

JUST PRESiDANCE

Proposal

by

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Artistic Vision

Before starting any project, my creation process begins with looking around me and asking what would be relevant to talk about in the present context.

I like to portray some themes related to current events happening in the world.

In this very tense moment in the American elections, I thought about creating a game that would ease tensions and spark a little laugh.

The public figure who inspired this creation is Donald Trump. As a very iconic person that likes to be the star and to make impressions, the meme potential is very strong. At some of his rallies, he showed off his dance skills, and his performance did not go unnoticed — it actually went viral. I decided to take advantage of this situation to create something fun.

Let me introduce you to *Just PresiDance*. The goal of this game is to win the elections by following different choreographies. Using the keyboard, the user has to follow the instructions that appear on the screen and type the correct move at the right moment. Then, the president performs the movement, and all of this creates a dance.

When the dance is over, depending on the score, the player has either won or lost the region in which he played. He can then select the next region in which he will continue to dance on a map of the United States. In my game, the country will be divided in five big regions instead of fifty states.

Visually, I will try to recreate Donald Trump's dancing style. I would like the game to remind of his famous dance moves, look a bit *trumpish*. I plan on using well known songs such as *YMCA*, *I Like to Move It* and *Sexy and I know it*. The overall colors of the game are going to be red and blue, like the American flag.

In a simplistic way, we follow a choreography and see animations accordingly.

In another way, we take control of the president. He is usually in a position of authority and now we have control over him, like a puppet.

Technical Challenges

Dance

One of the first challenges that I already faced was to identify Donald Trump's moves and deconstruct them to create body parts.

A following challenge is going to be to animate well these dance movements, and together, they should reflect a dance that makes sense.

Timing

I will also have to time the movements with the music.

The first step would be to find the beat of the music and imagine which movements would occur at what time, in order to create a dance that follows the music.

Then, I will have to synchronize "target movements" / instructions coming down on the screen so that they reach the bottom of the screen at the right time.

Finally, I will have to detect the user input at the right time. I will have to determine a flexible window of time in which the user input is correct or not, and of course, give feedback and change the score.

Levels & Difficulty

I am going to create a map with several regions and create a dance for each one of them.

I will design different levels of difficulty. As the user wins levels, I could increase the speed of the next songs to make it more difficult.

Visual sketches

Logo

Logo inspired by Just Dance games, using the colors of the American flag.



Main Character

Illustration of Donald Trump created by Freepik



Interface

Interface inspired by *Guitar Hero*, *Just Dance* and *Dance Dance Revolution*.

