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Project 2 Proposal

For Project 2 I want to incorporate everything I learned from this course by combining elements of each exercise. The main concept for this project is a visual novel dating simulator that takes place in a school type of setting. To make it unique, the main characters are these imaginary fish with long legs. I got this idea after seeing a twitter post a few years ago about how humans came to land and there was an image of a fish walking to land. In terms of the whole concept, I've always wanted to create a dating simulator after spending my entire childhood playing them. I will take inspiration from certain visual novels such as Hatoful boyfriend and Butterfly Soup which have a playful and cute aesthetic.

The user(main character) will be cast into a dramatic love triangle between two other characters that are completely opposite. The story will be a very cliché love story but also entertaining. The first love interest will be like a typical edgy character that has no interest in anything while the second love interest will be very preppy and outgoing. It will be up to the user to decide which character they like more based on the questions asked. There will be 4 different endings depending on which route you go on. Since this is a short project, I will keep the dialogue to a minimum and add some interactivity to make the simulation entertaining for the user. The user will start off in the title screen which will allow you to go to a tutorial screen that will give a brief background on the game. The user can then go back to the title screen and press enter to start. The first page will be of the main character in a classroom setting. It will give a brief explanation of what is happening. Then the user will be prompted to go to the next page which will reveal the two love interests. They will ask you which club you want to join and depending on the choice you make you will be paired with one of the love interests. However, there is still the possibility of changing partners. As you get closer to one partner, the second one will send you a love letter declaring their love for you. You then have the choice to accept or decline. If you accept then you will change your love interest or if you decline then you will continue with the current love interest. After this scene, you will have to prove your love to your partner by completing a small minigame. If you lose the minigame then you will end up sad and alone. If you win then you can ride off into the sunset with the love of your life.

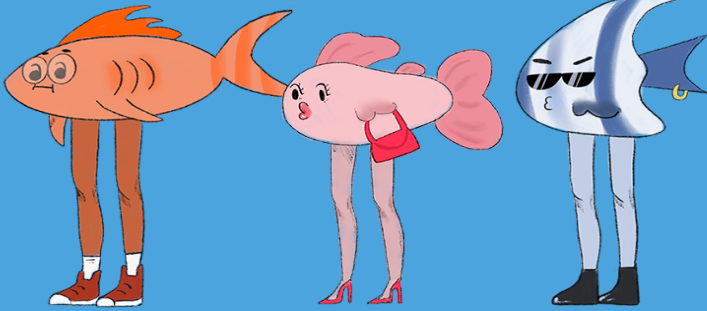
There will be two minigames that incorporate elements from all the material in class and the exercises. For the first minigame, it will be similar to the activity in which the user tries to cross the street full of cars. It will be set in a gym class and the main character must dodge all the balls to get to their love interest. I will have a different class for the user, love interest and the ball array. The second minigame will be like a platformer game that was similar to the juggle-garden

exercise. The user will have to successfully get to the other side of the platform where the love interest is while avoiding the falling items. I will have to figure out how to make the character jump across platforms. I will use object oriented programming for both games. For the prototype, I will only demonstrate one of the games in the simplest way possible. Each page will have a different state and the user will have to press the keys on the keyboard to advance. I will also try to make a typewriter effect for the text on the different pages in the game like in most visual novel games. I will also get music in the project and get it to change when the minigames start.

Title screen:



— CHARACTERS —



— MOODBOARD —



Flowchart of how the game will work:

- Each box represents a different page.
- This shows how to get the 4 different endings.

