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CART 263
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Project 2 Proposal

Concept:

My main concept for project 2 is to create a tamagotchi game using the new material learned from this course such as annyang, responsive voice and hand pose/object detection. This idea really resonates with me since I have always played pet care/ tamagotchi style games when I was younger so it would be really fun to recreate with P5 in my own style.

Structure:

The user will start off at the home page which will ask you to choose 1 out of 3 baby tamagotchis. After you choose one it is your job to take care of it and evolve it into its final form. The tamagotchi will have 2 evolutions that will span over the course of 3 game days. Once the game starts, you will be given a house with 4 rooms. You will also have 4 basic tasks to complete to make sure that the tamagotchi stays alive. There will be the living room where you will have to give the tamagotchi affection. There will be a bathroom to clean the tamagotchi and there will be a room for the tamagotchi to sleep. Lastly, there will also be a kitchen for the tamagotchi to eat. All the parameters will affect the tamagotchis life which will be displayed at the top of the canvas in all the rooms with a score system. Throughout the day, a timer will be coded so that the tamagotchis life gets depleted every so often so as a user you have to clean, feed and give it affection. You will also have a main quest which is to go to school and this will affect your evolution. I would like to use annyang and responsive voice to give the tamagotchi homework or verbal tests to complete. If they fail the lessons they cannot evolve however you are given the option to restart the test until you get it right. After you are done, you can go home and the game will prompt you to go to bed. This will repeat for 3 days. The lessons will get harder each day. Each day you will evolve and on the third day you will evolve into your final form.

Technical challenges:

For the technical aspects of the game the user will be moved by keyboard input and once it moves off the canvas in the right, left or down direction you can access the other rooms. There will be an energy meter at the top of the canvas which will decrease using a timer. The evolution level will also be displayed at the top of the canvas and will start at 1. There will also be another timer to keep track of the time in the day. To give the tamagotchi affection I will use a hand pose to pat it on the head. I will try to get all the fingers on one hand to pet the tamagotchi which will be a challenge for me. There will be a timer to keep track of how dirty it gets. So overtime dirt will accumulate on the tamagotchi so you need to clean it in the bathroom. I will code a rainfall effect that comes out of the shower head with the push of a button. Once you clean it you will gain points for the energy meter. Lastly, to feed the tamagotchi I will either use annyang or object detection. For annyang, the user would feed it by yelling random veggies or fruits. If you guess one of the tamagotchi's favorite fruit/veggie you can feed it, if not it will get angry and its energy will decrease even more. (There will be a hint somewhere in the house to indicate its favourite food. My second option would be to use object detection by showing food in front of the camera to feed it. Lastly, after you have completed the 3 tasks, you will be prompted to go to school. There will be 3 grades, 1 for each day. The school would use annyang to get the answers and the teacher will be made with responsive voice. As an example, there will be a french class in which you have to translate the words from english to french. The teacher would tell you the questions using responsive voice in french. Once school is done, you can go back home and go to bed to access the next day. Another challenge will be to change the tamagotchi's emotions on all 3 eggs.

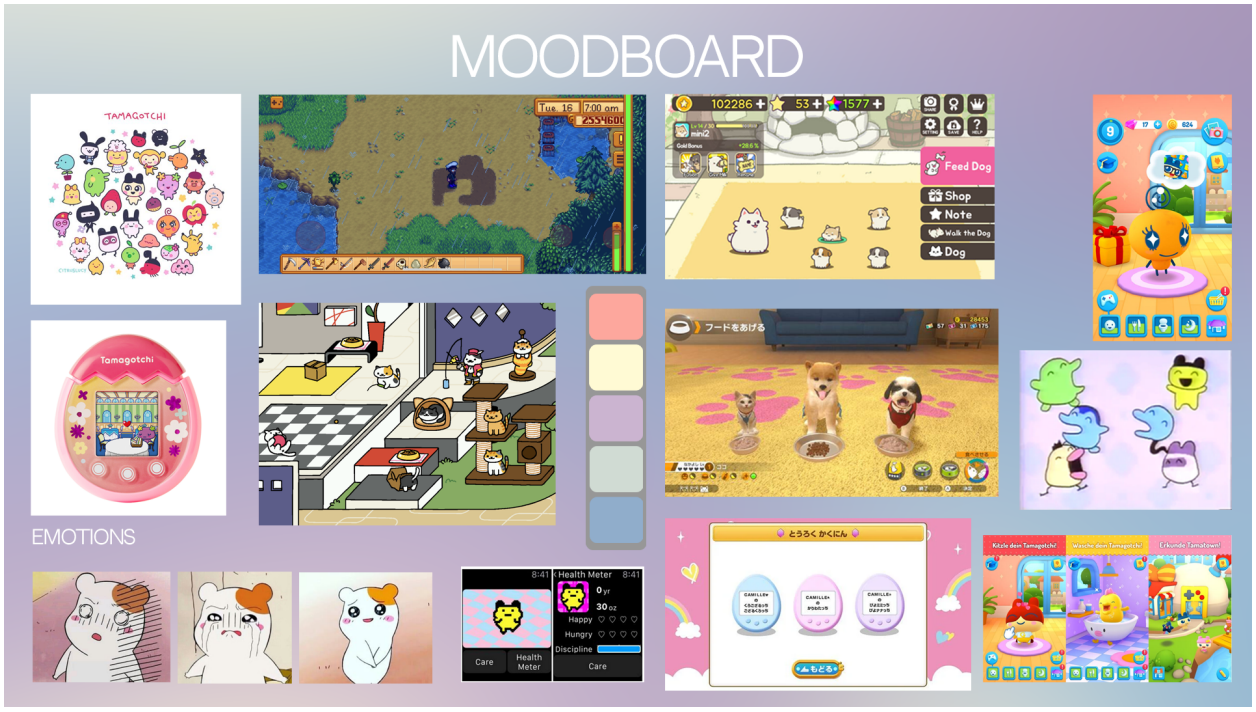
Aesthetics:

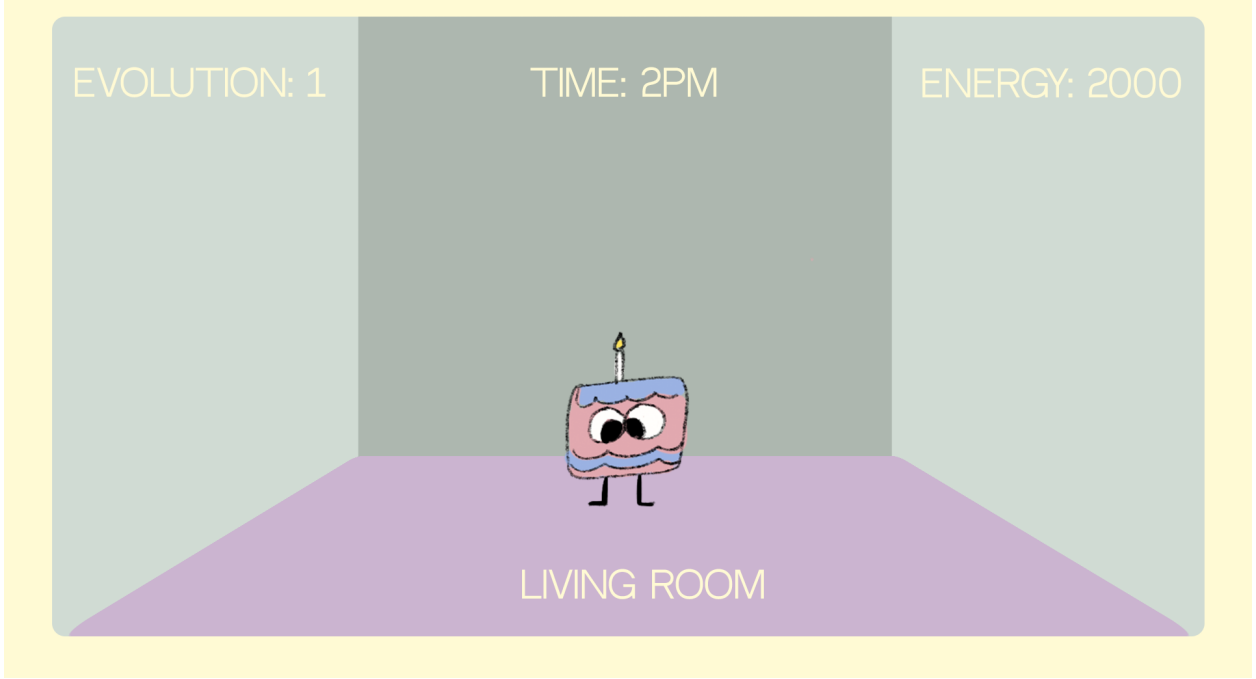
The aesthetic I am going for is cute and simple. To make it different from the usual cute tamagotchi, mine will be cute and scary. I will also use a pastel colour palette and pixelated fonts.

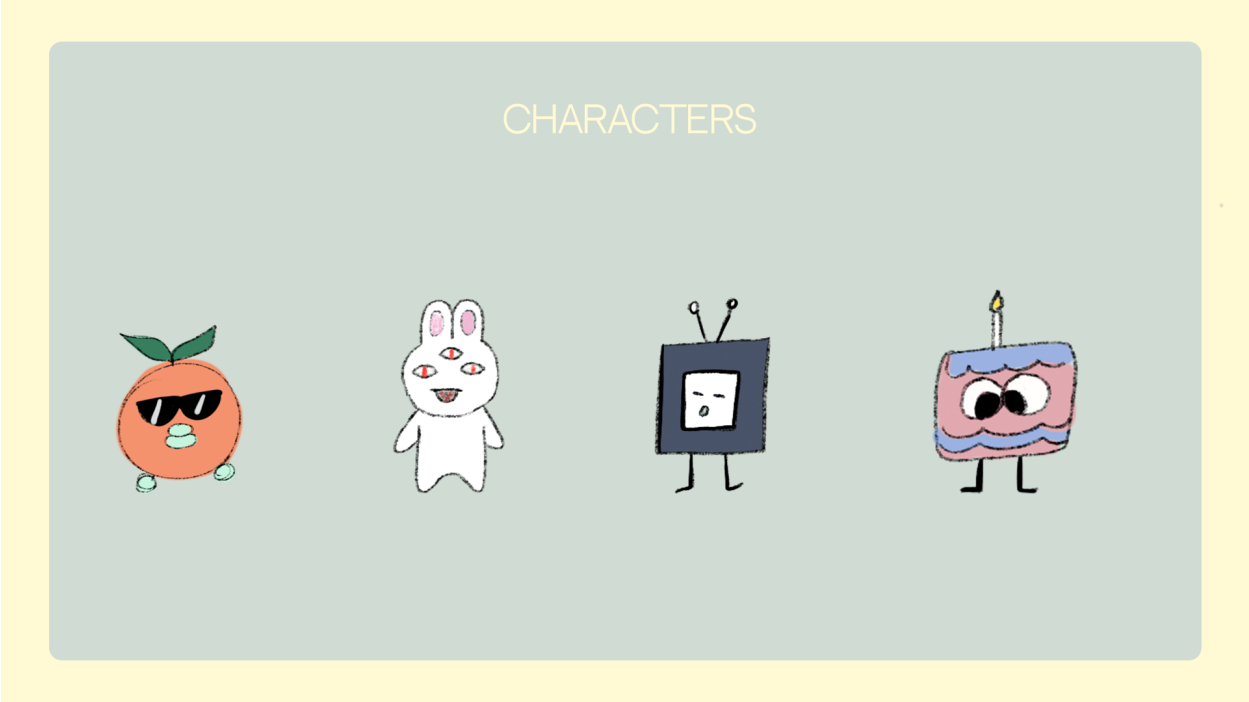
Prototype:

My prototype for now has only the 3 baby tamagotchi and their rooms. I included the beginning states for instructions and title. Then you can choose a random egg to start with. Then with that egg you can move around in your house right, left and down to access the rooms. All the timers and counters

stay the same in all the rooms. For now I only included a prototype of the kitchen state in which you must feed the tamagotchi with words. If you get them right your energy level increases but if you get them wrong your energy decreases.







Examples of characters:
Either cute/scary concept or inspired by random household objects
These are just rough sketches for now. I will make them a lot cuter.