

Carnival Shooting Gallery

A Digital Re-Imagining of a Classic Carnival Experience

Presented by: 雷志強

Project Proposal 2025



Web-Based Game Proposal



Retro-Futuristic Design



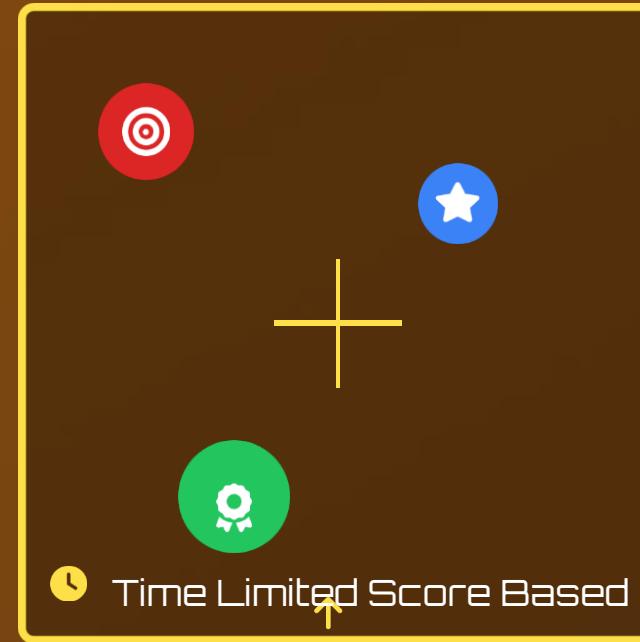
Score & Challenge

GAME CONCEPT

Carnival Shooting Gallery

A digital re-imagining of traditional carnival shooting galleries

- ➡ Modern web-based interpretation of a classic fairground attraction
- ⌚ Captures nostalgic essence of carnival gaming experiences
- 🎯 Challenges players' speed and accuracy in a retro-themed environment



⌚ Time Limited Score Based

GAMEPLAY MECHANICS



Objective

- ★ Score as many points as possible
- ⌚ Accurately shoot moving targets
- ⏳ Complete within time limit



Controls

- 🖱️ Aim using mouse cursor
- 👉 Crosshair visual representation
- Left-click to fire



Scoring & Feedback

- 🎯 Target disappears when hit
- ↑ Score values float up
- Real-time score updates

+100

KEY FEATURES: DIFFICULTY LEVELS

Easy



90 seconds

Provides a longer duration for players to practice aiming and accumulate points, ideal for beginners.

Medium



60 seconds

Offers a balanced challenge, requiring moderate speed and accuracy.

Hard



30 seconds

Presents an intense test of reflexes and precision, designed for experienced players seeking a high score.

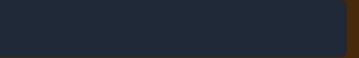
Time Limit Comparison



DYNAMIC TARGETS & GAME STATES

◎ DYNAMIC TARGETS

Central to the shooting gallery experience, providing continuous challenges through movement.

- ⚙️ CSS animations create fluid, unpredictable target movement
- ➡️ Targets move using 



VISUAL DESIGN & THEME

Art Direction

Distinctive visual style merging retro pixelated aesthetics with contemporary neon effects

- Creates a unique "Digital Carnival" theme
- Nostalgic yet modern feel



Color Palette

SaddleBrown
(#8B4513)

Gold (#FFD700)

- Warm earthy tones for wooden structures, contrasted with vibrant gold and dark red accents

DarkBrown
(#A0522D)

DarkRed (#8B0000)

Visual Elements

Pixelated Graphics

Crisp, old-school aesthetics



Carnival Theme

Festive, energetic atmosphere



Neon Glow

Vibrant highlights and borders



Retro-Futuristic

Nostalgic yet forward-looking

USER INTERFACE

A Typography

The game uses the Orbitron font throughout for readability and to reinforce the digital carnival theme.

Controls

Players aim using a mouse cursor represented as a crosshair, with left-click to fire.

Interactive Elements

Buttons are chunky with prominent shadow effects for satisfying feedback.

CLICK ME

SCORE: 0000

PAUSE
90



LIVE TARGETS: 2

● Clear Visual Hierarchy

● Real-time Updates

● Responsive Interactions

● Thematic Consistency

FUTURE DEVELOPMENT



Diverse Target Types

Introduce various target types with different point values, movement patterns, or hit requirements to increase strategic depth.

- Fast-moving targets worth more points
- Targets with special patterns requiring specific shooting techniques



Power-Ups

Implement in-game power-ups to add dynamic gameplay elements and strategic depth.

- Time extensions to increase gameplay duration
- Multi-shot capabilities for higher point accumulation



High-Score Leaderboard

Develop a persistent high-score system to foster competition and replayability among players.

- Online leaderboards to track top scores
- Achievement badges for milestone scores



Audio Integration

Incorporate immersive sound effects and thematic background music to enrich the player experience.

- Dynamic sound effects for shooting, hits, and game events
- Thematic background music to enhance immersion

THANK YOU FOR YOUR ATTENTION

We hope you enjoyed the Carnival Shooting Gallery GameProposal



QUESTIONS & FEEDBACK

We welcome your thoughts on the proposal and how it might be improved



Share Ideas



Suggest Features



Collaborate

✉ s24113302@stu.edu.com

🌐 <https://mail.google.com/mail/u/0/#chat/home>

📅 November 4, 2025