

Project 2: Anything

For the final project, I will be creating a cute toy game machine, more precisely a capsule machine and a claw machine. The setting of the game will be in a gachapon shop (a variety of vending machine-dispensed capsule toys popular in Japan and elsewhere). The shop will carry 3 different price-ranges of gachapon (1\$, 2\$, 3\$) and all claw machines are worth 3\$.

The player will be incarnated as a cute cat who loves to collect miniature toys as a hobby. The player will have various choices of cat they can choose to be (different breed/color). The player will be given a few coins to start off and will have the liberty to choose where to spend their coins. Once the player is out of coins, they will be able to earn coins by playing mini-games on the other side of the shop. Depending on their score, they can earn up to 5\$.

The goal of the game is to get all the collectible items from the toy machines. The player will be able to keep track of their collection from a piece of paper they can access throughout the game.

Coins:

- 0.25cent
- 1\$
- 2\$

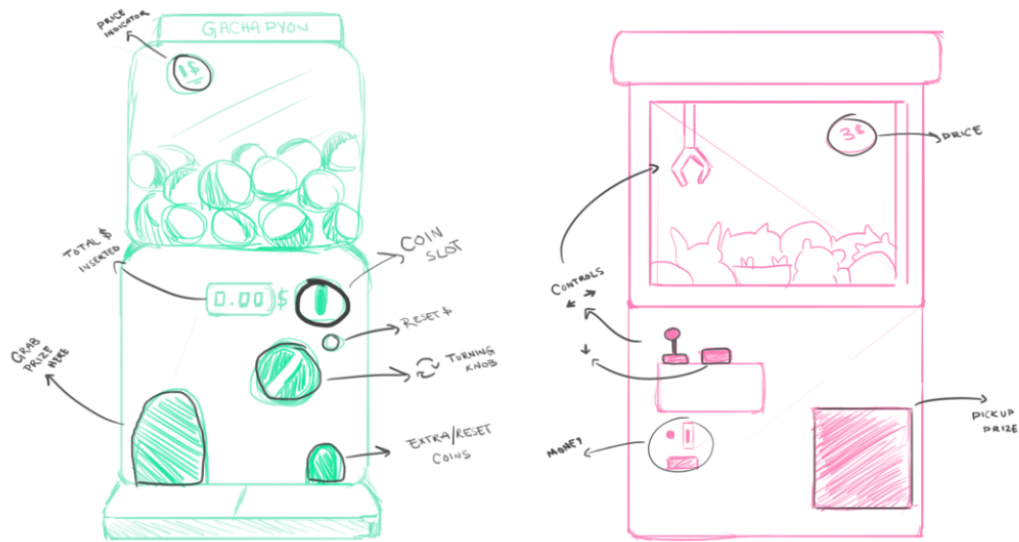
Toy machines:

- Gashapons (1\$-3\$)
- Claw Machines (3\$)
- Mini-games

Visual

CUTE, CUTE, AND CUTE!

My goal is to make the player go "awww" while playing the game. Most graphics will be self-produced except sound effects and music. The graphics are going to be inspired by the 2D game "Neko Atsume" but with brighter and "toy-like" colors (bright colors).



**see page 5-6 for bigger images*

Technical

For the most part, I am planning to use HTML5/CSS3 with JavaScript and JQUERY/JQUERY UI to build my game. For the interactivity where the user has to click on graphics, i.e inserting coins in the slot, I am planning to use the image map to allow certain areas to be clickable. I will also be using various interactions from the JQuery UI such as draggable for dragging the coins into the slot. The minigames will be made with the help of the library p5js. Each machine have their own functionality:

Gacha:

- Dragging coins to the coin slot
- Turning the handle
- Capsule dropping
- Picking up the capsule dropped

Claw machine:

- Controlling the claw with arrows
- Push button to drop the claw
- Collect item

Mini-game:

- Chasing mice
- Bouncing ball
- more TBD

*simple games inspired by previous exercises.

Challenges

I understand this project will require a great amount of work, however, I want to challenge myself by making a game that I want to do. Implementing the interactivity for the toy machines will prove difficult for me as I do not have an exercise to base myself off. Nonetheless, I have a rough idea on how to make it possible and hoping with the help of Pippin and our TA Samuel, we will be able to successfully implement all functionality.

