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Creative Computation I

Healthy Glutton – Concept and Technical Pitch

Healthy Glutton is a 2D game made in the Processing environment. In *Healthy Glutton* there are several types of food falling from the top and the glutton needs to eat the necessary foods to maintain his balance diet and preserve his health according to the calories he needs. After achieving to eat the correct number of foods in his diet and maintain a good health level, the player will be victorious. If on the other hand the glutton eats the wrong choices his health level will gradually decrease and after too many he will die and the player will lose. However, everything in excess is bad, so the player needs to be cautious because there is only a certain number of each food that the glutton can tolerate. To many apples can be as dangerous as too many candies.

On the home screen, there will be a big title on the top-middle, and the player will be able to go directly to the gameplay. Once he clicks the start button, the game is going to ask for the name of the player. After the player types his name, there will be displayed a brief summary of the objective of the game and how to play it. After the player clicks on “Continue” the game will start. The screen will be divided 25% to 75%. The 25% is a side window that will display the life bar, the number of calories to achieve and their current count, and the types of food and their count. On the other 75% of the window is where the playing part of the game takes place. The food will be falling from the top and the glutton will be moving from left to right to catch the food he needs. Once the calories have been achieved with the correct foods, the shape of the glutton will change to a muscled body and a big win message will display. If on the other

hand the glutton loses all of his life, then the glutton will fall to the floor and a big lose message will display. The player will have the option to quit the game at all times and an option to replay after he loses.

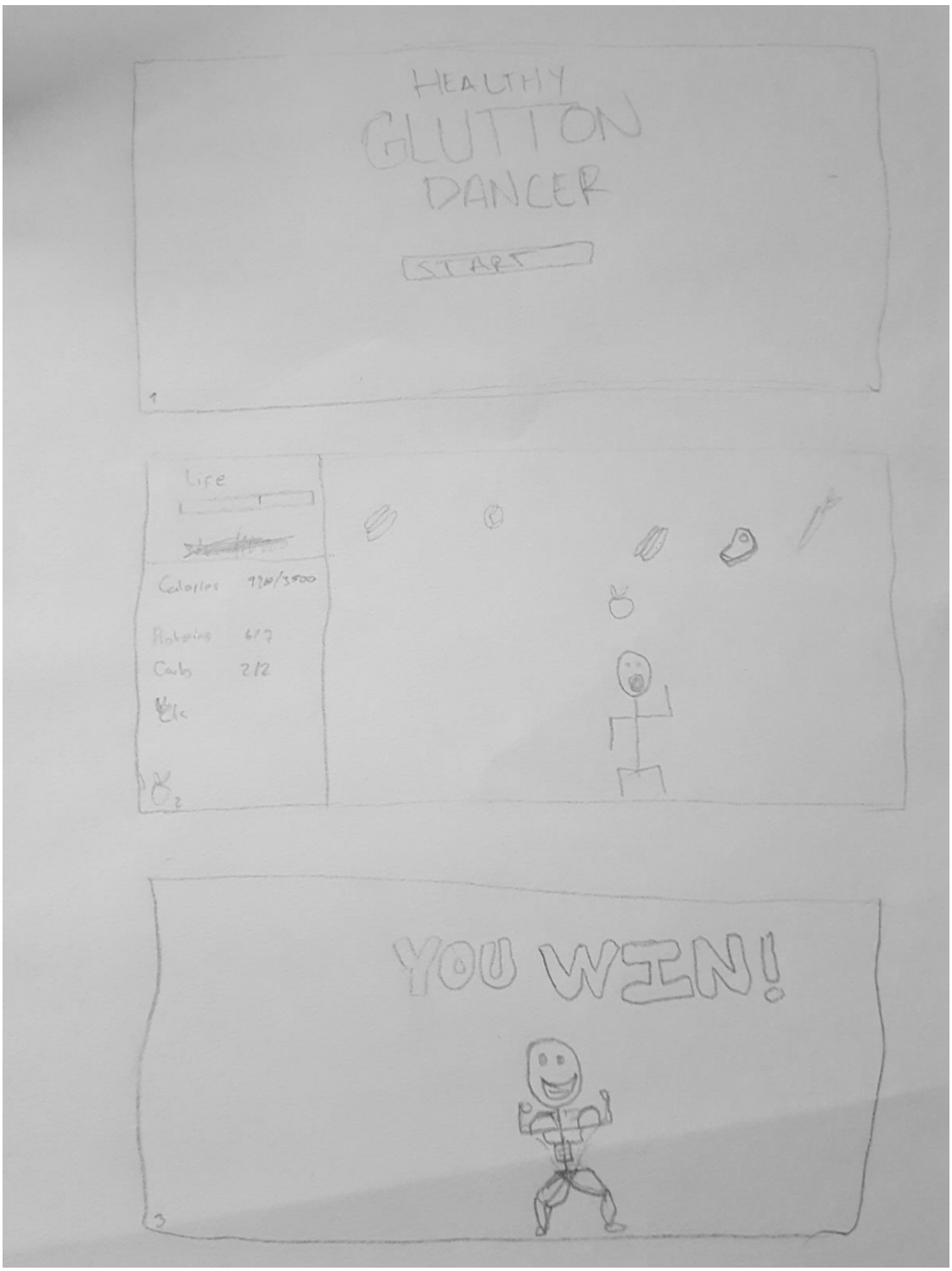
The Garfield Coop Catch is one of the games that share more or less the same interactive approach that *Healthy Glutton* is going to have. Basically, in the game, Garfield has to catch as many eggs before they fall. If the fruits hit him then he loses a life. Although the dynamics between the games are different, they share the core principle of the character moving along the x axis and things falling from the top.

https://garfield.com/games/coop-catch

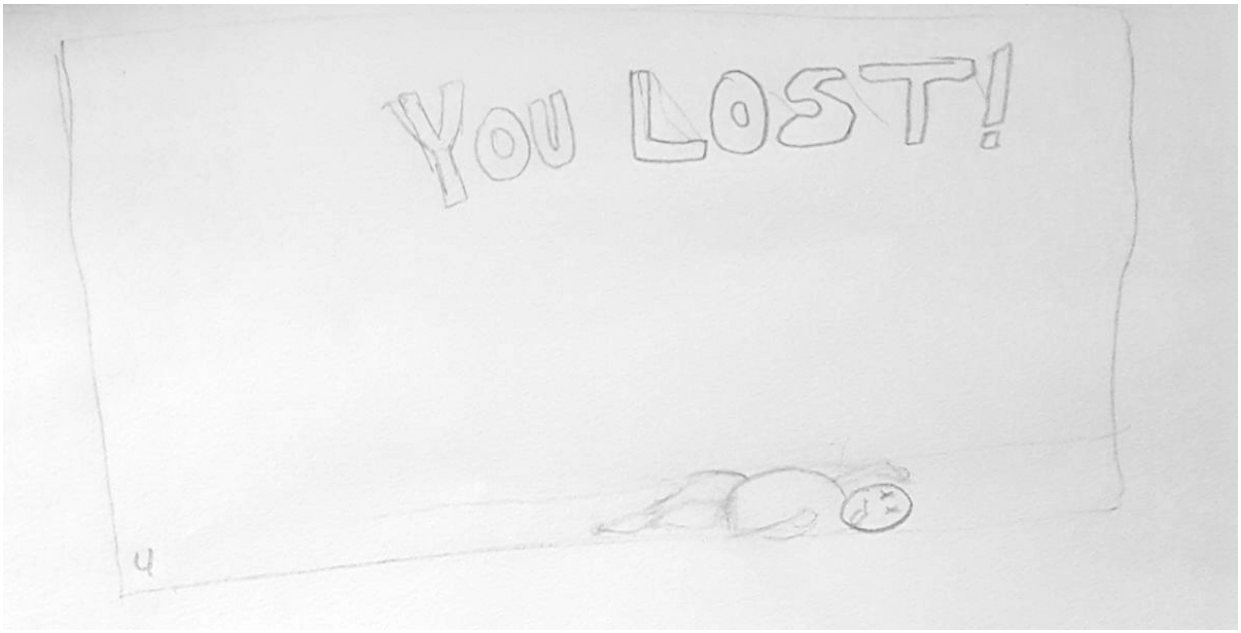
For *Healthy Glutton* to become a reality, several programming concepts are needed. The most important ones are the use of arrays and loops that create the food that is falling. Key Pressed and Key Released functions will be used to handle the character's movement along the X-Axis. Several If Statements are needed: to check whether the glutton has actually eaten the food, to check the type of food, to update the food counts and the life bar. There will be a class for the menu, a class for the character, a class for each type of food, a class for the counters

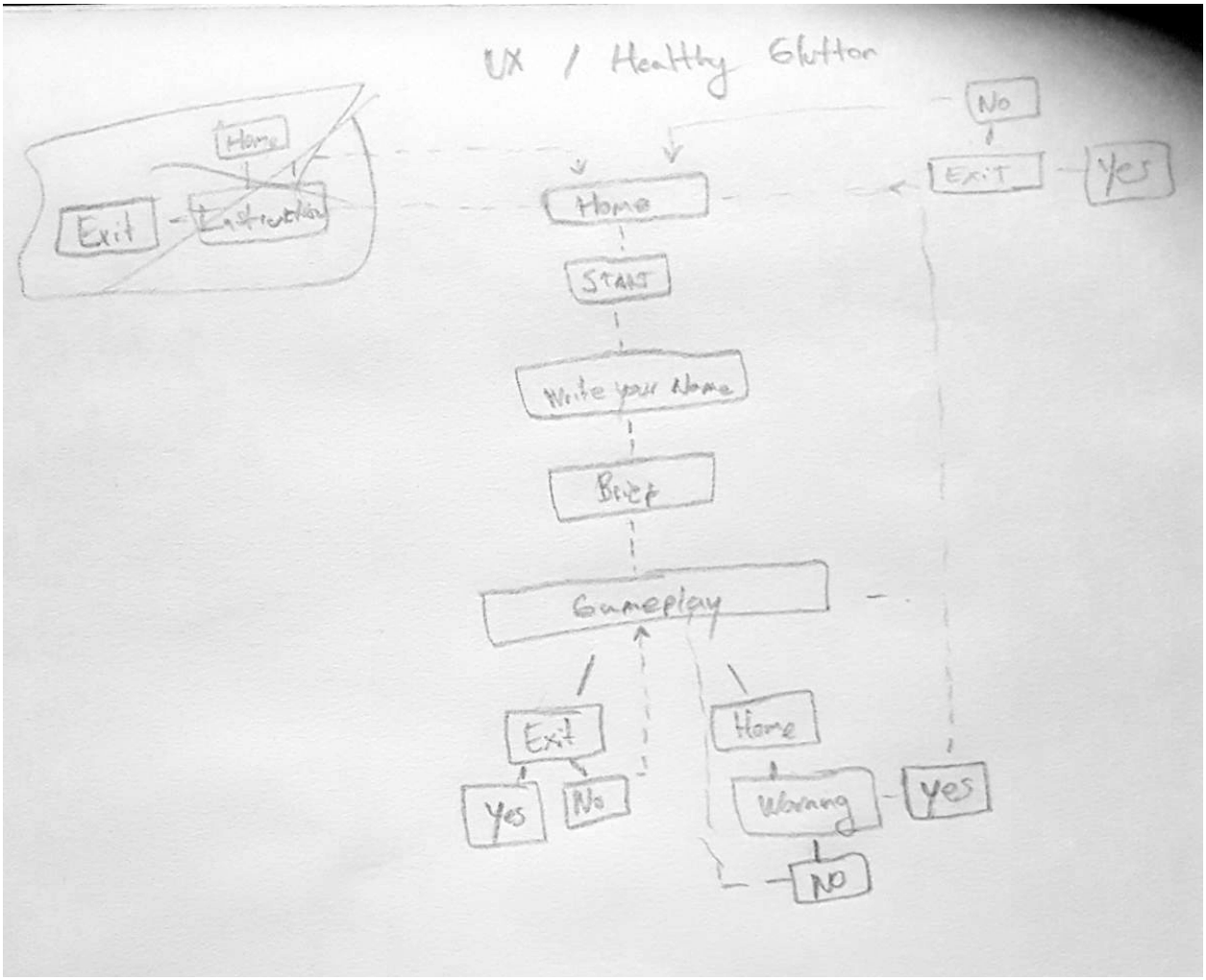
and a class for the life bar. Mouse Pressed will be used on the UI buttons to check what to display.

The use of UI libraries such as G4P or Interfascia will help me in the creation of the overall look of the game. The use of Sprites S4P will help me with the animations and handling of the images. At the same time, Timed Events will allow me to set the triggers for the food to start falling in different time spans in order to make the game fun and challenging. Finally, I will be using Minim to handle the background music of the game.



This images are rough sketches of the idea. The first one is the home screen, the second one the game gameplay, the third one the win message and the fourth one (next page) the lose message.





This image is a sketch of the UX the game will have.