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### Project 2 Progress Report

For this week I addressed some issues from the prototype. I fixed the button functions so that they are clickable instead of having to be hovered over. I also struggled to find a second minigame. I decided to do a maze game in which the user can be controlled by arrows and there are 3 doors. The user must choose 1 of the 3 doors and hopefully their love interest is behind one of them. For now I used simple shapes for the doors and the user and tested out how I would map out the maze. I also added more states in the story and drew more visuals such as the images below. I also figured out how to add music between states which I was having difficulty with and learned how to add a typewriter effect for my text (thanks to Madeline ♡ '••' ♡).

For the next week, I will work more on the visuals and technical aspects of both minigames. For the first minigame I need to make an array of balls that will be bouncing around and the user must avoid them to get to their love interest. I will also add images to replace the simple shapes and some music/sounds to make the game more interesting. For the second minigame, I will work on the layout of the maze and try to figure out how the user will be able to bounce off both sides of the wall since now it is able to pass through one side. I will also work on the visuals of the 2nd minigame. As for the story, I will continue to draw more images of the characters and create funny dialogue. I will also try to add instructions to the minigames so people will be able to understand what is going on.

