



Animation Project

04.01.01

<http://linneavisser.com/game/index.html>

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Pitch

The goal of the game is to keep the baby sleep asleep so it does not have to face the fact that there is less than 100 pygmy sloths left in the world due to deforestation. Collect 15 points in 60 seconds by clicking the sheep and the moons falling down, avoid the axes as they subtract one point and do not click the flames as you will lose a life by doing so.

Original Idea

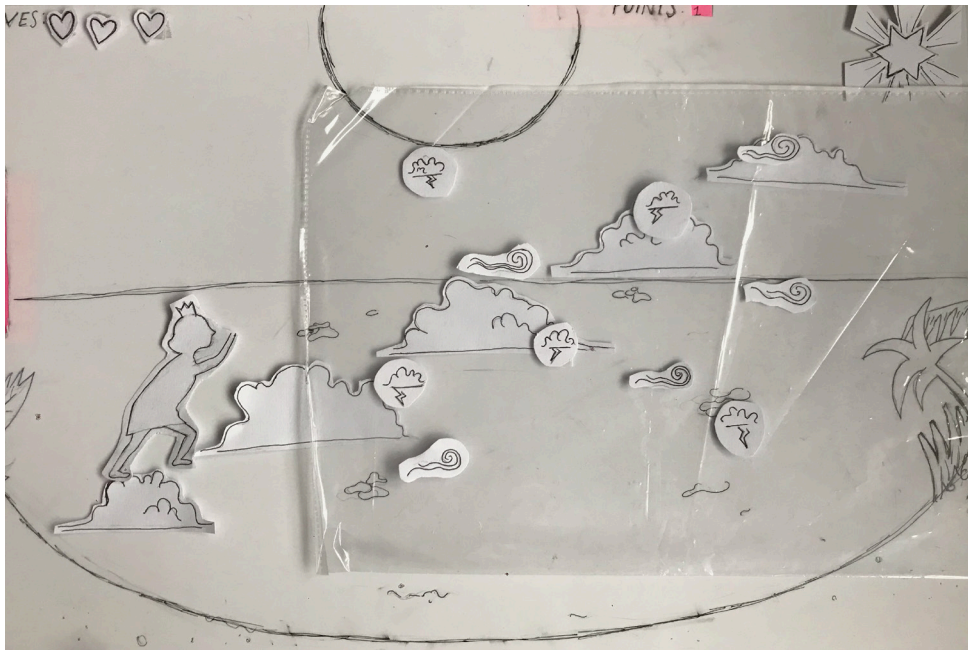
Originally I had a different idea - to base a game of a poem by Ruben Dario so my paper prototype and very first sketches are of that game.

The pitch for that game was that the good and bad objects are floating across the screen from left to right and disappear after you click them, the good objects are the breezes and the bad are lightning clouds. By clicking a breeze you receive one point and Margarita climbs upwards whereas if you click a lightning cloud you lose a life and Margarita goes down one step.

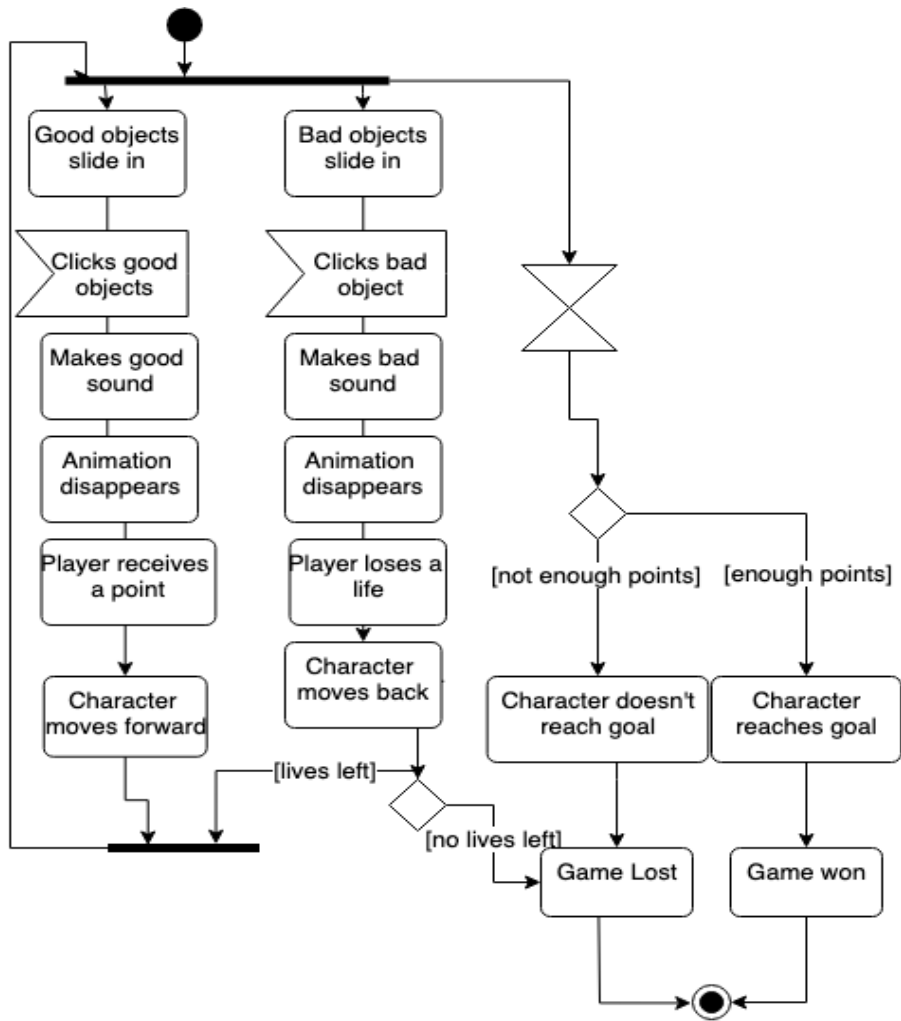
However I decided to change my game as when I started with the game design as I struggled with making the background and character look as I wanted to without stroke.

Paper Prototype


Link to paper prototype: https://www.youtube.com/watch?v=w8_ueckV_zQ



Activity Diagram



Style Tile



SLEEPY SLOTH

Sleepy Sloth Game
Linnea Visser

Style Tile
version: 1

COLOURS

#8bad9d	#3a5d8c	#343959
#fca072	#ffff68	#b4d9d5

LOGO

Font: HWT Arabesque 88.37 pt

EXAMPLE OF BUTTONS

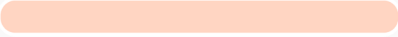
Font: HWT Arabesque 30pt

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat. Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat.

Font: Josefin Sans Regular 14pt


UI ELEMENTS

Time




Points: Will be shown by numbers 123456789


Good Objects





Bad Objects

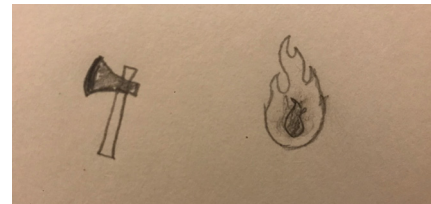


BUTTONS

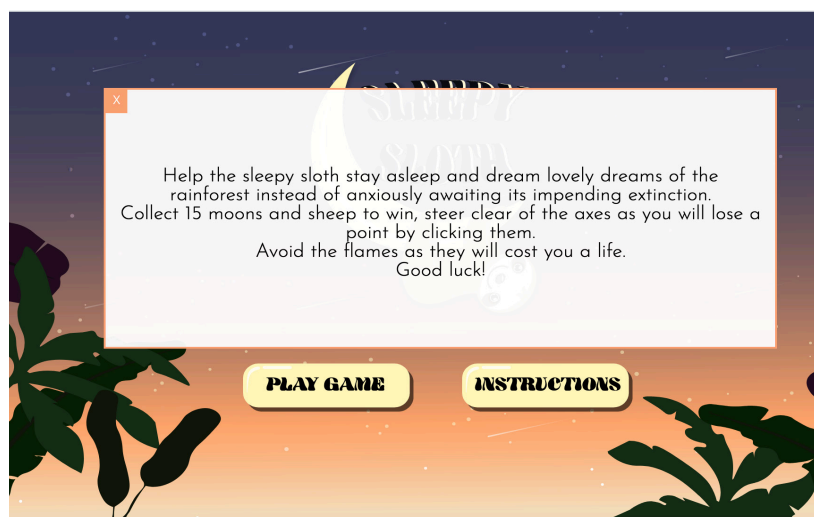




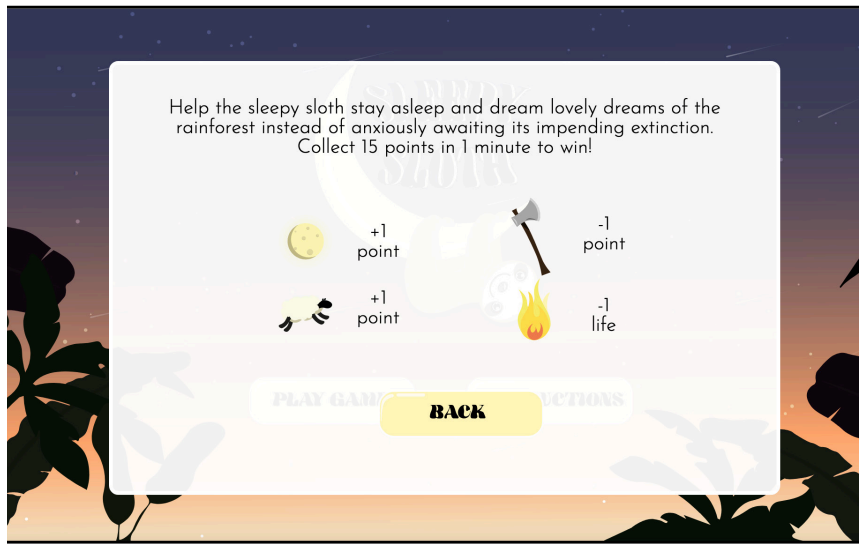
Sketches and Screenshots



One of the things I decided to change after playing the game in class was my instructions screen. I found that a lot of people did not read through the instructions of both my game and others so I shortened the text and added images instead to make it easier for the user to understand the game without having to read a block of text. I also rounded the corners of the instructions box, increased the opacity of the background to make the text easier to read and added a back button in the same style as my other buttons instead of the "X" to make the style of the game more coherent.

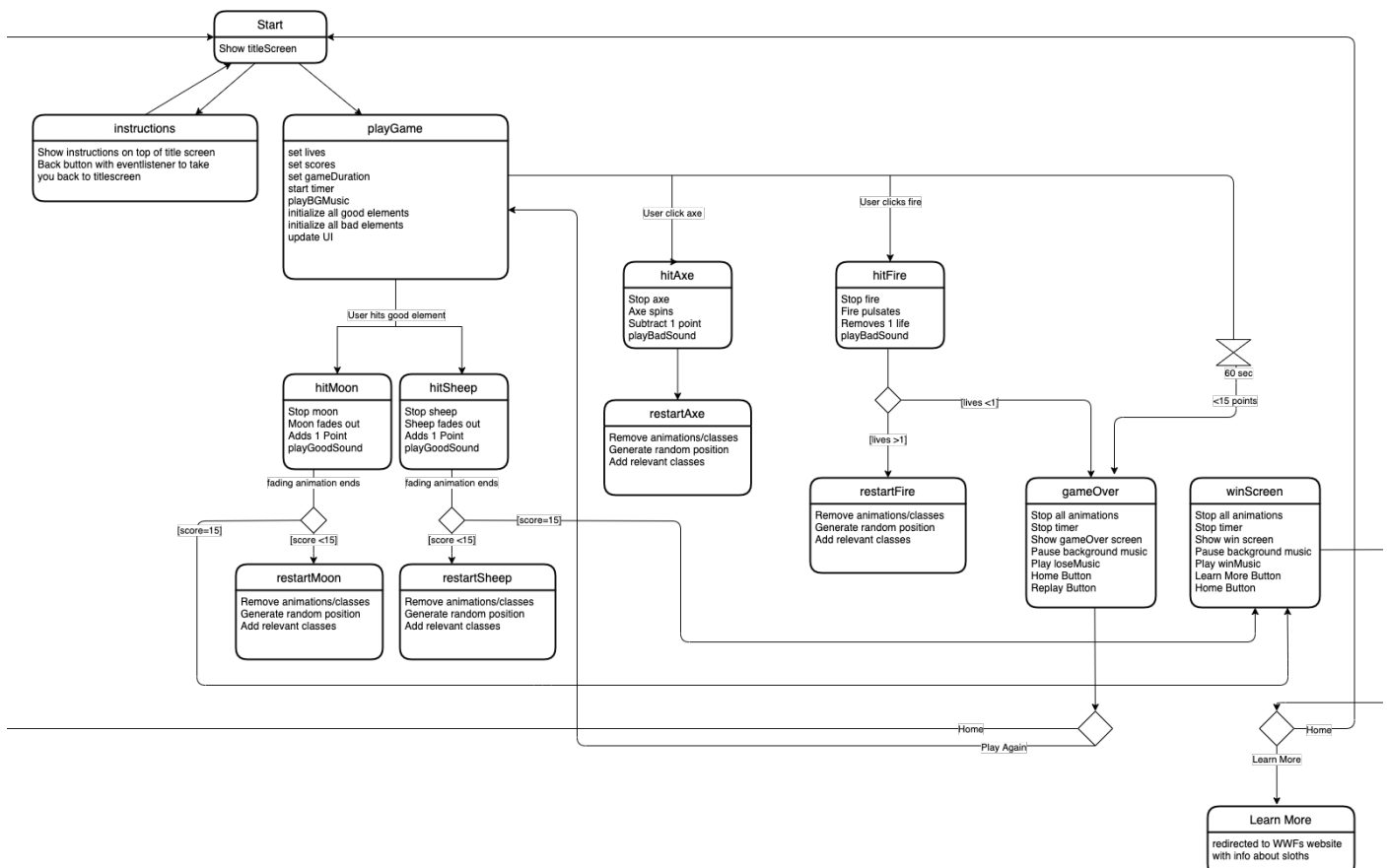


Old Instructions Screen



Current Instructions Screen

State Machine Diagram



Asset List Link

<http://linneavisser.com/game/assets.html>

Summary of Log

Through combining three different words on the first day I got my initial idea - one of the combinations I got was Tree, Reach, Star and it reminded me of a poem I loved as a kid called To Margarita, it is about a young princess climbing up the clouds to reach a star in the night sky she wants. I thought I could use that poem as a base for my game but unfortunately had to abandon that idea as I started with the game design. I'm fairly happy with my other idea though. As one of the requirements was to have some sort of reason for the game I have a link to WWFs website about sloths as some species of sloths are endangered due to deforestation.

I really enjoyed the design part of this theme and working in illustrator as much as we did the first few weeks, however I did struggle with making my illustrations look game-like in style as it is not a style I really like. Instead I drew most of my inspiration from different graphic designers and artists like Tove Jansson and Quentin Monge.

When designing both my character and the good and bad objects I focused on the bouba/kiki effect and made sure to use primarily round shapes in the good objects and sharper edges in my bad objects. I also kept the baby bias in mind when designing my main character as to have the user sympathise with it.

As we got to the coding portion of the theme I was excited to get back into it so I wouldn't forget everything I've learnt as it had been a while since we coded by now. I did struggle to remember everything at first but after a day or two I was back in coding mode. I really enjoyed learning about keyframes and animations in CSS and through doing the 16 animations exercise felt like I really understood it.

The following week we started with Javascript and I felt a bit less optimistic. I didn't feel like I struggled too much to understand it but it was just so much information to take in so some parts of it I still don't understand, fx this - so I haven't used that in my code which has resulted in my Javascript being very long.

I also started a new job by the end of the theme that took a lot of my time, which made it hard to juggle that and keep on top of everything regarding the game. Therefore there are still some things I would like to improve in my game/didn't have time to do. I wanted to do a volume slide, add mute buttons for my win and lose screens and have two separate mute buttons - one for music and one for sounds.