Lab 1: Getting Started

ART-101-01

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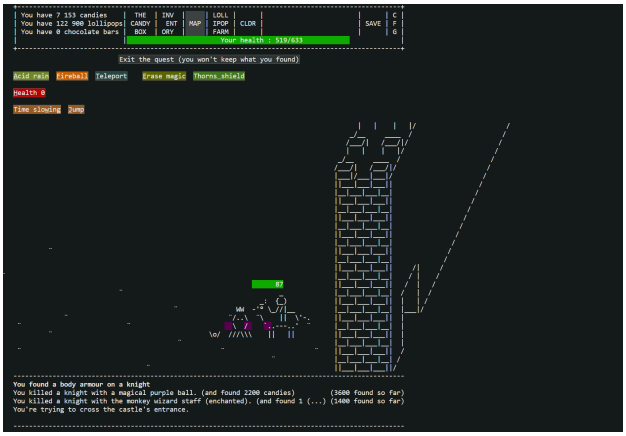
Summary of Our Efforts:

For this assignment we decided to dedicate our focus on game based websites. We began our search starting at candybox2. From there we wanted to find similar games sharing either the ascii art/text or rpg elements. Discovering this reddit thread we were able to compile a list of similar games: a dark room, the gold factory, speed-warp , kittensgame, mine defense , and trimps. Going through this list and experimenting with all the games we were able to choose some of our favorites to explore more in depth and explain in this write up. Overall, this lab was an engaging and fascinating experience that allowed us to collaborate together and fuel our creativity and interests to hopefully be able to create similar websites in the future.

Site 1: https://candybox2.github.io/candybox/

The Candy Box 2 is an incremental style RPG featuring exclusively ASCII art, something I have not seen before in games. It features a lot of really neat mechanics, but the main one I want to learn is the side-scrolling technique used. Usually it would be simple, but the icon for the player replaces whatever art is in the background, and can also spawn projectiles and other entities to aid the player. I can understand how to code enemies and health mechanics, but not how to move entities on an ASCII background, when the entities are also ASCII.

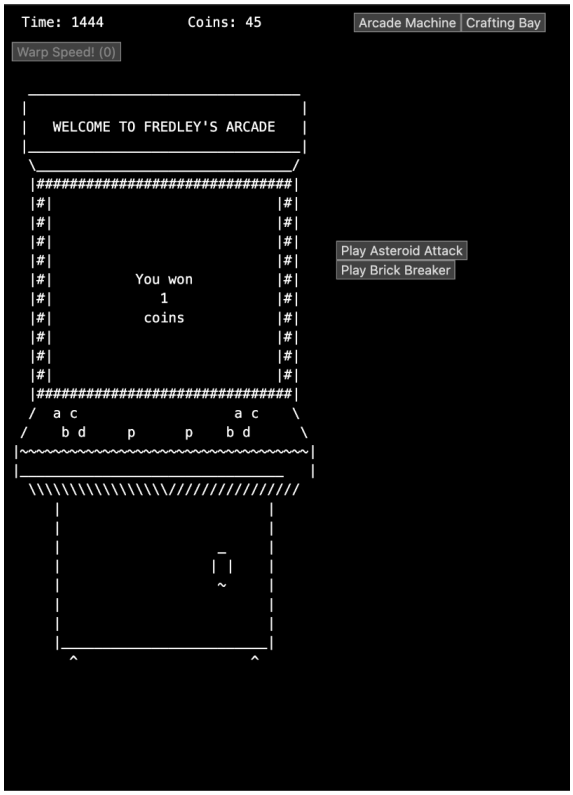


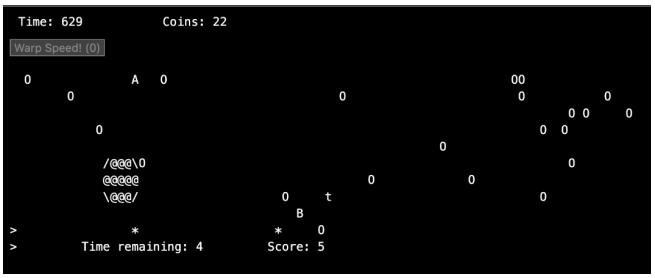
Spawning friendlies to attack enemies (picture one) and to solve a puzzle (picture two)

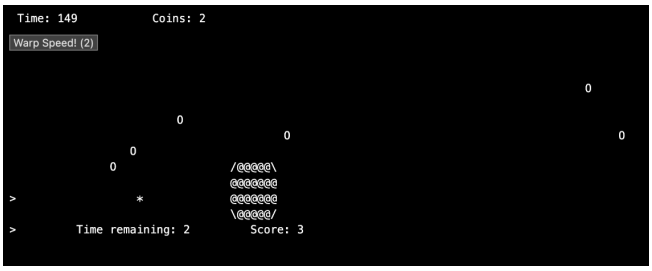
Site 2: http://speed-warp.net/

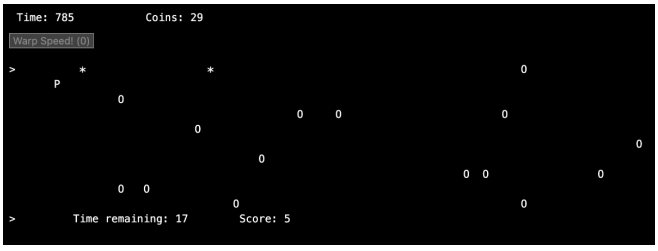
Similar to Candybox2, speed warp features ASCII art and multiple mini game elements. Speed warp starts you off at an arcade machine(photo 1) which you can play various games to earn coins and warp to new screens to solve new interesting puzzles. We delved into this website,

because though it shares the same core of candybox2 with ASCII art and puzzles it focuses more on minigames. In delving into this genre we wanted to understand how to make these interactive website games. However, one thing that stood out to us about this website is that some of the levels seemed to be procedurally or randomly generated. As in some of the screenshots below (screenshots 2,3,4) for the asteroid attack mini game the levels seemed to show new asteroid patterns each time. If these levels weren't procedurally generated they must have at least been randomly selected which is one thing we sought to understand for our own future implementations.





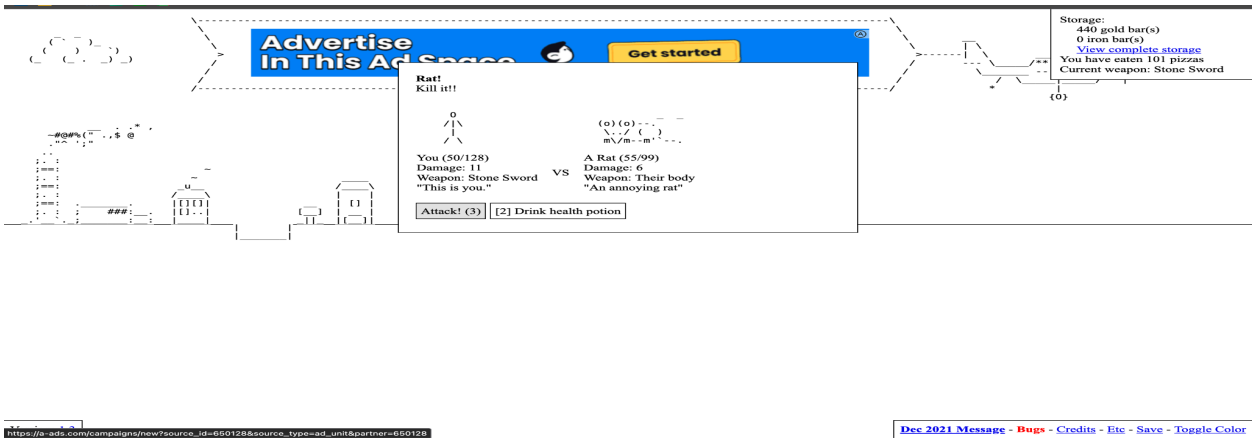




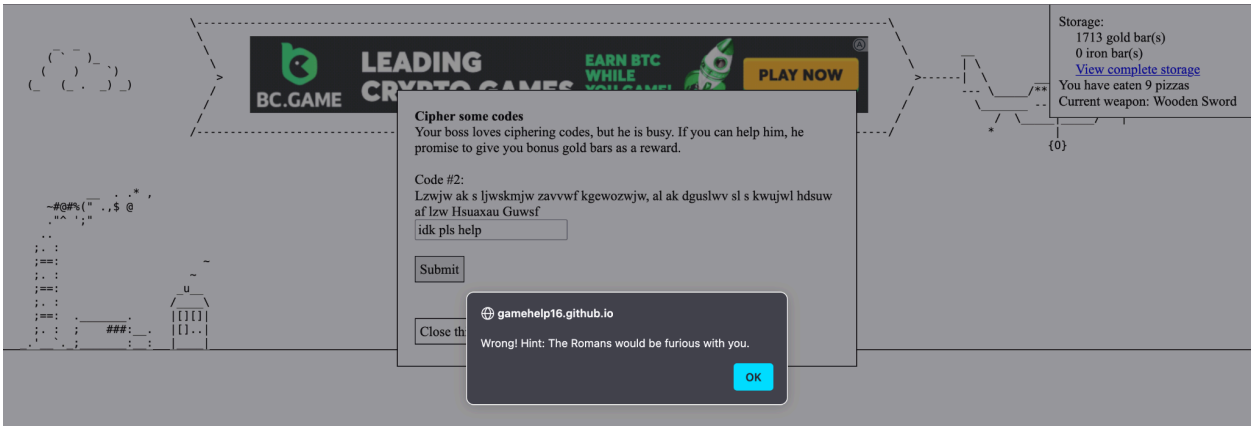
(Arcade machine serves as level chooser in left most photo) (Right photos depict randomness of the asteroid attack mini game)

Site 3: https://gamehelp16.github.io/thegoldfactory/

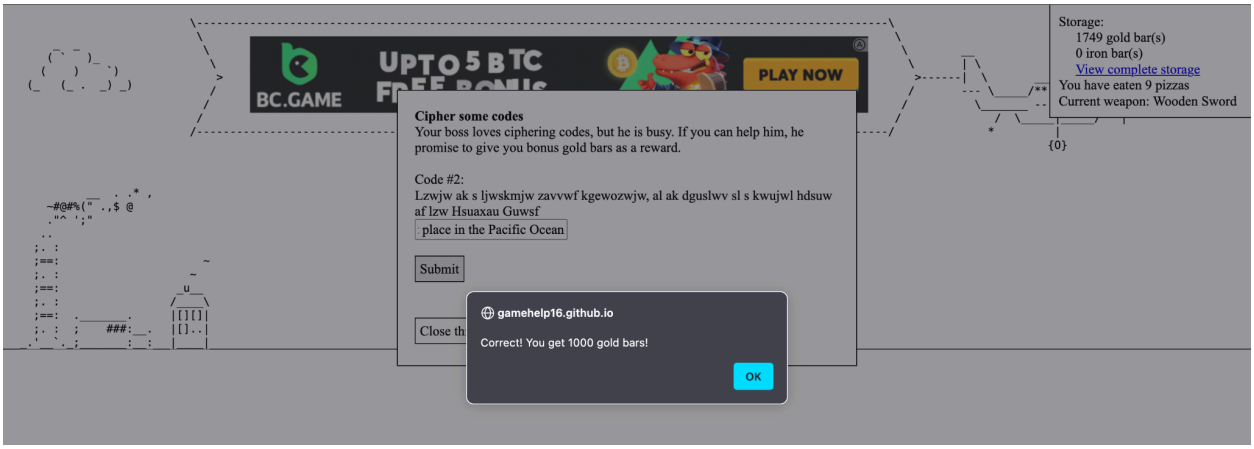
Another website we found that shared similar but different elements was the gold factory. The gold factory shares more of the rpg style elements of Candybox2 and was less similar to speed warp. The website still combined features of both while taking its own unique spin on the rpg element allowing for upgradable weapons, potions, etc. One of the elements it shared with speed warp was its battle mini games where the player would attack enemies and make use of the upgrades they got along the way. One thing of interest in these battles was the cooldown on attacks (Screenshot 1) which would be an interesting mechanic to explore and learn to apply. Another unique feature showed up in its puzzles, a trait shared with Candybox 2, where the game was able to give response based browser pop ups. This would be a useful feature to understand and apply to many of our own website applications.



(Attack button under player unclickable until 3 second cooldown resets)



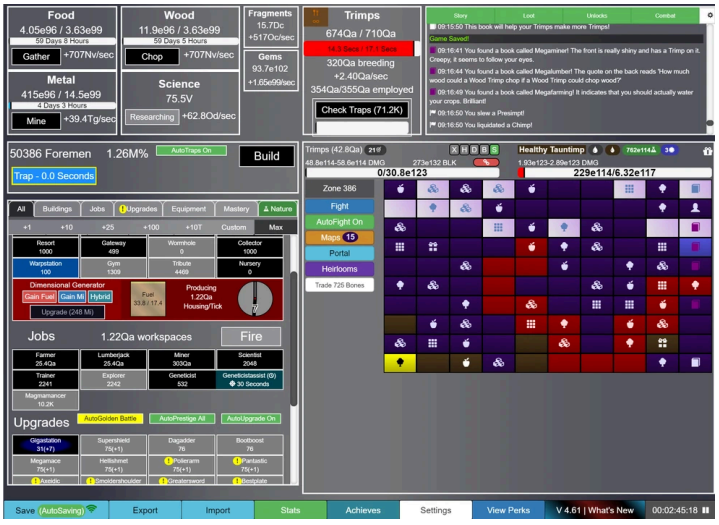
(Screenshot 2 you can see a hint given for wrong answers)



(Screenshot 3 you can see a congratulations pop up)

Site 4: https://trimps.github.io/

A final site we looked at was Trimps, an incremental game that I like to describe as Microsoft Excel: The Game. The amount of content for a game that looks so simple on the surface is astounding, with there only being one real option at the very beginning of the game, that being to gather food, evolving to around 50 different things to manage later on. With no real end goal besides getting every achievement, it creates a massive amount of content to sift through. My first time I reached zone 100 took me two months of idle progress, then checking in and making upgrades. Much later on, it took about a day. The main thing that makes me curious about Trimps is the calculations that are constantly being run. If they were exponential the game would be ridiculously easy. Some of the equations compound a lot for such a simple seeming game.



Beginning screen vs endgame screen for Trimps.

ART101 Programming for the Arts Self Evaluation Rubric						
Completion: Did you complete the assignment and did you complete it on time?	Submitted on time	Up to 1 day late	Up to 2 days late	Up to 3 days late	4 days late or more	Do you need to clarify?
	☐	☐	☐	☐	☐	n/a
Collaboration: Did you collaborate with a partner?	Worked with partner			Worked alone		Do you need to clarify?
	☐			☐		n/a
Effort: Did you put in earnest effort in execution and attention to detail?	Excellent	Pretty good	About average	Could be improved	Not this time	What supports this? We took our time looking through different games and seeing what they had to offer in terms of interesting mechanics.
	☐	☐	☐	☐	☐	
Results: How well did you accomplished the assignment goals? Was it complete, with minimal errors, correct output, and good style?	Excellent	Pretty good	About average	Could be improved	Not this time	What supports this? Everything is neatly organized and formatted, as well as including a title and headings.
	☐	☐	☐	☐	☐	
Reflection: How much did you reflect on the strengths and weaknesses of the work and what you'd like to improve?	Excellent	Pretty good	About average	Could be improved	Not this time	What supports this? I think we could improve on coordination, though that is mainly on my (Walter) part. I (Shawn) could have arranged more time to progress in these games so we learned even more of their quirks. We also didn't get to use any code so there was no real basis to go off of there.
	☐	☐	☐	☐	☐	

Summary of your evaluation/efforts:

Included at the top of the assignment