



# Project Proposal: "Chronoquest - A Time Travel Adventure"

## Artistic Vision:

The artistic vision for this project is to create an immersive gaming experience titled "Chronoquest," where players embark on a captivating time-travel adventure. The overarching theme of time travel will connect three distinct games, each set in a different time period. The visual design will transport players seamlessly through ancient civilizations, the vibrant Roaring Twenties, and futuristic space travel.

### ◦ **Puzzle Game - "Ancient Enigmas":**

- Visual Elements: Ancient civilizations such as Egypt, Greece, or Mesopotamia will inspire the puzzles. Rich colors, historical symbols, and intricate patterns will be incorporated.
- Narrative Link: Solving puzzles in the ancient world reveals mysterious artifacts that act as keys to unlocking temporal portals.

### ◦ **Card Memory Game - "Roaring Memory":**

- Visual Elements: The card memory game captures the vibrancy of the Roaring Twenties with Art Deco designs, jazz-inspired visuals, and glamorous aesthetics.
- Narrative Link: Matching cards in this era triggers a shift to a new time period, advancing the overarching time-travel narrative.

### ◦ **Dodging the Dangers - "Cosmic Odyssey":**

- Visual Elements: Set in space, this game represents futuristic space travel with celestial elements and asteroid fields. A sleek and modern aesthetic will define the spacecraft and other space-related visuals.
- Narrative Link: Successfully navigating through space dangers activates a temporal portal, propelling the player into the final stage of the game which will display the artifacts collected throughout the journey.

## Technical Challenges:

### ◦ **General Integration:**

- **Temporal Artifacts:** Develop a system where players collect temporal artifacts specific to each time period. These artifacts serve as keys to unlock the next game, ensuring a smooth and cohesive progression.
- **Chronological Progression:** Design the games to be played in a specific order, creating a seamless chronological journey through different time periods.
- **Sound Incorporation:** Incorporate sound to tie up the whole theme in each individual scenario and then add congratulatory sounds when something is accomplished.

### **Puzzle Game - "Ancient Enigmas":**

- Puzzle Generation: Implement a puzzle generation system inspired by ancient civilizations, ensuring diverse and engaging puzzles.
- Artifacts Integration: Establish a mechanism where solving puzzles reveals artifacts that carry forward into the overarching narrative.

### **Dodging the Dangers - "Cosmic Odyssey":**

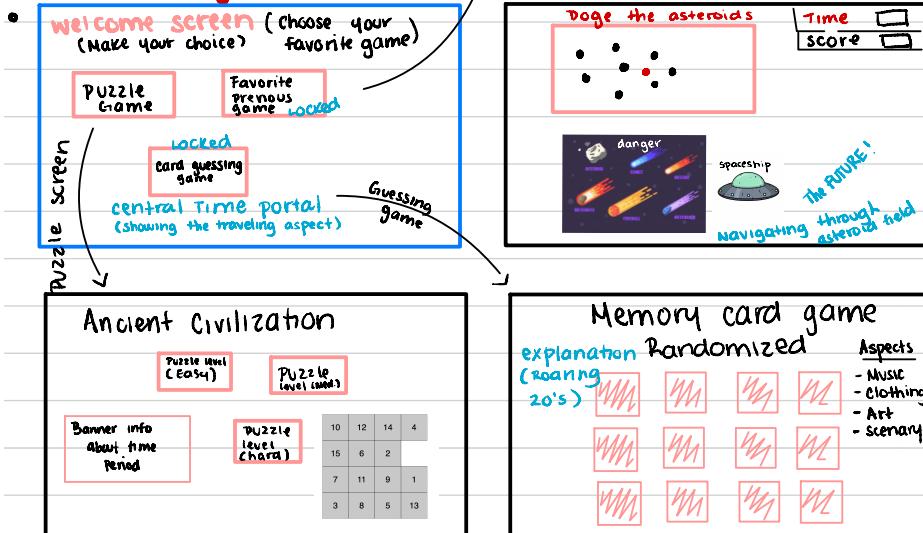
- Dynamic Space Environment: Create a visually dynamic space environment with realistic asteroid movements, spacecraft control followed by the mouse control, and engaging space-themed elements.
- Temporal Portal Activation: Implement a satisfying visual effect for successfully navigating space dangers, signalling the activation of the portal for the end of the game.

### **Card Memory Game - "Roaring Memory":**

- Theme Integration: Develop a flexible system to seamlessly integrate the Roaring Twenties theme into the card memory game, influencing card designs, background visuals, and overall aesthetics.
- Narrative Transition: Smoothly transition players to the next time period upon successful completion of the memory game.

"Chronoquest" aims to offer players a unique and cohesive time-travel adventure, seamlessly blending three distinct games into a narrative-driven gaming experience. The technical challenges will be addressed with a focus on user engagement, narrative progression, and visual continuity. The project seeks to transport players through time, providing a captivating journey filled with puzzles, dangers, and memories from different eras.

# Final Project



\* Incorporate sound for when winning or loosing in a game

\* display music in background depending on where you decide to go.

Purpose: Display what I learned through interactive games.

Basically a screen with choices for different fun games.

Step 1: choose the visual aspect of the overall project so it looks cohesive.

Step 2: Work on how to make the puzzle game to work. [how to upload images, incorporate sound accordingly]

Step 3: work on the card game and decide how it'll work.

Step 4: Incorporate everything together

• uploading images

• Reload and re-start game [play again function]

• Go to homescreen option

• Figure out the sound aspect [use option that when something happens, something sounds]

• How to make the puzzle work

• How to randomize the card game so that everytime you play it, it's different.

• display artifacts after game completion.  
↳ artifact for puzzle will be the image