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Project Descriptions

1) What are you going to do?

I'm going to develop a professional quality adventure game with the Processing platform.

I've already made a prototype in order to test some of the ideas of the game, here is the

Project's github wiki page and repository:

Wiki:

<https://github.com/sailingsilently/Processing/wiki/index>

Repository:

<https://github.com/sailingsilently/Processing/tree/master/Hide_Seek_alpha>

2) How are you going to do it?

01) Designing the story;

02) Designing the concept;

03) Designing the environments;

04) Designing the characters;

05) Storyboarding;

06) Designing the gameplays ;

07) Designing the levels;

For each level:

01) Abstracting the game mechanisms;

02) Abstracting the data structure representation of the game mechanisms;

03) Abstracting the algorithm solution of the game mechanisms;

04) Constructing game frameworks;

05) Creating sound designs and recording dialogues (if necessary);

06) Creating visual digital contents of game;

07) integrating digital media contents into the game frame work;

Self testing; Alpha testing; Beta testing;

Ideally:

Get up; Eat; Make games: Sleep; Repeat;

3)Why you are qualified for the work:

Love computer science, programming and making games, and Extremely good at them.

I've already think through about what the game project is going to be.

4) The project's expected results:

A mind-blowing interactive adventure game; It will bring joys to the users;

5) How your projects will expand the possibilities of processing, either through software, community, or both?

From a software engineering point of view, processing is a middleware, more precisely, a Java(TM) language binding of media libraries with unified API. It is functionally similar to a game engine' scripting interface. Although it only builds in the low-level functions and I'm not sure whether or not it has the quadtree(for 2D) or octree(for 3D) based scene management system, it basically can be expanded and at least can do everything that a full featured 2D game engine is capable of, and even more flexible. However, there aren't many high-quality game which made with Processing.

The reason is people don't take processing seriously. For example, two game company's stuffs who came to our school have seen my prototype, although they mentioned it is great, they recommended me to use Unity instead of Processing implementing the actual game, because they considered that Unity is the industry standard while Processing isn't. However, I don't fully agree with them. Miller brother used Hypercard to make their original Myst game, and the game is a classic. As indie game developer, we have to abandon the stereotypical view of Processing and to demonstrate to the so-called industry what Processing is really capable of. And the best way to do that, is to use Processing making a professional quality game.