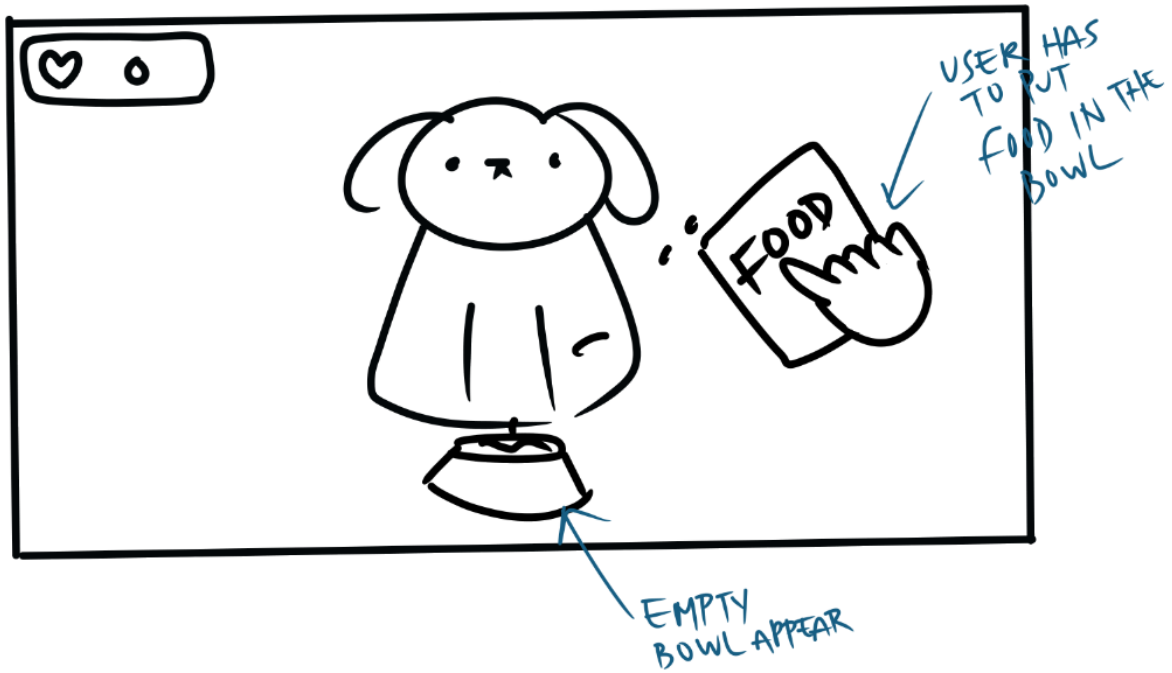Nancy He
Project 2 - Proposal

For this project, I want to create a pet simulation, where a user can adopt pets and then be able to play, walk and feed them. As the game goes the pet will be wanting different things and depending on what it wants the player will need to furfill that request. For example, when the pet is hungry, an icon will appear and once the user click on it, it will bring them to another screen where the player will have to place food in the bowl and once that is complete the pet will be full and that will give hearts (as a sign that the pet appreciates) and with those hearts the user will be able to level up their pets. Another icon will be walking your pet, where once clicked on it, it will bring the player to a mini game of walking and having to dodge obstacle on the road. Another one would be playing with them and that would lead to another mini game. The more the player interacts and furfill the duties, the more hearts they would get.

Its a bit complicated and I am not sure how i will execute this, so I will be facing many technical challenges, I will have to find way to incorporate many mini games into this one simulations and I will have to work with sound manipulations since I want to add sound effect and background music to this project. I will also need to know to randomly time some events. I will also have to work with animation since I might want to draw some of the aspects. I will also need to find a way to make a moving road for the walking mini game. This is gonna be quite an ambitious project for me, so if things don't work, I will simplify it.

Some sketches:

WHEN CLICKED ON FOOD BOWL

USER HAS TO PUT FOOD IN THE BOWL

EMPTY BOWL APPEAR

walking minigame

OBSTACLES

IT'S GOING TO BE MOVING DOWNWARDS WHILE THE PET IS MOVING FORWARD

↳ A BIT LIKE SUBWAY SURFER

THE USER HAVE CLICK/ARROW KEYS TO GO IN THE RIGHT LANE