

## Project 2 – Proposal

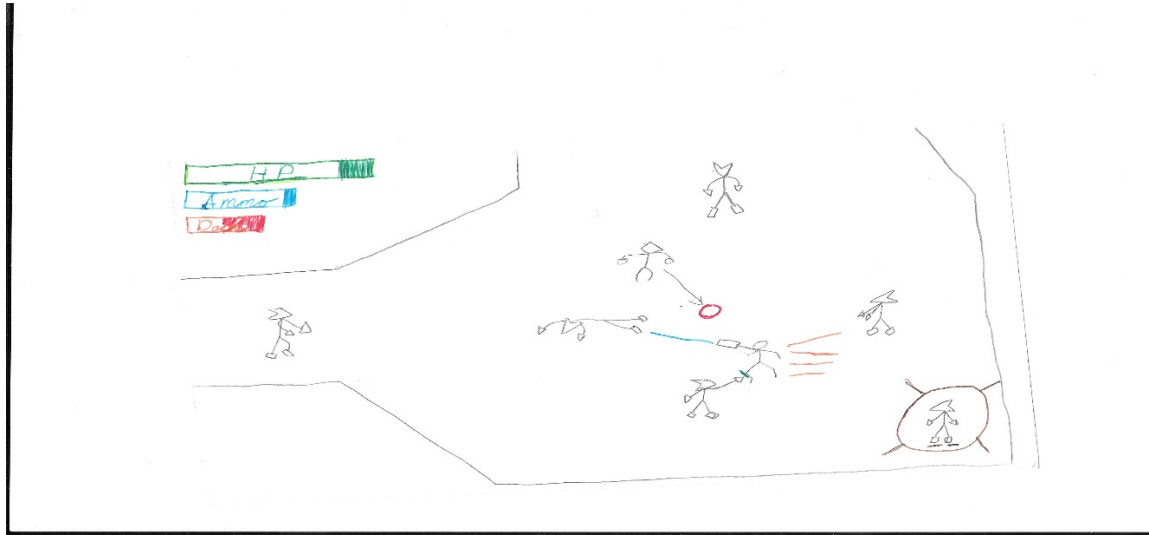
### The Project:

- For Project 2, I will be making a game that is a top-down shooter and will make a rough prototype (functioning, and something that will be further upgraded) for this proposal.
- To challenge myself for this, I want to try to learn more things that are actually complex in technicality, push myself to be more artistic, since I haven't really been practicing any sketching of sorts (maybe getting better at making sprites), all around I want to force myself to get better with JavaScript and artistically (an old teacher told me that if I can sort of say what to make and what I want it to do, it is possible to make it). So far, I think working with several arrays is a challenge I can say up to now.

### Done for Prototype:

- Set up some usual states (title, game, end).
- Established basic player needs for game, like moving, shooting (not angled yet), killing, dying.
- Established basic enemy functionality, living, chasing, "damaging" and dying.
- Made two assets (although the player image will be changed, and the cursor I feel is good as is, maybe make it a tad smaller).
- Certain things I have not started, but thought of on the side so far, I've commented some unused/future lines that I will use.
- Commented what I have so far.

### Sketch (A Scan of it):



- In the sketch, I am just showing a quick sketched idea of what I would like to make the game to sort of be like, like a screenshot.
- Maybe I will have a bit of a horror theme to my game, burly dark beasts, and unsettling environment/map to match the atmosphere.
- Does not need specifically guns, the weapon could be magical sword or spells too.
- Have information visible to the player, like the HUD (enemy spawn points in corners (?)).
- I want to go with an occult theme for this game project, just working with themes.

### Other things on the side (tools):

- Try to either continue using “Piskel”, a pixel art web editor (have used it for past assignments), or wait to see if “Aseprite”, a pixel art program on Steam goes on sale (looks good, might be valuable just to have).
- Look for resources online and get help from the class too.

### Future and Potential Things:

- To be done: Have enemies spawn in waves (all die, and even more spawn again (have a specific spawn point), set up a HUD for the player, add more mechanics (like health, ammo, and a movement option (dash in this case), add a second, ranged-enemy type, make proper aiming, make nice sprites for the game, make a title menu, try to make music (p5.sound (?)).
- Potentially: Introduce additional enemy types (maybe?), look at fixing the project's window (CSS for fixed canvas? (likely)).