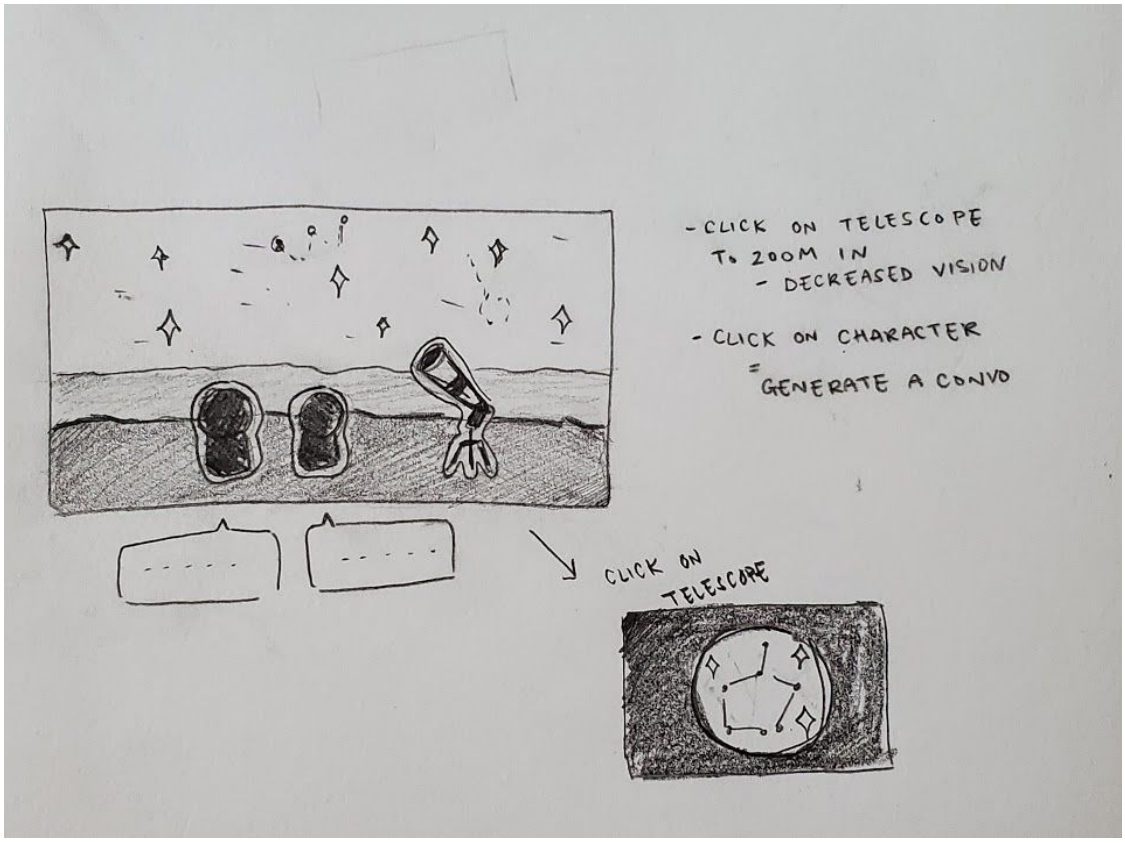
Stephanie Dang
CART - 253 : Creative Computation I
Fall 2020

Project 02 : Proposal 🌠

As a part of the Creative Computation I course, students were given the liberty to do anything for the final project. With such broad possibility, I decided to go with making a simulation for my final project, more precisely, a stargazing simulation. The player will be able to navigate through the screen by clicking, dragging and interacting various elements in the simulation.

There will be a Main menu, an instruction page and the gameplay itself. There will be no ending scene as there's no end goal. This will be like a never-ending stargazing simulation and you can play as long as you want, although it might get repetitive at some point. The general mood and feel of the game will be cute, calming and comfortable. The player will be omnipresent, in other words, they are not playing as a character or an object but just as a spectator.For the main scene, we will find various elements such as, two characters (can be interpreted as friends or couple), a telescope, the environment (landscape, grass, sky), stars, shooting stars and the constellation.



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For the visual part, I was planning to produce all the interactive elements by myself. The background such as the sky and the non-interactive stars will be created by code. I am hoping to create a more cartoon and less realistic design for my simulation project. The interactive elements will have more emphasis on them, such as a brighter tone or a stronger outline. The user will be controlled by the mouse and the cursor image will be adapted to the style. There will be a background music/noise to accompany the simulation to stimulate the outdoorsy calming vibe.

General mood and inspiration

*credit : Animal Crossing: New Horizons Nintendo|iMore


*credit : https://www.nationalgeographic.com/

For the technical part, I am planning to use classes to create the stars and other elements that are repetitive. The class notion is relatively still new and I think I will have to experiment a little more to get used to it. I also want to be able to click and drag the screen to be able to navigate through the sky (i.e : Telescope task in the game Among Us). I want to be able to play with restricted vision if possible too. I previously tried to experiment with decreased vision for exercise 1 but did not succeed and had to unfortunately get rid of this idea. I also want to try timeOut functions to make certain stars appear randomly.

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I will mostly be manipulating interaction between the player and the visual elements of the stargazing simulation. Clicking on the characters will trigger a random dialog, clicking on a star constellation will zoom in or make the constellation bigger and a description will be followed.