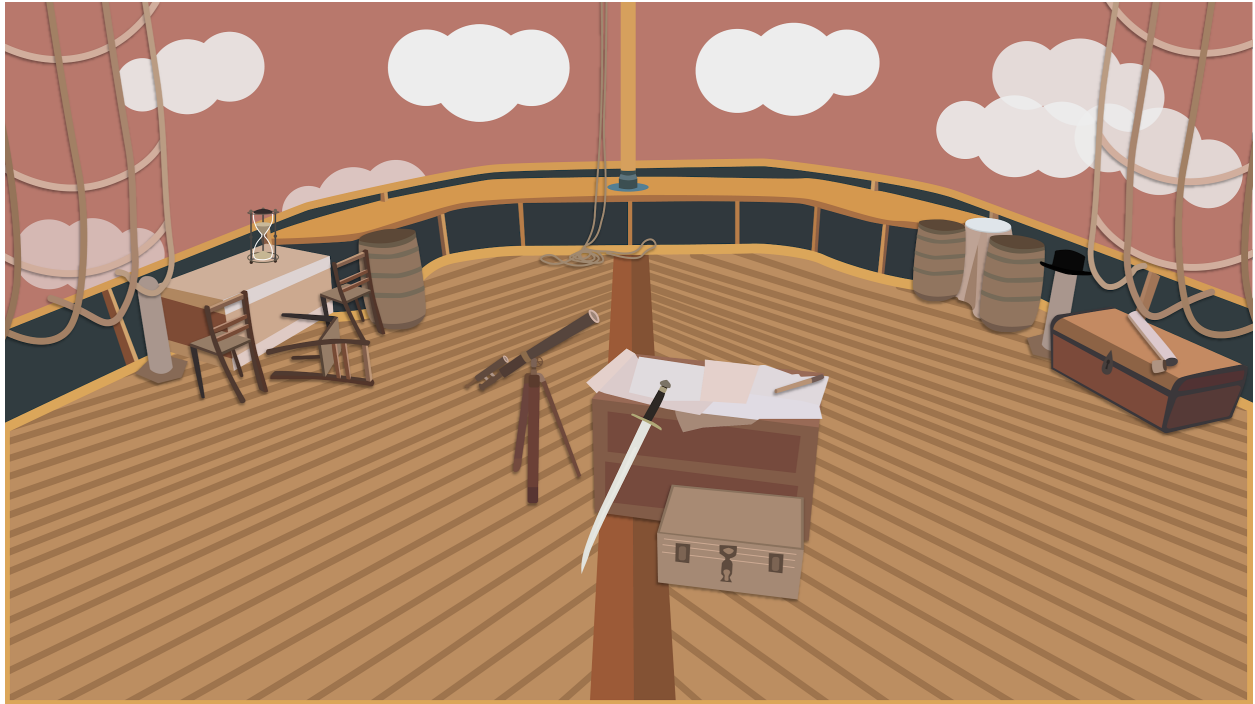


Project 2 Proposal

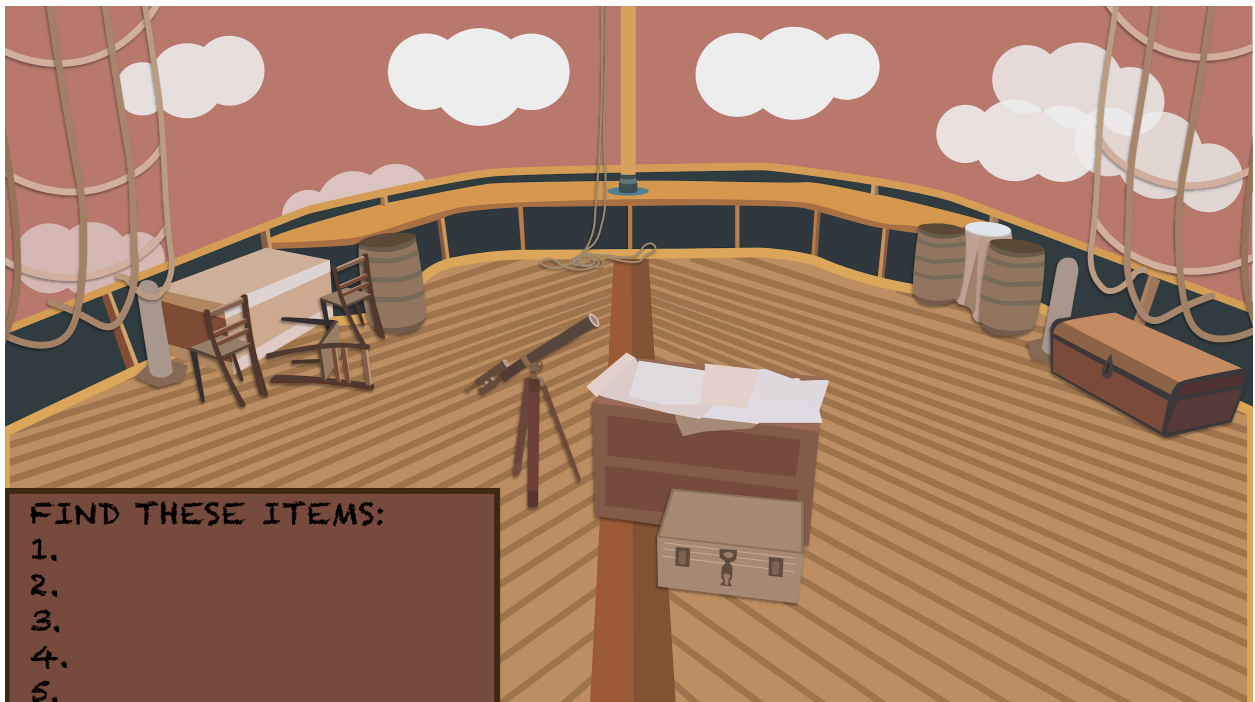
For this project I was thinking of making a kind of hidden object game, I was a little stumped on what I could do for this project at first so I decided to look back on all the exercises we did this semester so far and got the idea to make this kind of game thanks to the sausage dog exercise we had done. The game I'm making is kind of modern day pirate themed so all the levels in the game will have a pirate theme/design to them as well the objects the players will have to find throughout the levels. The intro portion of the game is done entirely with html & jquery as well as a typewriter library that I found (which I have linked too in the top comment of my script.js file) to kind of give an introduction/feel to the game, as if you are being asked to join these pirates on their treasure hunt. At first I was going to do the typewriter effect manually but on my search to find if there was a quicker way to do so instead of copy pasting the same function over and over again, I came across that simple typewriter library so I decided to go with that. When the user gets into the game itself I want to add a window/box at the bottom left of the screen that has a list of all the items the player needs to find and each time you find an object it'll either be removed from the list or barred off in some way using jquery similar to the top secret document exercise we did. Another thing I want to add to the levels is the ability to zoom in and out (maybe using buttons) to the game to get a better look for items and I think that part might be challenging for me. Lastly if time permits I would also like to add little descriptions to each of the items that get collected which would appear when you collect an item to keep a story feel to the game.

Paola Petitti

Visual Sketches:



This is what the first level would look like, the design isn't 100% finished, I still need to add some details to the back



With the item box it would look something like this, but the font, colors, etc will change, this is just to get an idea.