

Project 02

Artistic vision

For the final project, I was inspired by the TV show *Alice in Borderlands*. It's a Japanese suspense-thriller genre. It takes place in Japan and the main character is transported in an empty city. He is now stuck in a game arena where he has to beat the game in order to stay alive.

My main idea for this project is that I wanted to make a game inspired by the TV show. The player will have to beat three to five mini games in order to survive. Most games will be inspired by puzzle type of games. I will try my best to fit the visual of the original TV show.

First mini-game (Door game):

- Three levels
- Pick life or death door
- Player has to remember the order of the doors given by the map at the beginning

Second mini-game (Light bulb game):

- Three switches
- Player has to pick the right one based on the riddle
- Water is filling up the screen and you have to pick a switch as fast as possible

Third mini-game (find the witch game) (MIGHT BE A DIFFERENT GAME):

- Inspired by the first exercise
- Player has to find the witch given the time

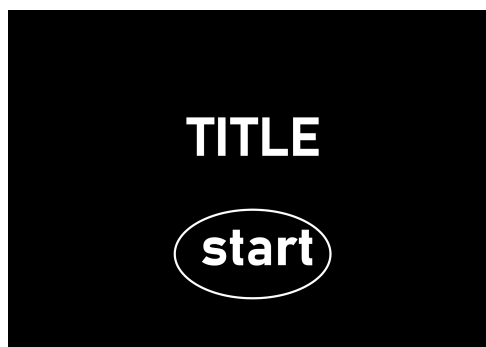
Possible different third mini game:

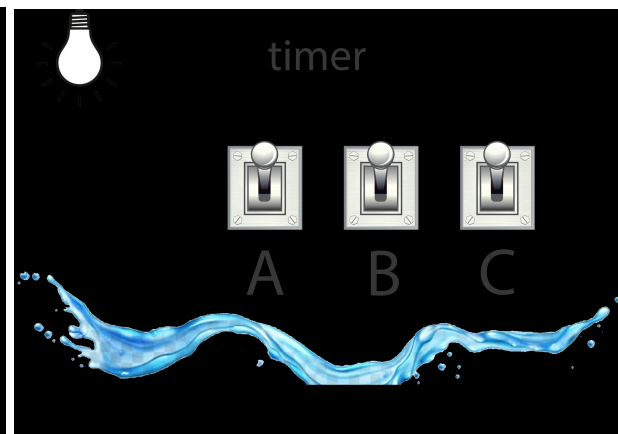
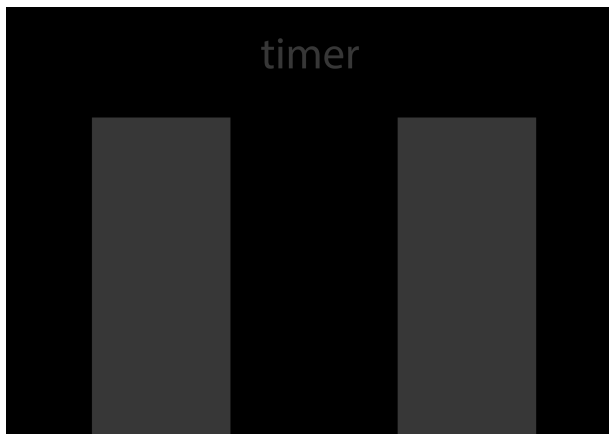
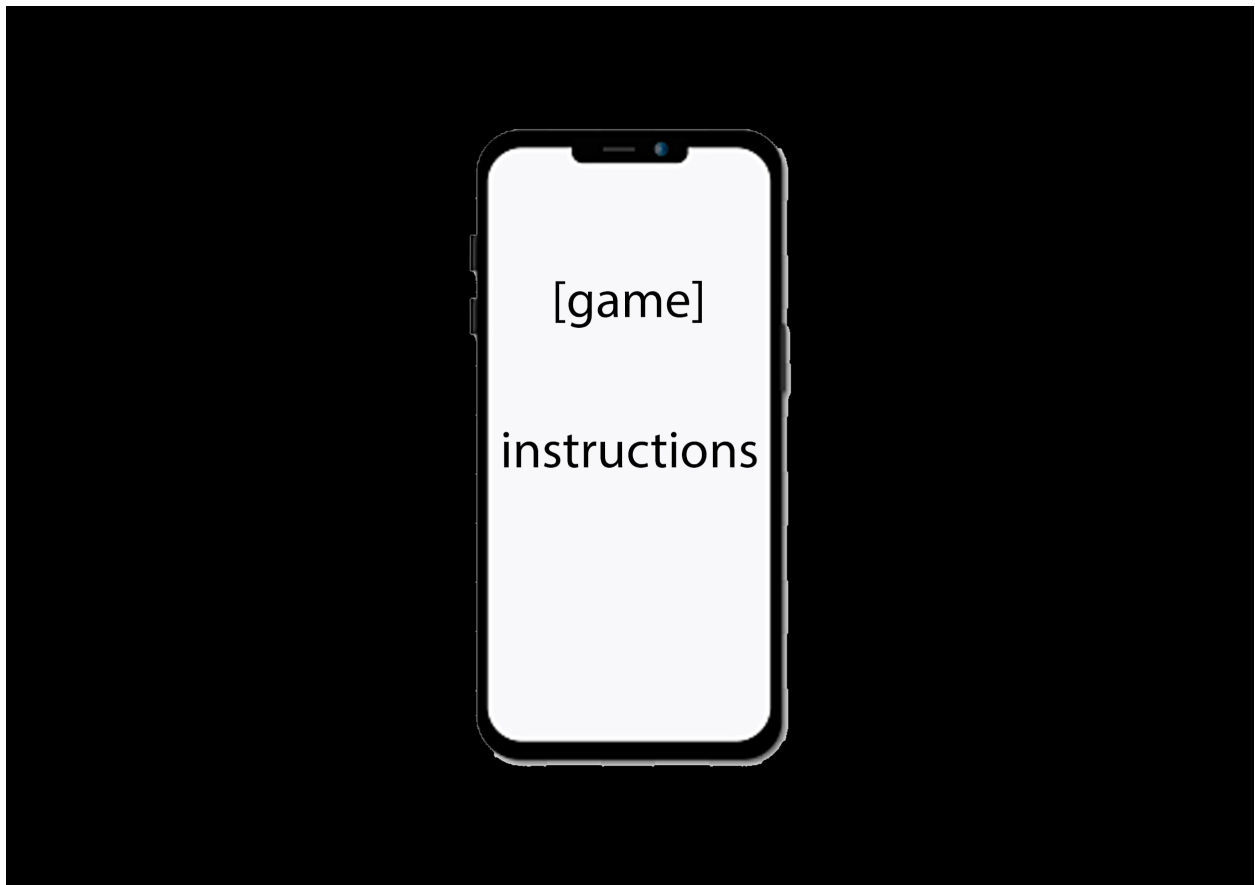
- Player has to drag and drop the most objects possible in the right basket
- More games to be determined....

Technical challenges

For this project, I will mainly use p5.js to code the game. Most of my games are also based on time (setInterval will be used). Also, in the TV show it has this japanese woman saying the instructions which I want to also integrate in this project using ResponsiveVoice. I also want to animate some objects using JQuery and also CSS animation to push the levers for the second mini game. For the third mini-game, draggable and droppable functions will be used.

Sketches





Most of the instructions are going to be viewed on a phone like in the TV show.
The two sketches above are the first two mini games.