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## Project 2 - Proposal

For the final project I wanted to challenge myself by adding more elements to interact with the user. I decided to name the little game “City Escape”. To put everything in context, the user is an airplane that is flying through the city and is trying to avoid different types of buildings (which are at random heights). That is not all you need to keep away from, because there is also the presence of birds flying towards you. These birds will be moving a little bit from top to bottom to create that “flying” effect. Also, you can move the user by pressing the UP and DOWN arrows on the keyboard. The airplane will have some gravity to it, which will force the user to keep pressing on the UP arrow to keep it from falling down. Once you touch any of those two obstacles, I would like to add a little explosion effect with an extra sound to mimic it and then you would obviously lose and it would be directed to the “Try Again” screen. Throughout the game, I would like to add some background music while you are still playing it which would be something very cute and jolly. And when it is over it will change to a dramatic bass of some sort to demonstrate that it is now the end.

As you are getting further in the city, the level increases as well which makes the speed of the buildings and the birds faster and faster. These elements are in an endless loop, which makes it seem that the airplane is really going through the area. I would also like to add some special

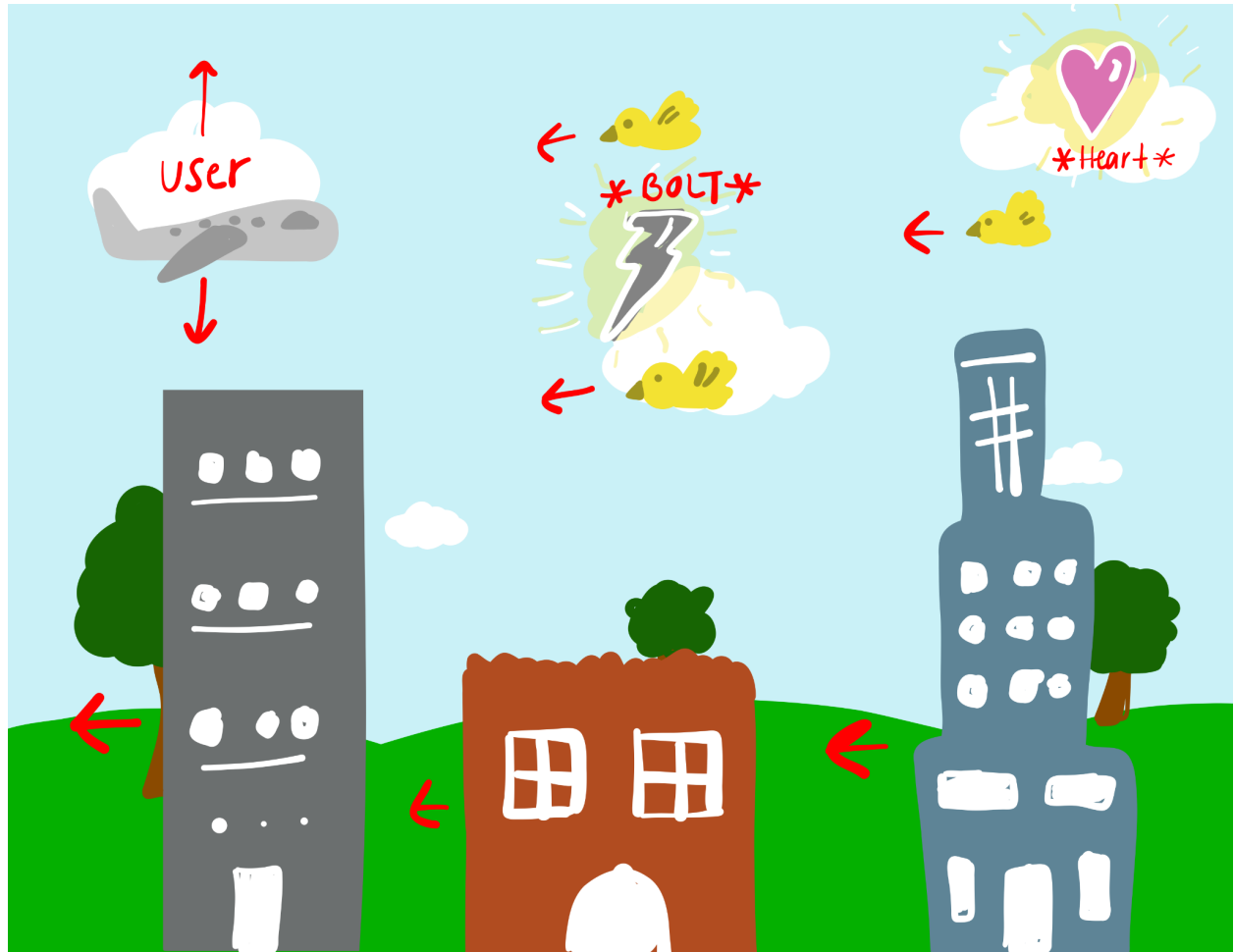
items such as a heart and a lightning bolt, which would give an advantage to the user. The heart would obviously give an extra life, which would keep the game going even if an obstacle is touched. Also, the lightning bolt would give a boost through the city making you go through some levels. I also would like to digitally draw every element in this game, including the background, because it could give a cuter look to it. It also means I can customize every detail to the dot such as the colours and design style. I want it to look very bright and playful, like any children's cartoon and make it easy to look at.

While making the prototype, I found myself having difficulties with many aspects. I am not the best when it comes to p5, so I struggled with some coding that might be easier for others. One thing that bothered me the most, which I still struggle to fix, are the buildings. It is hard to make the user collide into a rectangle shaped object that has a variation of heights. I added arrays for the buildings and birds, so they can stay consistent throughout the game in a loop. I also created different classes for each element, such as the building and bird itself and the user as well. I will be adding more as the game becomes more complex with the heart and lightning bolt. I want my final project to have the perfect impact when the user touches either obstacles or gains special items even the slightest. That is definitely something I will have to work on further to make it flawless.

As for the sketch, I made a rough one that I tried to recreate in the prototype with existing images from websites like Freepik. We cannot see the start and end of the game, but I would like to make a background for both to click on. The starting would be a sunny view with clouds and the ending would have more of a dramatic dark effect that an explosion has. While making the

sketches, I realized that the concept was already used in other mobile games but not exactly the same, which is why I plan to add as many details as I can.

You can check out the rough sketch below:



Drawn by Nafia Tariq