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Portfolio II  
05.09.19  
Project Proposal

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### **What is the project idea?**

For my project, I would like to create a dollmaker program. Dollmakers are a type of template-based character creators that very popular online, especially in the art community. As an artist myself, I have the ability to create visual assets for this assignment, but for the console part of the assignment, it will not be visual and will be purely text-based. When it comes time to use javascript, I hope to implement the graphics as well.

Basically, the user will get to choose from various hair styles, eye shapes, etc. In order to keep it simple (since, realistically, I only have a month to complete this and don't want to overshoot), I plan to only have three categories with three options in each category. After the user chooses one option from each of the three categories, they would then be able to name their new character, and said character would then be saved using File IO. The information that would be saved would be the character's name and the three different traits that were used.

The user would be able to save up to three characters, but there would be a menu option that would allow them to delete a character and (possibly, if time and skill permits) to edit an existing character's traits.

### **Why did I choose this idea?**

As an artist, I often see dollmaker programs used in the community, and I have used a couple myself in order to brainstorm ideas for new characters without having to spend a lot of time drawing each unique character idea. They are very helpful, and they are also cute and fun for younger audiences.

I thought that doing something that would combine my interests (digital art and programming) would be a fun thing to do.

Flow Chart

