Ideas for games to make:

* RPG with a simple dungeon and final boss
* Street fighter esc game
* Don’t shoot the president

Rpg with simple dungeon and final boss:

* Main Point:
  + Top-down view
    - Have omnidirectional movement
      * Use WASD or arrow keys, map for both
        + Use (keyPressed or keyCode)
      * Have a sprint key which is mapped to shift
        + Use (keyPressed ‘SHIFT’ or keyCode ‘SHIFT’)
    - There should be a simple dungeon with rooms and interactions with each room
      * Use source tree to change variations of the dungeon
      * Have items in the dungeon to give lore to fight the boss
        + Use pImage as I cannot use more than 2 text functions
      * Have text boxes that pop up when hitting space beside an object
        + Use keyCode ‘ ‘
        + Use an array to formulate the continuation and dialogue
        + Use pImages instead of text function
    - End boss at the end
      * Have turn based combat
        + Have array for each phase of combat
      * Have lose screen that shows when you die, have a way of resetting
  + Do actual animations for movement
    - Use PImage and sprites for each with an array
  + Do animations for the fight
    - Use pImage and sprites looped with an array
  + Create title screen (gives a professional feeling for players as gamers love a good title screen which good music)
    - Have start game,
      * Shift the array forward to 1 which is where everything is running
    - Have look at controls
    - Have exit
      * + Use exit() function and a if statment saying

Void keypressed(){

If (buttonExit.isMouseOver)

Exit();

}

* + Have menu when you click escape key (this is in consideration for the player as closing the file would often need to go through closing processing which is generally a nuisance for most)
    - Use keyCode ‘Escape’
    - Pop up menu
      * Have return to main menu
        + Restart the array to 0
      * Have exit
        + Use exit() function and a if statment saying

Void keypressed(){

If (buttonExit.isMouseOver)

Exit();

}

* + - * Have look at controls
  + Create death screen
    - Restart
  + Create win condition
  + Have turn counter during the final boss
  + Have items you can pick up inside the dungeon that augments player damage to make boss easier to beat and have a reason for exploration other than finding boss room

**Pros:**

* Making this game will challenge my ability to use arrays as I have always had some trouble with it.
* It can be a fully functional game which can move forward with different maps for player replay ability
* I have always liked games such as these, so I wish to create one of my own to allow my friends to experience these RPG dungeon crawler games.
* Players will be able to play a quick and fun game on processing
* Due to being able to use PImage and audio the game will have that charming feel that small indie games give to the players.

**Cons:**

* As of right now for this assignment I will be creating a single dungeon so it may get stale after a while
* Arrays will be a pain in the booty to do and get it to be correctly working
* I would need to add sufficient things inside each room of the dungeon to make sure that the game will not be a slog to complete for players and give agency to the actual game

**THIS IS THE CHOSEN CHOICE**

Street fighter esc game:

* Main Points
  + Have a title screen
    - Include all the parts stated above
  + Have a side view of 2 characters that players can control
    - Use source tree to version control different characters and their fighting moves
  + Have movement left and right
    - Use pVectors and key pressed to do movement
  + Have character attacks
    - Map each attack to a array index for the character and have the key pressed change the index to the key momentarily to initiate the attack
    - Check collision between hitbox and hurt box to do damage
  + Have a crouch key
    - Make it so that when crouching players moves that hit will pass above and not deal damage
  + Have an actual health bar for both players
    - Utilize the bars width as the same variable for the hp stat, this causes a shrinking health bar when taking damage
  + Create a player x /y wins screen
    - Have it appear when player x causes player y to have hp <= 0;
    - Use an array so that when the index goes to that value have the screen appear and give a prompt to restart

**PROs:**

* A different type of game from what I have made before, therefore it is a breath of fresh air.
* The fan base of fighting games is large therefore it is good for me to start knowing the basic formulas of them if I need to work on one in the future

**CONs:**

* I dislike fighting games so it will be a drag to complete
* Creating different attacks and damage sources that players can use at any time will need a lot of work on the array indexing and conditionals.
* To make sure a player is happy with playing and not just spam an attack, I will need to balance each which makes it harder to do in the time constraint.

Don't Shoot the President Game:

* Main points:
  + Simple background
  + Have a scope which increases size of background
    - Have each background as a variable and increase size when you hold right click
  + Have clouds that move with PVectors
  + Have the people in the background move
    - Use pVectors
  + Have mousepress shoot a bullet, if hit the targets then you win, if hit president then lose
  + Have the president try get hit by the bullet this adds a funny element for the player so that the game is not boring and too straight forward

**PROs:**

* Simple game to make within time constraint
* The game is stupid enough to be fun
* Players enjoy stupid games like these and adding the element of the president actively trying to die because they are stupid is funny which captures players

**Cons:**

* I believe that a game like this would not be the best use of what is given for this assignment
* The game, despite all of the humor, loses its charm in the players eyes outside of the niche.
* I do not believe that to players it is a game worth playing long term or even past the first 2-3 attempts.