

Memphis 80s apartment // hidden objects

The purpose of this project is take on hidden objects but instead doing it in a 80s inspired illustration of an appartement, with 80s music. My inspiration was when I used to play growing Agatha Christie Hidden Objects. My take on it is also vintage inspired but in a different era, instead of the 1920s and 1930s. I want the start page and instructions to be the exterior of the house and the game itself is the interior. The Gameover page would be the same house but at night.

I will be using conditionals with if statements and else. If this project is selected, the user takes a point and put a circle around the item found. As well as using random so that the positions change after each refresh, restart or gameover, as well as random sizes, so some-times the items could be harder to see. The classes that I will be the objects that are going to be hidden in the game basically, I will put a small memphis design inspired on the top, left side of the game, which is going to be the list of items to choose from. I am not sure because of time constraint, if I will do all the illustrations from scratch or do a collage, since I am more comfortable doing collages. But that's the design-inspiration that I found online (on the left). Inspired by Yoko Honda. I will be using array, when the time gets more and more constraint and the user didn't find all the objects, the decoys become extra and loop to draw as many decoys as we need. If there is additional time, would love to do another level.

I will be referencing exercise 3 <https://github.com/nestreentrgalal/cart253/blob/master/exercises/exercise3/js/script.js>, which is find the doggie, since it is a similar concept of hidden objects, but my version will be more complex. As well as a mix of project 2 with the instructions page, and the use of arrays and classes. I will start with the code of project 2, and then add code from exercise 3 with the doggie.

