

Léa Fournier

Dr. Pippin Barr

CART 253 - Creative Computation I

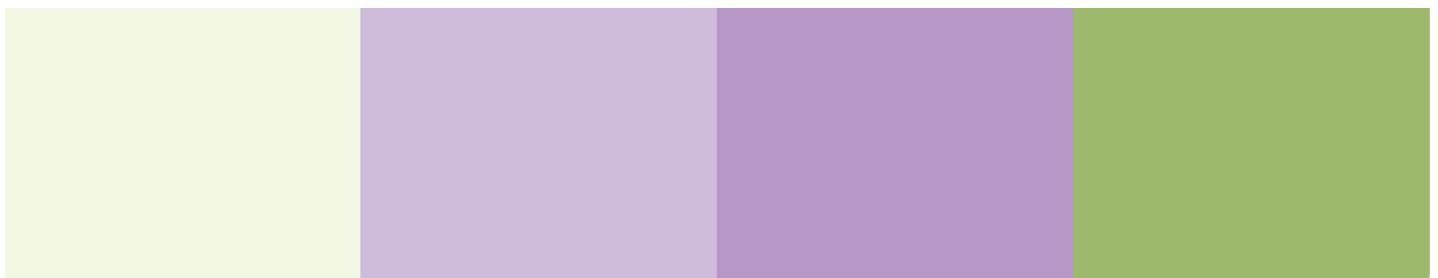
November 7th, 2023

Project 2 Proposal

Overview

I would like to continue with the theme of Halloween from my first project and apply it to my second. My game will consist of 7 mini-games in total that are all Halloween-themed. I would like to implement the various kinds of interactivity and simulations that we have covered throughout the course in the weekly exercises. The user will begin by only having access to 6 of the mini-games. My goal for the game is that the user will have to win all 6 games before unlocking the 7th bonus game. Each time the user wins a game, they collect an object that will be added to the haunted house image on the home screen. For example, if they win the apple-catching game, an apple tree will be added to the front lawn of the haunted house on the home screen. Once, they collect all 6 objects, the door of the haunted house on the home screen will open to reveal a button to play the 7th bonus game. A challenge I have set for myself is to use this project as an opportunity to work with sound. As it was a challenge for me in Project 1, I would like to implement sound into my game by using it in all of the mini-games by not only using existing sounds from the internet but integrating oscillators as well.

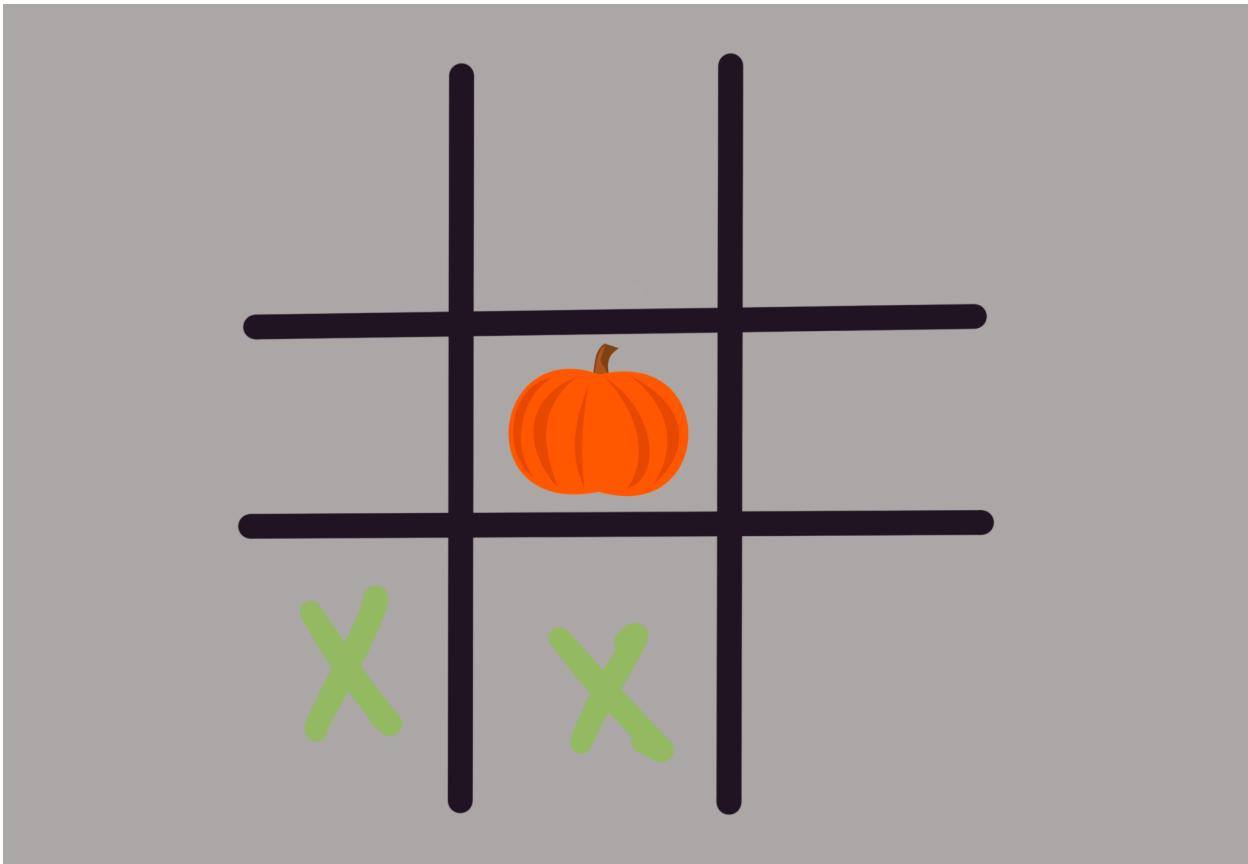
Color Scheme



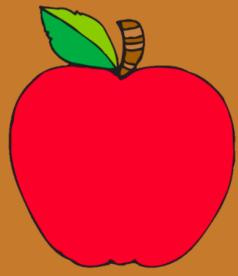
Color palettes from Canva.com

Project Description

1. Tic Tac Toe
 - a. I will create a Tic Tac Toe game where the user plays against the computer. The user will place the “O” (Pumpkin) and the computer will place the “O”.



2. Catch the Apples!
 - a. I want to continue working on the game I made for the “juggle-garden” exercise. I would like to make the game more difficult by making the apples fall faster.



CATCH THE APPLES

press the
space bar
to begin!

catch 13 apples to win!

use the left and right arrow
keys to move

but beware of the bad apples

3. Corn Maze

- a. In this game, the user controls a character and must use the arrow keys on their keyboard to guide them through the corn maze. If they run into a scarecrow, they lose the game. The user will have to collect a piece of candy to get rid of the scarecrow before continuing to the next step. There will also be false exits, that if they go out of, they will also lose. If the user finds the right exit out of the corn maze, there will be a second page (shown below) that restarts the user on the left side (this will be a new state/level of the game), where they will have to continue through a second maze. Once they reach the end, they will win.



4. Haunted House
 - a. Similar to the “Age of aquariums” exercise I did, the user will control their character using their mouse, and 2 other objects (the ghosts) will follow the user. There will be a set time limit and if the ghosts overlap with the user, it’s game over. If the user outruns the ghosts, they win.
5. Grab the Candy!
 - a. Each time the page loads a piece of candy will load on a random place on the screen. The user will try to click on the candy before a spider can reach it. The spider will move towards the piece of candy very fast, so the user will only have a short amount of time to respond.
6. Memory Card Game
 - a. I will create a Halloween-themed memory card game. The user will flip over cards to find the ones that match. They will have a set limited amount of tries or else they will lose.
7. Flying on the broom (Bonus!)
 - a. Similar to Flappy Bird, the user will use the space bar to keep the witch character flying in the air. There will be obstacles to avoid in the path of the witch, and if the user makes it to the end of the simulation, they will win.

Home page button



In each game, there will be a button in the corner of the page that the user can press to return to the home screen.