Introduction:
The Fruit family was happily living in the kitchen of a beautiful home. One day, Watermelon loses his wife, Strawberry and his son, Grape. The Evil vegetable family - Potato, his wife Beetroot, and his son Broccoli from next door kidnapped them. Watermelon goes on a quest to find them both and encounters some obstacles that he has to go through in order to get to his family. In this project, I want the users to be able to interact throughout the quest – to help the character when he encounters obstacles.

Creative Reference:
I got the story Idea of searching for family from finding Nemo, because it is my favorite movie, and I also recently did a short video project on it.

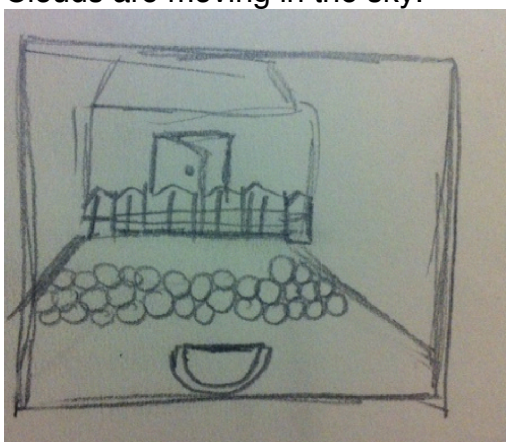
The thought of using fruits and vegetables first came to me while I was thinking about what to do for this project, and I was looking at these fruit stickers at the top of my desk:



MockUps:
Exposition
Clouds outside the window are moving. Sad watermelon alone on the kitchen table. Click on him, and a thought bubble appears showing an image of him, his wife and his son. Click on the thought bubble and a text box appears – “Watermelon’s wife, Strawberry and his son, Grape were kidnapped by the evil Vegetable family – Potato, his wife Beetroot, and his son Broccoli” (with an image of the family next to the text). Press any key to help Watermelon find his family (goes to the next scene).

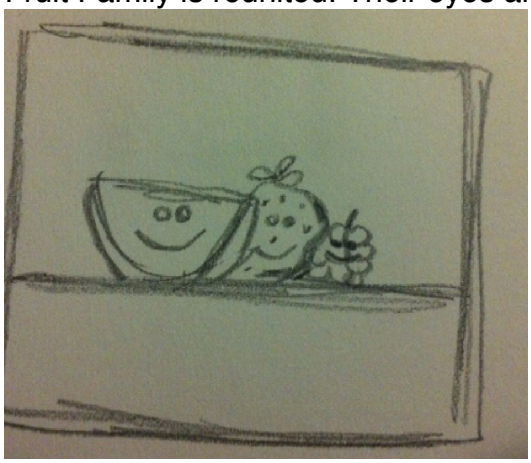


Rising Action
He is in the garden and there is a pile of rocks he has to cross over. Drag rocks with mouse to move them aside.
He then has to go over the fence to get to the next house. Press key to change his position (over the fence).
Clouds are moving in the sky.



Climax
He meets the vegetable family. He has to battle them.
Not yet sure what interactivity to do

Resolution
Fruit Family is reunited. Their eyes are blinking.



Functionality Checklist:
If/else statements
MousePressed
MouseClicked
KeyPressed
MouseX
MouseY
PImage
Sprite X
Sprite Y