Project 2 Proposal

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I want to make a game that showcases a character who was recently hired to work as a waiter at a restaurant. The character is clumsy, shy, and has low self-esteem. His dream is to become a superstar chef (this is why he has taken up the job to work at that specific restaurant, where the superstar chef works).

At the restaurant, the character repeats a series of tasks every day.

Tasks:
Serving food to the tables
- Obstacles: wobbly arms and legs and people getting in the way, not caring about his presence

Talk to coworkers and take orders
- Obstacle: hard to say things (hesitant voice)

Every day, after work, the character goes home and writes in his journal. He attempts to gain more courage by saying words of affirmation to himself, though these are often done carelessly.

The character progressively gains more self-esteem as he makes better decisions, supported by his new friends. Over time, he becomes better at his job and successfully accomplishes his tasks.
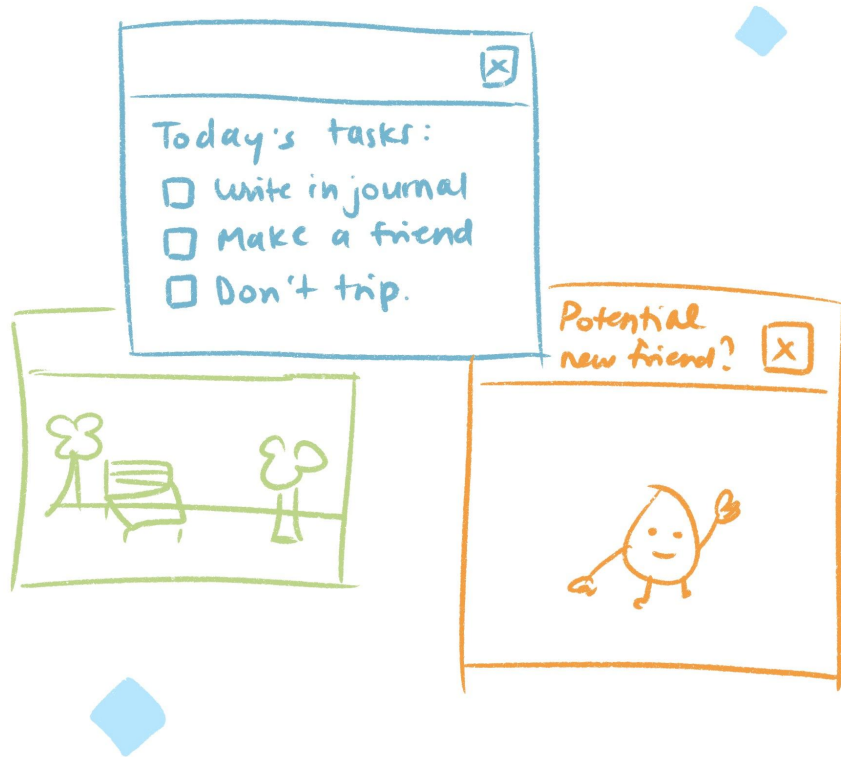

Figure 1: Examples of some of the content in dialog boxes

Technologies

I will use jQuery UI, p5.js, annyang!, and ml5.js. The format of the storytelling will be storytelling through dialog boxes and draggable canvases. Each dialog box will either contain text or p5.js canvases that the user will interact with to progress the story. I want to use these dialog boxes or canvases to showcase different elements (like a specific scene or an object within a scene) as a collage.

I also want to incorporate the user by using ml5.js's Face Api to capture the user's face and add filters to the face like Snapchat. This way, the user can sometimes directly "talk" to the character and act like one of the game characters. I will use annyang! to have the user say things to the characters such as words of encouragement. I am aware that I am using a lot of libraries, but the ones I will mainly focus on are jQuery UI and p5.js. The rest I will use only once in a while to add a sprinkle of interactivity.

The greatest technical challenge will be to integrate the different technologies together and work with various canvases. I will need to find a way to manage the canvases efficiently (most likely using object-oriented programming). I will also explore other ways of using canvases, like making puzzles out of them, or having the interaction of canvases trigger events. For instance, if I connect two dialog boxes together that each contain a canvas, then it will trigger an event where the canvases play a scene together. Another challenge is dipping my toes further into jQuery UI and a new library from ml5.js (Face Api).

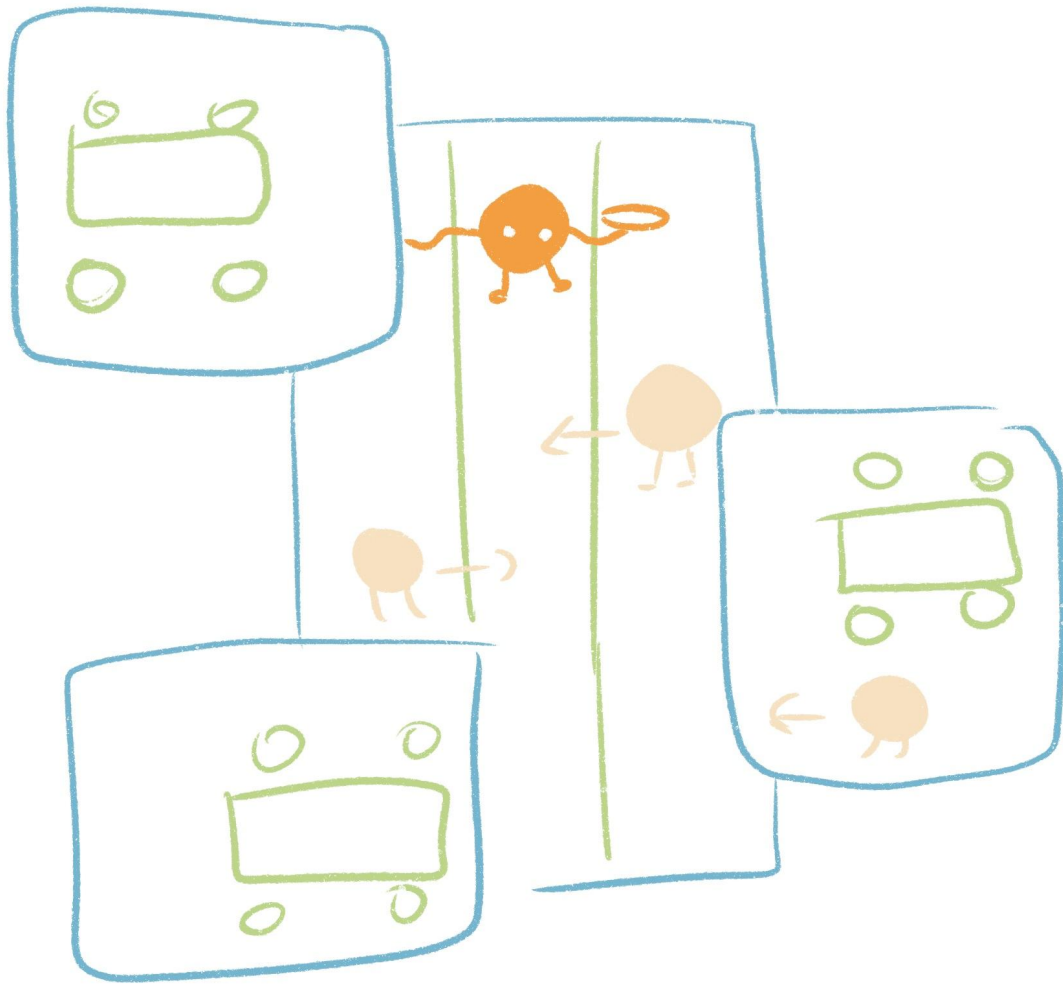*Figure 2: Have user say words of affirmation and annyang! will capture the speech*

Figure 3: Idea for task: Different canvases containing different parts of the scene. User must reach table without spilling plate of food.