CART253 Final project proposal
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A small mossy rock

Artistic vision

I remember last year, we had a design class where we were introduced to the Slow movement by researching how long it would take to make food starting from the absolute scratch i.e, finding the ingredients in the wild and cultivating them. Similarly, in this project I would like to produce a slow game, one more about enjoying the aesthetic experience of the game than challenging one's reflexes. I was inspired by Google's weather app featuring a cute little frog illustration which appears randomly and is seen to be doing activities relevant to the weather, time and season. It is one of the few apps which really brings me joy but I always wanted to have something more interactive. Therefore, this is what I want to achieve in this project.

In this game, I want to build a small interactive world simulation responsive to real-time weather conditions. It will focus on a small pet mossy rock which can grow random seasonal plants on its surface and which travels through different backgrounds which are unique to the weather, season and time of the day. The user will be able to interact with the small mossy rock by clicking on it to increase the growth speed of its plants and maybe even hanging different decorative objects on it. There will be no way of losing or winning. Just enjoy nature.

I would like this game to inspire the user with an emotional attachment to the small mossy rock and make him more aware of the joy of small fleeting moments.

Technical challenges

These are the technical challenges I expect during this project:

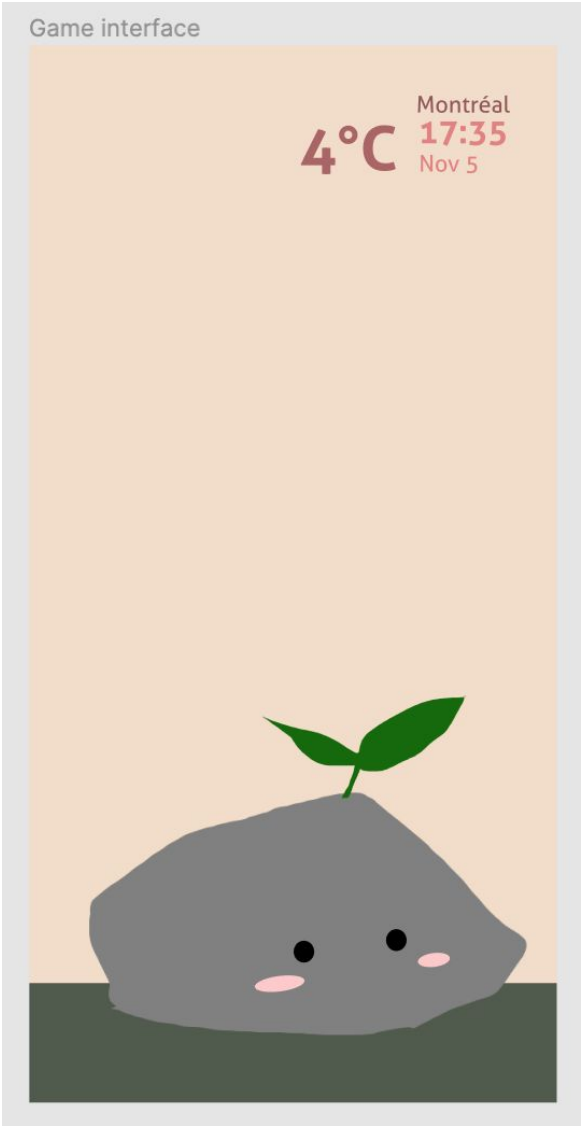
Challenge	Proposed solution
Connecting the game to real-time weather and clock	● Obtain data ○ After doing some research and discussing with the instructor, I found out that I need openweather API to obtain this data ● Find out how to connect an API to my file. ○ I'm doing research on that and found some videos specifically using API with p5 ○

Find a way to test if my code works even if we don't have the specific weather condition the game is supposed to reflect	It will probably require making sure each class work properly before integrating them together
Finding a way to work with RGB values to get the sky to change colour from pale blue to red orange to dark blue	I think either setting a fixed value for green or deciding in advanced which colour the backgrounds will be
Producing several different kinds of plants (at least 10) which grow according to their unique shapes and paces and at specific weather conditions and avoiding repetitive coding	● Make good use of functions with parameters, classes and inheritance ● Have a clear idea of how the plant will look like to plan how to code their growth ● Test if a plant image or one drawn with code will be more appropriate
Producing decorative objects (at least 3) and an inventory to store them in which can be accessed by the user but which appears only by clicking on an icon.	I need to figure out how to call a specific element from an array and place them in a predetermined position

Annotated visual sketches

Screen 1:
Muted colour
palette

Game start with a screen
about choosing the city to
retrieve data from
Openweathermap API



Screen 2:
Mention city and time and temperature

Colour of text will need to adapt to colour of background to maintain good contrast

Mossy rock starts with 1 small seedling. As user clicks, it grows and blooms (bloom vs adding more seedlings??)

Elements of background will vary according to weather data:
Add rain if rainy, clouds if cloudy, snow etc...
Background elements can move