that humans see is based off of the reality they have created in their consciousness. The Sleeper in this project represents the mental prison of sleep paralysis created by the Sleeper’s psyche. The Sleeper is similar to the men in the cave that only see the shadows and do not believe in the real world that the escaped prisoner tells them about; they only believe in the shadow world in front of them. The escaped prisoner who represents the philosopher has agency, as the user has agency in this project, and has the power to interact in this world and get rid of the demons. As human’s are fallible, so are their dreams. Although the original inspiration of this idea came from Plato, it does contradict his philosophy because this project gives the user agency to regain control. The user can attain the truth by finding in allowing the idea of truth by discovering how to attain the goals in this project.