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Creative Coding
Professor Katherine Bennett
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Final Project Scheduler/Task Manager

First Step:
Craft a 3 sentence project statement (think elevator pitch) that tells a Grandmother what your project is about and what it does. Add other information as needed, but keep it brief - specific but at a high level.

My final project will be called *Exploration*, an interactive narrative that can be explored by the player (not a game!). In *Exploration*, the player controls a character and moves it around the map that contains a variety of environments synced with fitting music and sound effects. In these environments, the player will notice various animations and features that will help define the setting even further.

Second Step:
List out specific goals for the project. Bullet point each. Possible examples: Develop 5 puzzles, successful use of The New York Times API, utilizing vectors to create movement, creating 5 different classes each with several methods that gets utilized through the project, creating 4 different types of interaction, creating a state machine to manage graphics/interaction, thoughtful integration of sound, integration of sensors, etc.

Specific goals include:

- Developing at least 5 “rooms” or “levels” with distinct environments (examples: forest, mountains, snow land, desert, beach/ocean, as well as smaller-scale environments such as the inside of houses, buildings, etc.)
- Creating a grid-like system in the constructed world to establish orderliness
- Creating at least 2 classes for controllable (most likely the player character, which will be controlled using keyboard functions) or complex objects, and numerous functions for various images, animations, purposes
- Using if and for-loops for the purpose of efficiency and to display mastery
- Creating, extracting, and utilizing a variety of images as features in each “level”, as well as making these images mobile for animation purposes
- Using vectors to create movement for animations
- Focus on small details with animations, placement of objects, color, and overall design to make each “level” more fulfilling and unique

- Successful use of music and sound effects that sync with the “level” and the animations present in the interactive world with sensors based on location of player

Third Step:
Organize your resources. List your inspirations, resources, references that you are going to pull from. These should be diverse and beyond the supplied textbooks.

Inspirations:
- Pokemon games (for grid-like, bird’s-eye-view style of world)
- Terraria for design of characters and environment (pixel-art concept with emphasis on color)

Resources & References:
Adding sound/music:
https://poanchen.github.io/blog/2016/11/15/how-to-add-background-music-in-processing-3.0
https://stackoverflow.com/questions/11822144/processing-how-to-add-background-music

Previous sketches by me:
- Sketch 4 (*A Snowy Day*)

Art and Design:
- GameMaker Studio 2 sprite editor (to create/edit my own sprites and images)
- https://www.pixilart.com/ and www.google.com for other images

Coding (for specific examples and explanation of concepts):
- www.stackoverflow.com

Fourth Step:
Then, break each of your goals down into smaller tasks. Stage these smaller tasks as goals for each of the 3 weeks.

Break these tasks down into decipherable tasks, tasks that are actionable. From this point, write pseudo code and translate that into code.

Week 1:
- Creating a grid-like system in the constructed world to establish orderliness

- Creating at least 2 classes for controllable (most likely the player character, which will be controlled using keyboard functions) or complex objects, and numerous functions for various images, animations, purposes
- Using vectors to create movement for animations
- Using if and for-loops for the purpose of efficiency and to display mastery
- Creating, extracting, and utilizing a variety of images as features in each “level”, as well as making these images mobile for animation purposes

Week 2:

- Developing at least 5 “rooms” or “levels” with distinct environments (examples: forest, mountains, snow land, desert, beach/ocean, as well as smaller-scale environments such as the inside of houses, buildings, etc.)
- Creating, extracting, and utilizing a variety of images as features in each “level”, as well as making these images mobile for animation purposes

Week 3:

- Focus on small details with animations, placement of objects, color, and overall design to make each “level” more fulfilling and unique
- Successful use of music and sound effects that sync with the “level” and the animations present in the interactive world with sensors based on location of player

Fifth Step:
Review the Final Briefing for the milestone requirements for your working prototype, beta version and alpha version. Factor in what needs to be achieved by these dates with reference to your project and fill in your project plan accordingly.

Working Prototype:
Code basic functions of *Exploration*, such as grid-like pattern, player class, player movement, ability to move to different “levels”

Beta Version:
Develop/extract sprites and images for use. Work on designing each “level”. Include vectors and animations for certain features.

Alpha Version:
Finalize development and extraction of sprites and images. Finalize designs of each “level”. Find fitting music and sound effects per “level” and feature and apply them in the code.