Project 02: Proposal

CART 253: Creative Computation I

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Artistic vision for the project

For this project, I decided to make a small game. First, my main concept revolves around bubble tea. Bubble tea is a drink made with tea that includes chewy tapioca balls or other different toppings. My idea was to make an interactive game that has the user build their own bubble tea in their own creative manner.

The title screen will give a general mood of the game and it will have the play button. For the game, I was thinking of having different tabs for the bubble tea cups, flavor, toppings and straws. After finishing customizing their bubble tea, there will be a finish button. Once they press the finish button, the user would need to drink the drink as fast as they can before the timer runs out to win. For the visual, I was thinking of using Illustrator to make all of my illustrations for this game. For the music, I plan on using a playful background music and a sound effect every time the user clicks something.

Discussion of my plans for the technical challenges

For the technical challenges, I am thinking of using classes for the different parts of the bubble tea. Also, for the tabs I might use states, but I am still unsure how to make the user navigate the game and customize their bubble tea. I was also thinking of just putting all the options on one screen. There will be an illustration for each part of the bubble tea and when the user clicks it, it will appear on the table. For the part where the user has to drink the bubble tea as fast as possible, I was thinking of making the user use their mouse to erase the whole bubble tea in order to win. I am still not really familiar with timers but for the timer I am going to use *frameCount* or *setTimeOut().*

Sketches

title screen

PLAY

win screen

win!

lose screen

lost!

DONE

display

selected

cup   flavor   topping   straw

← options for cups

timer

60

drink the bubble tea as fast as you can