**Project Description:**

My proposed project is a skincare simulator game, named “Skin Sim” where the user must address a randomly generated skincare concern by deciding what actives to use.

**Similar Projects:**

Many skincare games exist online, often marketed towards teen girls. These games often display a female face and ask the user to put nameless lotions on the face in order to resolve acne or other skin issues. Instead of actually simulating what happens when people use skincare products, the goal of the game is to make the model look pretty.

My game will instead focus on the biological response to applying different active ingredients, and the goal will be to get healthy and undamaged skin. This will make the game more educational, and also widen the potential user base from just young girls.

**Structural** **Plan:**

I will plan to use classes for each item that requires interactivity. I will also plan to use 112 graphics to create the user interface.

**Algorithmic Plan:**

I think the most difficult part will be accurately creating a visual simulation of the biological processes underlying the effectiveness of skincare. I expect to create classes for things that interact with one another, and create new objects for each new thing the user adds to the screen. That way I can define with class-specific functions how each type of molecule will interact with other things in the simulation.

**Timeline Plan:**

I plan to write a basic outline for the classes first, and then write the code which will allow a user to make the objects interact. Then I will focus on creating a basic user interface, and finally, I will try to make it pretty!

**Version Control Plan:**

I plan to use github for version control. Below is an image of the (currently empty) repository I have created.

TP1 Updates:

I don’t think there’s any major differences.

TP2: Updates:

No changes made.