

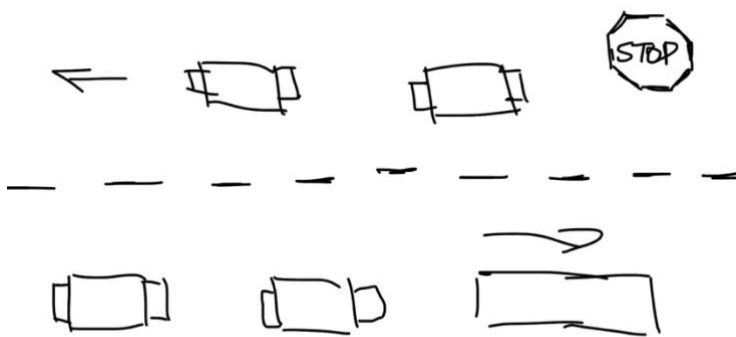
## CART 263 Project 2: Proposal

The overall theme of my project, although it may not sound captivating, is school. Through my game, I want to create a commentary on the pressures felt while taking specific classes and how, if you are simply forced to memorize information to regurgitate onto quizzes and exams, you will exit that course and all of the information you had memorized, will be forgotten. Therefore, I will be putting forth the fact that memorization is not the accurate way for a student's understanding of a course to be determined and graded upon.

I am imagining a storyline that takes place throughout a single day at school from the morning to the evening. The first level would be the user attempting to catch a bus to get to school. They must click a specific shape as it goes by or else they will have missed it and must restart. The second level would be remembering your locker combination through hints appearing in the background. As time goes on more hints will appear in the background which are representing the user remembering what the combination is. The user can click around the background in order for them to appear and help them figure out the code. The third level would be a memorization quiz (check prototype) where you must scroll through a document while checking for the highlighted words in order to write them out in the next level and pass the quiz. The fifth level would be running to the next class and dodging obstacles in the hallway. The sixth level would be a pop quiz asking the user to recollect the colour of the bus they took to get to school. The sixth level would be another quiz-like game where the user must determine which item does not belong with the rest which would correlate to words mentioned in the text in the third level. Finally, the seventh level will be a game where the user must click at a specific moment in order to leave class right on time without missing their bus to go home. As for the assets I will be designing for my game, I will be mainly doing pixel art as an attempt to make my game look vintage.

As I will be using a lot of HTML, a technical challenge I will most likely run into is figuring out how exactly to do all that I want to do within my game. In order to resolve this issue, I will use the resources given to us such as the lecture videos and notes, but I may also refer to my work from CART 211 as I spent a whole semester working with HTML and compiling resources

to refer to such as W3Schools which has plenty of guides on HTML code. If I continue to struggle with a level and it is only holding me back from continuing to code my entire game, I will either abandon that specific idea or try to change it into something more doable. In order to be able to put the necessary time into my game for me to be satisfied with the final product, I will divide the work week by week and plan accordingly. Due to many final project proposals being due all at once I was unable to put the time I would have liked to into my prototype therefore, I will be putting even more effort into bringing the game I am imagining to life.



#### Level 1

- Traffic on both sides
- Mouse has stop sign over it for aesthetic purposes
- Clicking on exact bus to stop (picture to indicate which to click will be shown)

#### Level 2

- Lock is at centre of screen
- Numbers will fade in depending on where the user clicks



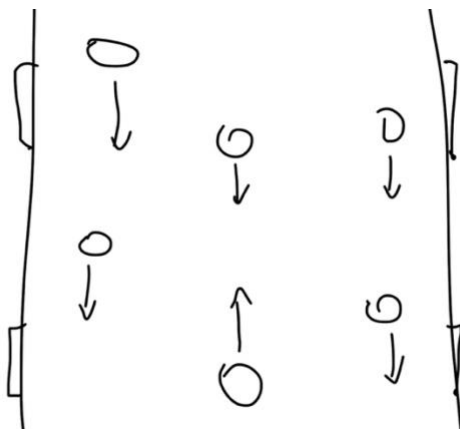
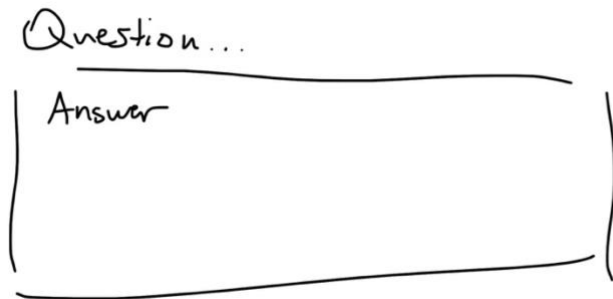


### Level 3

- Text is displayed to be scrolled through
- When specific words are hovered over, they will be highlighted

### Level 4

- Highlighted words must be written in answer box in order to move onto next level
- Will be formatted to look like it's a real digital quiz question

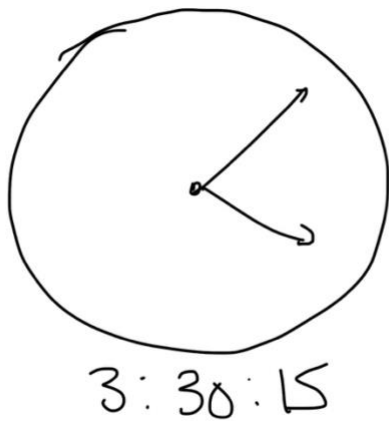
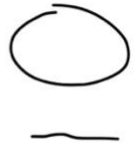


### Level 5

- Student will be walking forward as students and other obstacles are walking towards them

#### Level 6

- Items will be listed with titles below the images and user must determine which word was not in the given text in level 3



#### Level 7

- Clock will be shown and specific time will be below
- Time user must click at will be indicated on screen