

## **Final Project Scheduler/Task Manager**

### **Project Statement:**

- My project is a small RPG where you control a character stuck in a cave/ room that is completely dark until the character walks around and collects matches. As you collect matches, the room grows brighter and brighter and your field of vision expands. When you find exits out of the room, you progress to more difficult levels.

### **Project Goals:**

- Utilize vectors to move character/ sprite
- Sound integration (background music)
- Character animation (mainly walking, maybe blinking when character is facing you) using the P5.js play library
- Import in graphics/ maps of the room along with the obstacles

### **References:**

- Daniel Shiffman's Nature of Code – particularly with coding vectors
- Stack Overflow – bits and pieces of 2D RPG movement code where I can learn and use for myself

### **Inspired from:**

- Pokemon Emerald/ Sapphire/ Ruby – when you're inside of a dark cave and have to maneuver around to find the exit (unless you have a pokemon with the move "Flash")
- Various "Escape the Room" games or similar type games (ex: The Silent Age)
- Game will be in 2D as a tribute to the old Gameboy Advanced SP type RPG's back in the day

### **Weekly Tasks:**

#### **Week 1:**

- Successfully import P5.js Play Library
- Begin character design/ drawings in order for animation to work. (Should be around 13 -14 drawings)
- Design and draw room maps (including the obstacles – rocks, walls, etc)
- Drawing of matches that the sprite will pick up in the game

## **Week 2:**

- Code the movement of the sprite to bind with the arrow keys (up arrow to move up, left arrow to move left, etc). The space key will be reserved for interactions (ex: press space to pick up the match, press space to climb up ladder, etc)
- Make sure it displays the correct animation when it moves (when moving upward, the back of the character must be turned towards you, etc)
- Import room maps and make sure the obstacles actually prevent the character from moving further (ex: if there is a rock in the way, your character shouldn't walk through or walk over the rock, rather, it should come to a stop showing you have to take a different path)

## **Week 3:**

- Make the room completely dark, except for only a small radius around your character.
- As you pick up matches, your field of vision (vision radius) expands. Once you have enough matches, you gain vision of the entire room.
- Import in background music (maybe interaction sounds if I have enough time)
- Text for every interaction (once you press space when facing a match on the floor – a text dialogue will pop up saying “You have found a match”).

## **Week 4:**

- Bug tests
- Starting screen – “Press Enter to Begin” (Will add this screen if there is enough time)