

# Pitch Document

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DXB211 Creative Coding  
Assignment 2 Creative Coding Project

## P5js Sketch Introduction

Catch 'n Bake is a catcher minigame where you play a small cat who wants to bake a cake. The aim of the game is to earn as many points as you can. To earn points, catch the ingredients that make up a cake given by the list of ingredients while avoiding the bad items and objects that shouldn't go into a cake. Bonus points are given for completing the ingredients list.

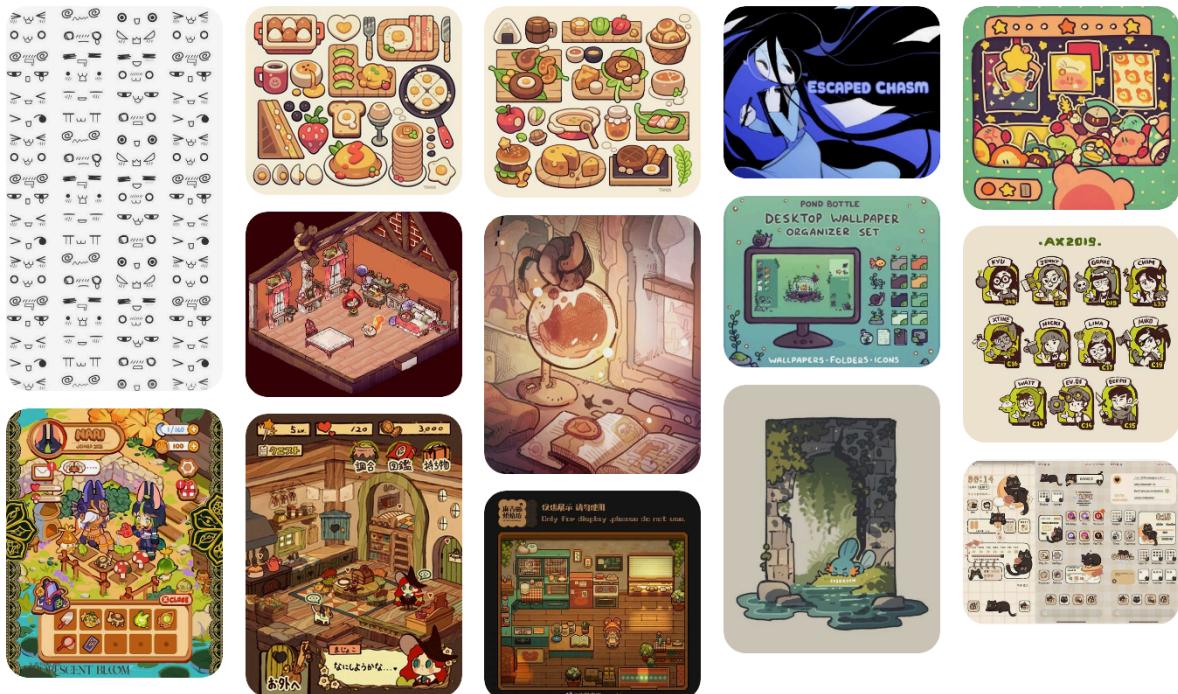
To play move the joystick left and right to move the character. Press the first leftmost button to restart the game. Hold the second middle button to slow down the character. Hold the third rightmost button to speed up the character.

# Design and Aesthetic Choices

For this sketch's theme, the idea of a game where you catch ingredients to bake a cake came from the brief. As the cabinets may be located on Bakery Lane, I took inspiration from that, inserting baking-themed elements into my sketch.

In terms of the interaction and the game's controls, I chose the Louie cabinet for its simplicity as my sketch idea was a game with simple enough and easy-to-learn controls.

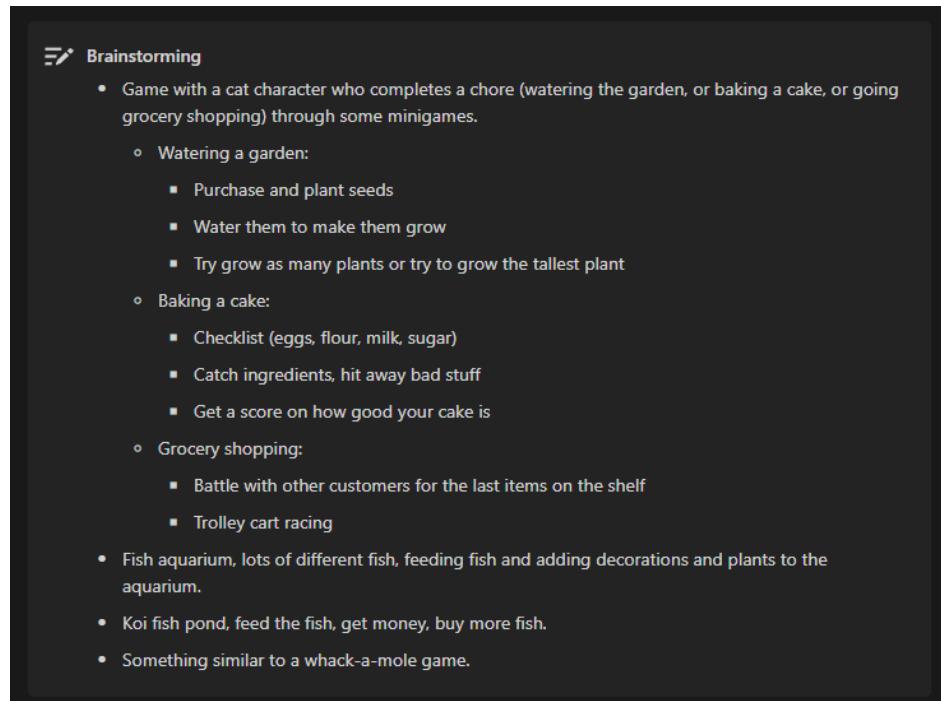
For the sketch's visual design and aesthetic, I wanted a cute stylised game with a warm and homey feel or vibe. To achieve this, I first made myself a mood board using Pinterest, as shown below.



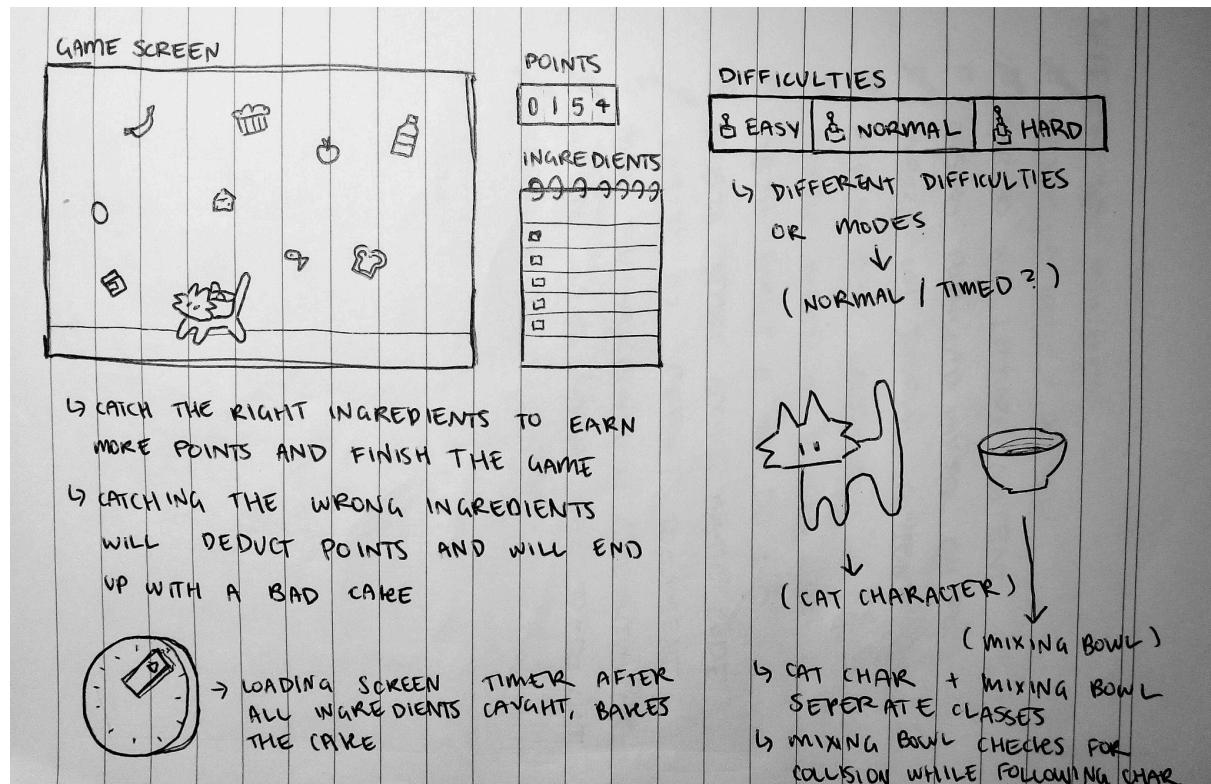
I had saved a lot of chibi-styled artworks that had that cute look to them as well as some works that used a lot of warm tones. In particular, I largely referenced the two images at the bottom, second and third from the left, taking inspiration from their texture and lineart and the colours that they used.

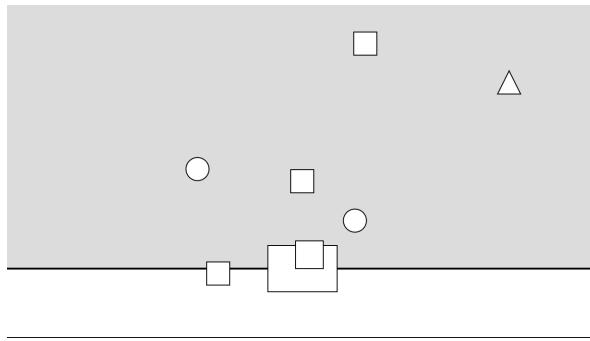
# Approach to the Design Process

To start with this assignment, I first read the brief before brainstorming and noting down potential ideas that I could create, as shown below.



I then chose my idea and sketched with pen on paper some notes and additional ideas and features that I could add to it.

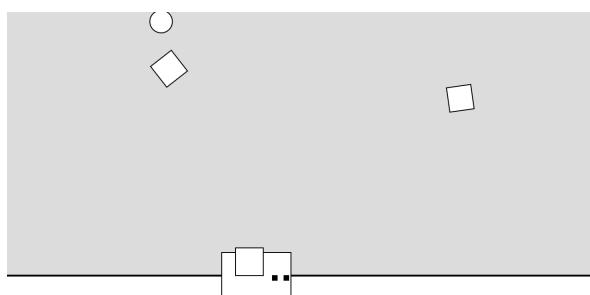




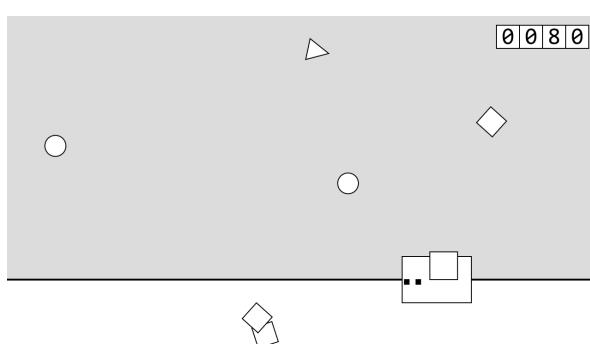
After brainstorming and ideating, I moved on to coding. I wrote some very basic code, using object classes to create the movable character and the randomised items that fell.

I added catcher and item collision so that whenever the item would come within the bounds of the square catcher, the item would disappear and be added to the caught array.

For movement, I had first used some very basic code, but with the help of a public sketch that used velocity, acceleration and mass, I managed to create a smoother movement that started slow and sped up over time.



To display left and right movement better, I added a small face to the character which would then flip whenever the character moved in a different direction.



I then added a scoreboard in the top right corner which calculated the score based on the shapes of the items that had been caught in the caught array and added or subtracted points.

Once I had the basic code down and had made the mood board, I used Krita to draw the art needed for the sketch, starting with the background, which helped to set the tone of the rest of the art needed.



↓ Items

Good:

- Flour
- Sugar
- Unsalted butter
- Eggs
- Baking powder
- Milk

Okay (one only):

- Banana (→ banana cake)
- Carrot (→ carrot cake)
- Coffee beans (→ coffee cake)
- Chocolate (→ chocolate cake)
- Vanilla extract (→ vanilla cake)

Bad:

- Apple
- Jam
- Noodles
- Ketchup
- Cupcake
- Cookie
- Fish
- Chicken drumstick
- Chilli

Very bad:

- Soccer-ball
- Picture frame
- Plant
- Cat toy
- Utensils

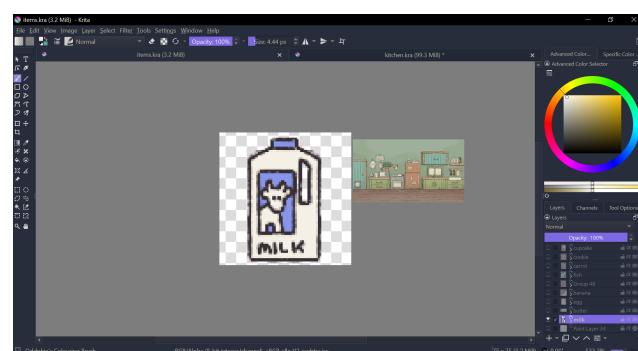


I added the background to the sketch and moved on to drawing the items.

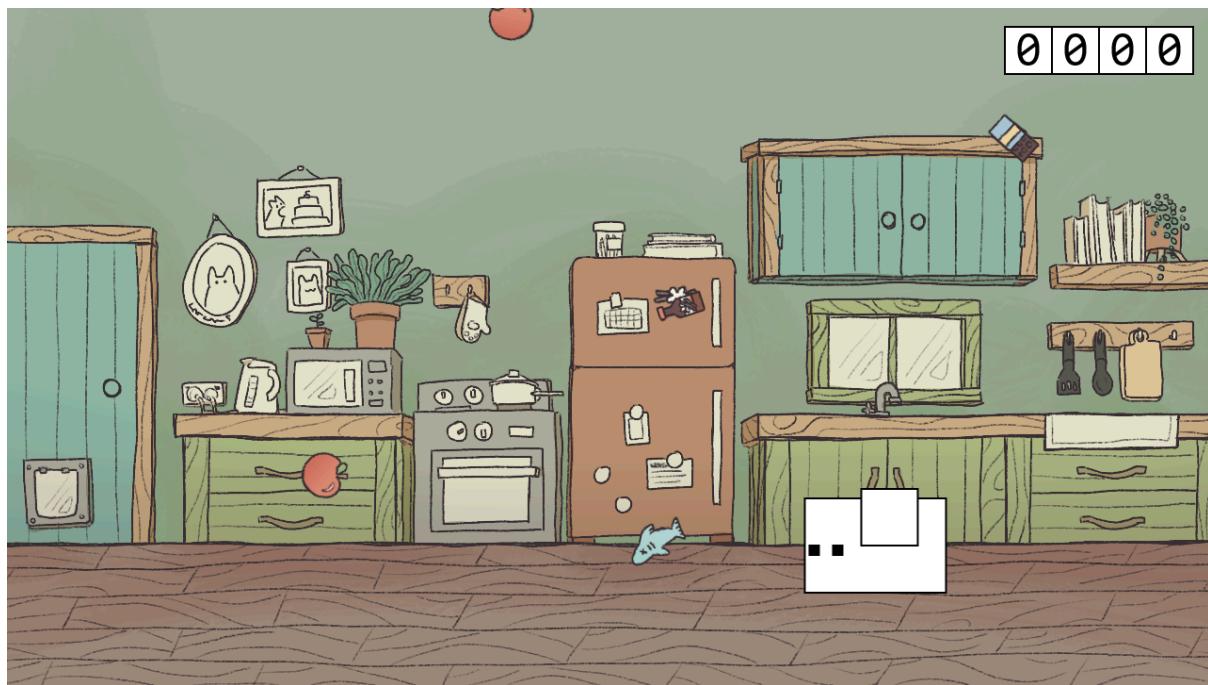
For the items, I had made a list of the types of things I wanted.

The items listed as “good” were the essential ingredients while the items listed as “okay” were meant to allow the user to be able to create different types of cakes. This feature did not end up being added due to the complexity and instead, these items give a small amount of points.

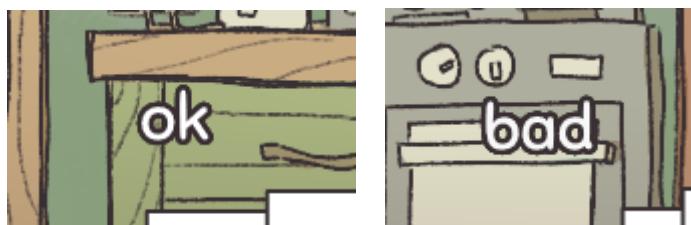
Everything listed below that deducts a certain amount of points from the score.



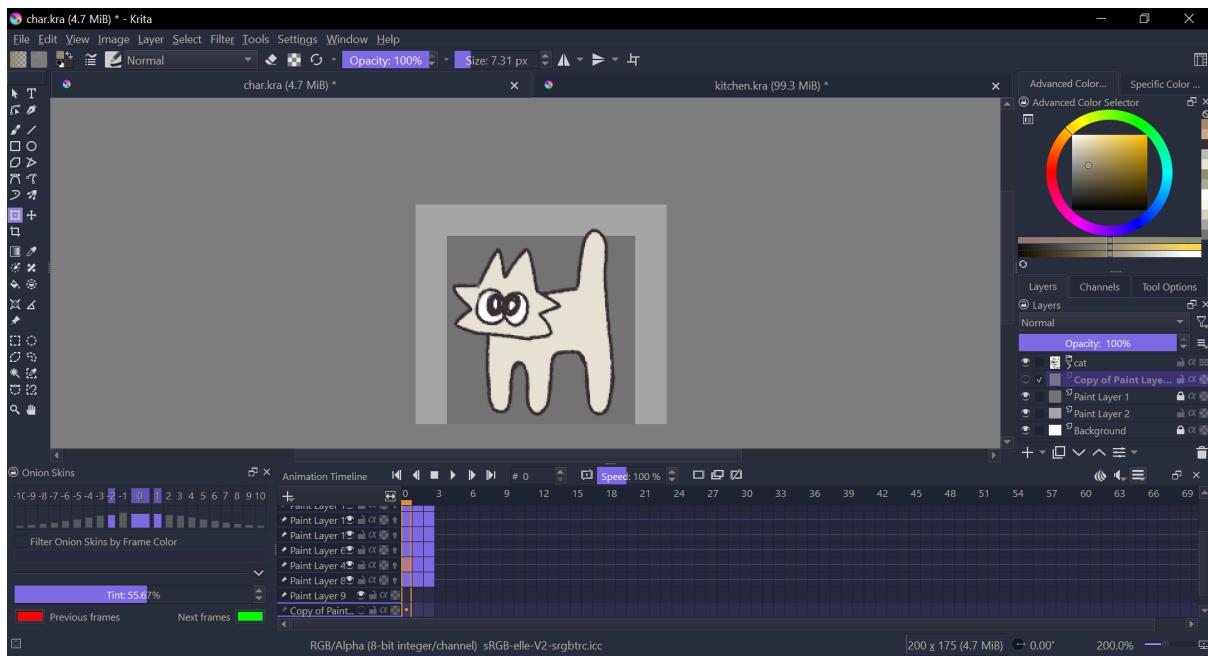
These item images replaced the random shapes.



After that, I started to stylise the UI elements, such as the scoreboard and the font, using Gluten and Sniglet taken from Google Fonts. I also added an ingredient list that would cross off ingredients once caught to help users know what they need to catch.



Additionally, I added text based on the item that would appear when the user caught an item to help learn what was good and what was bad.



I then started drawing the sprite of the cat character, using animation tools to help draw in the running keyframes.



I also added some background music from Pixabay and a few different popping sound effects that would occur when the user caught something.



Once that was finished, I used local storage to add in a high-score system, which I figured would make the game more fun and competitive. In addition to this, I also allowed the user to earn bonus points for completing everything on the ingredients list.

# Creative Influences

As the brief mentions, the task was to design and create something that would then be placed somewhere within the laneways in Fortitude Valley. One of those places was Bakery Lane which had been my first inspiration for the sketch, as my minigame includes some baking elements.

Aside from that, as my major is interactive and visual design, I wanted to create something interactively fun and visually appealing, using both my coding knowledge as well as my visual design skills that I had learnt from previous units to make an engaging game.

Overall, the main point that influenced me to most while both ideating and creating this game, was that I just wanted to create a cute and fun game for people in the Valley to play and enjoy.

## References

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