

Project 02 : Reflection ✨

For the first prototype, I focused a lot more on the visual part of the project than the coding part. The images below will show the different design processus. This will be used for the final prototype. To make up for the lack of coding work, I've added scene management, dialogues between the two characters and new stars animations.

Visual evolution (during prototype 1)



I added two scenes :

- Main menu
- Instruction

You can navigate through them by clicking the bunny-shaped button that will lead to the main scene. The instruction will not necessarily tell the user how to “play”, instead it'll force the user to navigate and explore the simulation.

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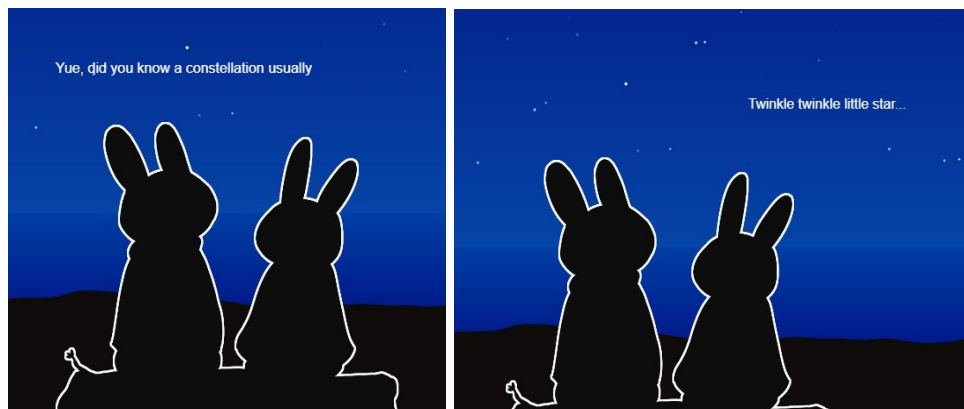
CART - 253 : Creative Computation I

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Scenes



I decided to add some cheesy dialogues between the Yu and Yue (characters). I stored each of their dialogues in two different arrays. When you click on any of them, it'll trigger a dialog for Yu first and then Yue. The dialogues are randomly generated. I also implemented the typewriter code the teacher provided us to.



I also added a feature where the shooting stars will gradually become smaller and smaller when they cross the sky. I have yet coded the part where once they go outside the width, it'll display a new set of shooting stars. For the regular stars, I added a blinking animation to emit a twinkling effect. For the telescope, I looked up into a code that will allow me to mask the vision of the player once they clicked on the telescope image. This will have a decreased vision effect, as if the user was looking through the telescope.

For future work, I am planning on adding :

- Callback function for shooting stars
- Set of constellation stars viewable by clicking on telescope
- Sound effects to stars and dialogue
- Dialogue disappearing after a while
- New cursor look