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Project 2 Proposal

Idea:

Using Project 1 as a base for Project 2, and making something similar to a mini visual novel

Visual novel games are my main area of interest. They are story focused games, filled with text, tend to have some choices and sometimes minigames. They have character sprites as well as drawings of specific story scenes (CGs).

From Project 1, I will use the idea of states, having two potential endings and using the simulation itself (click counter). However, I plan on changing the art.

Instead of making the player go through the dialogue by clicking, it will be using the left and right arrow keys. This would allow the player to go back if needed.

Story:

Still not fully decided yet- I will mostly go ahead and do some sort of story involving two characters. The setting isn't set in stone, but some place like school or an office would be suitable. This means I could use the idea of lunch from project 1 once again.

Technical Challenges:

→ Successfully integrating dialogue using arrays instead of states (which was what was used in p1); this is a more efficient way of writing dialogue without making a state for each sentence, this can get pretty long and felt draining during project 1 even though there wasn't that many states. It also makes it more organized and cleaner.

→ Using both arrays and states and being able to switch between them: The arrays will be used for dialogue that are accompanied by sprites. States will be used for the title screen or special scenes.

→ Integrating key pressed successfully, and making sure it respects the arrays. This means it doesn't show anything blank, nor it skips out on any line.

→ Making sure images are set up properly, load and don't have an issue changing between each other during conditions. During Project 1, the hardest part for me was making sure the images would show up and switch when the clicks would go up.

→ Integrating the mini-game (project 1's click counter code) while still being able to switch from states and arrays

→ Keeping the code organized and clear, committing often enough and making sure comments are done. A lot of times, I will forget making comments while I am coding, and will resort it to making them at the end.

Assets:

All the assets used for this project will be drawn by myself. As mentionned, I think I will do a combination of a few sprites as well as CGs.

I do not plan on using any sound or music, it is not something that I am prioritizing for this project. However, if I ever do, I could see myself using sound effects when clicking. I would find free to use ones.

Art:

I don't have any sketches yet- will be updated. Sorry about that.