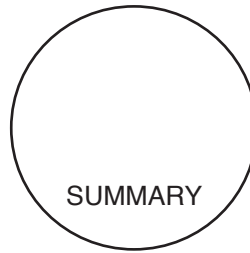


CART 263 / PIPPIN BARR  
PROJECT 2 / PROPOSAL

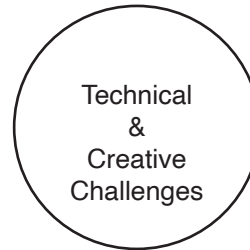
**LIFE**

By Junior



Life is a simulation aiming to take the user on a condensed and emotional interactive journey, using simple shapes and colors. Exploring the cycle of life, the user will have to interact in different ways with Life itself (represented by an ellipse on screen) to help it get through different steps. My goal is to make the user feel attached to Life by giving it human characteristics like specific sounds, organic movements and interactive animations. The bond created through caring and interacting with Life will then be used to create an emotional climax and induce a reflection about what it means to be alive (quite simply).

I'm giving myself the challenge of taking the narrative aspects from my past projects but transferring it into something more dramatic. As much as I am passionate and serious about making more humor based work, I'm also interested in exploring other forms in tone and I want to prove to myself that I can walk the line between making something a bit more dramatic and serious while staying true to myself, avoiding clichés and cheesy stuff.



- Create a simple minimalist and reactive world that reacts depending on user interaction with Life
- Make Life be as 'human' as possible and make the user connect to it by :
  - Creating its own cohesive and expressive language
  - Making its movement organic and smooth
- Create different possible interactions with Life like :
  - Feeding it when it becomes weak
  - Play with it using shapes on screen
  - Caring about it by clicking interactions
- Making the typewriter tell an engaging story accompanying the user and building each interaction so that they serve the storytelling aspect of the simulation
- Compose background music