The "I didn't know that about me" game

Summary:

This game will start off seemingly innocent and simple at first glance. I want to it look bare bones when someone first starts playing it. Simple shapes and easy controls.
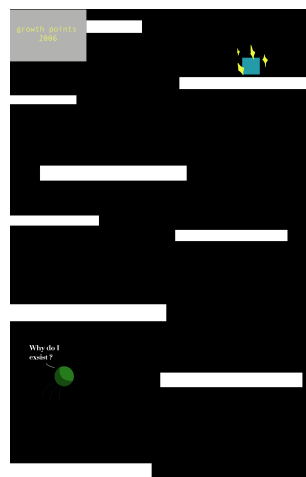The game is in 2-dimensional space and the player of the game is a simple black ellipse at the start. The objective is to bounce the ellipse on paddles stationed randomly on the screen. As you bounce on the paddles you begin to travel the 2D ellipses universe. As you move the background moves and changes (still fairly simple.) I want the background to start off white and as time passes in the game it becomes darker until it has faded to a full black background. I'm hoping I can depict the feeling of growth through the look of the game, as the ellipse moves through space and begins to learn and grow the background expresses that. Being born, white experiencing life, black and then when the game ends the ellipse will envelope the screen and it will become white again as the ellipse become one with everything.
Instructions show up on screen when the player hits a certain level or a particular paddle that's a different color from the rest. If the player chooses to bounce on the paddle instructions show up on screen. It may say remain on this paddle for two seconds because you got held back in school or it may give you a power up allowing you to bounce higher and move faster through the game. (the game is based on choices, or seems to be. I want to use the function that allows me to have outcomes appear on screen based on chance.) The interesting part of the game is that as you progress you begin to go through character development the ellipse becomes almost sentient and begins to ask questions about its existence and why it has come to be. Text may appear on screen with philosophical questions or very self-aware comments. The idea is that as the ellipse grows perhaps the player of the game grows too. And begins to ask him or herself those same questions as well.
The higher you go in the game the older and wiser the ellipse becomes but if you take certain power ups that make things easier for yourself but not others it reflects in you point count at the end of the game. (for example if you didn't stay on the paddle for 2 seconds as the game requested your points may get deducted.)
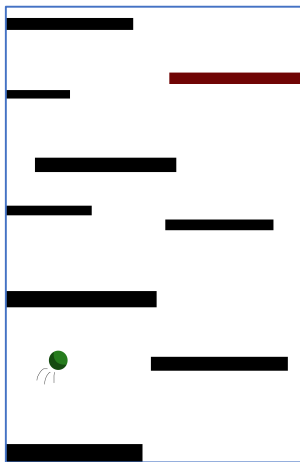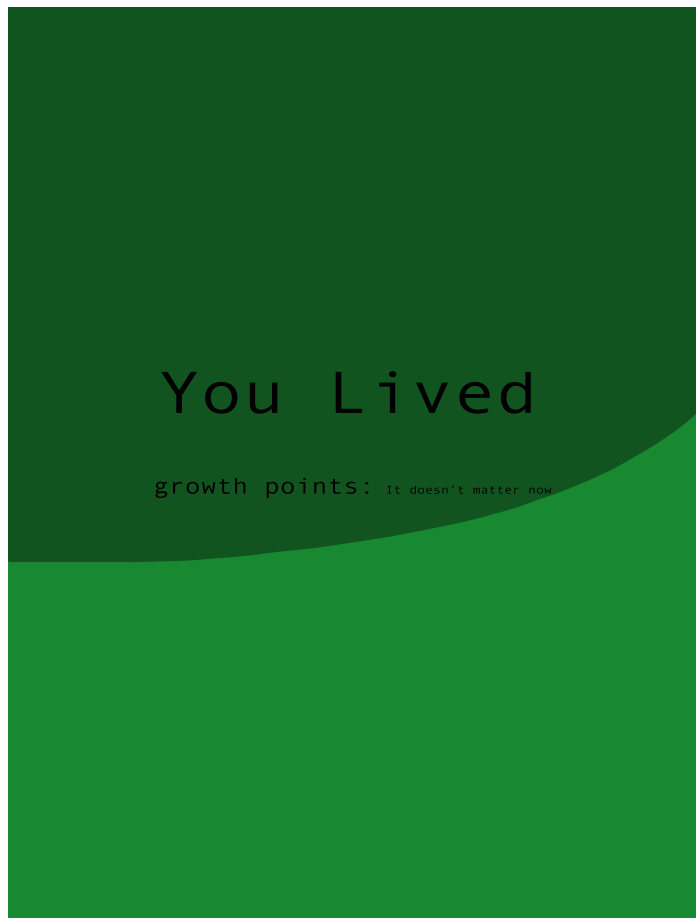
0.1 This is a very rough mock-up of the game.   0.2 This would be nearing the end of the game.

In illustration 2 the ball would be smarter and wiser. Once it makes it final decisions it dies and its growth points are show on screen.

You Lived

growth points: It doesn't matter now

This is the mock-up of the "game over screen". After the ball has expanded into the screen

Inspiration:

When it comes to inspiration for the game I'll definitely credit games like color switch and flappy bird. Their interactivity seems simple but their games people always go back to and are fun to play. There is actually a game almost identical to mine in terms of game play but I can't remember the name of it or how to find it.
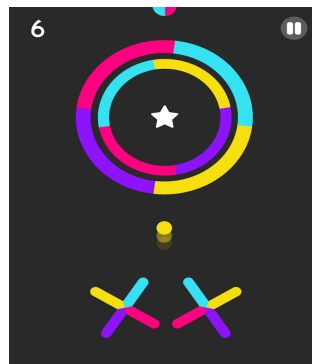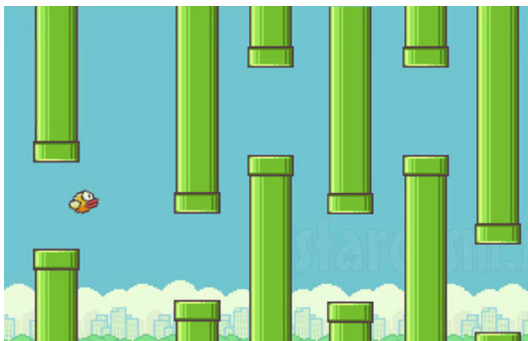
Technique:

When thinking up this idea I wanted it to be conceptually interesting since I lack skills in technique. When it comes to the actual interactivity I will most likely use addboundary() for the platforms the ellipse bounces off of. I will potentially use tilling for the background of the game if I decide to explore something more then just black and white. I was also thinking about using noise() to place random self-aware messages on screen as the game progresses and the ellipse grows (as an person-ellipse) with time. I want to have a bank of questions and statements that will show up throughout the game some being rarer than others. I want the screen to able to keep moving forward so that its possible for the ellipse to "die". For the bounce of the ellipse I'd like to source either one of the class exercises or a processing example and instead of having the ellipse bounce randomly attach the movement to arrow keys. The ellipse will constantly be bouncing so I wouldn't need a button controlling that aspect of its movement. I could like to have the ellipse's movements controlled by the user.

Technical research:

Making a Mario game:
http://processingjs.nihongoresources.com/test/PjsGameEngine/docs/tutorial/mario.html
I found this site browsing the online for ideas and I found a section of it that may be useful for my own project. The platforms that Mario is able to interact with and jump on uses the addboundary().

When I use the noise () I will most likely source the class slides and get myself more familiar with it so that I am able to incorporate it in my game.

For sound I downloaded a sound library that could potential facilitate the addition of sound in the game.

Flappy pong:
https://codepen.io/anon/pen/BjyzoP

I'm not too sure if I would be able to source this code since its in JavaScript but I do like the look of the game so I may use it as inspiration.
I also really like the movment of the ellipse in the game so I may reference back to this game again later.

Algorithmic design:
https://www.openprocessing.org/
I was thinking that it could be interesting to have some sort of animation as the background of the game near the end. Since I would like the message of the game to be inner growth if I were to find code that depicts curiosity and endlessness in an artistic way.

Ie: https://www.openprocessing.org/sketch/156580, https://www.openprocessing.org/sketch/111878,

This would be a lovely addition to a start menu: https://www.openprocessing.org/sketch/413567