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Creative Computing
Mid-term proposal

My mid-term for this class is creating an interactive experience that combines interactive storytelling because I am interested in write a narrative story and creative my own characters.My story will be divided by four scenes.

1.Exposition:
A snake and a cat are provoking each other .The snake darts out its tongue(at left side), and the cat is ready for attacking(at right side).

2.Rising Action:
The cat jumps while the snake is trying to bite him.

3.Climax:
Suddenly, the cat jumps back to snake and bites snake's. The snake hasn't have chance to defect, so he almost dead.

4.Resolution:
The snake be killed.

The inspiration I got from the iPad game "snabbit" , and "the cat world". They are all use cat as main character and creative new looks for cat.



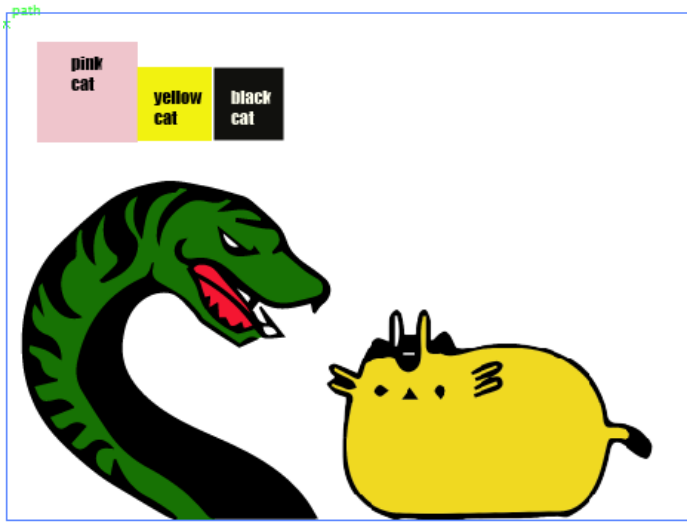


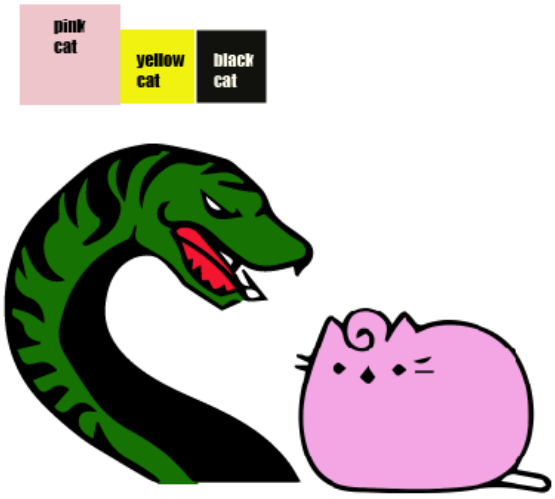
First scene: If mouse pressed pink square - main character change to be pink cat.

yellow square- main character changes to be yellow cat.
black square- main character changes to be black cat.

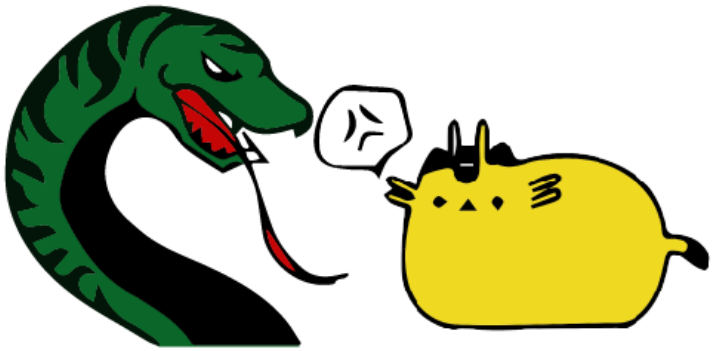


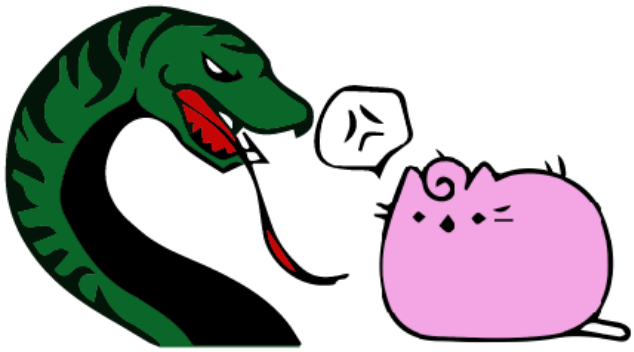


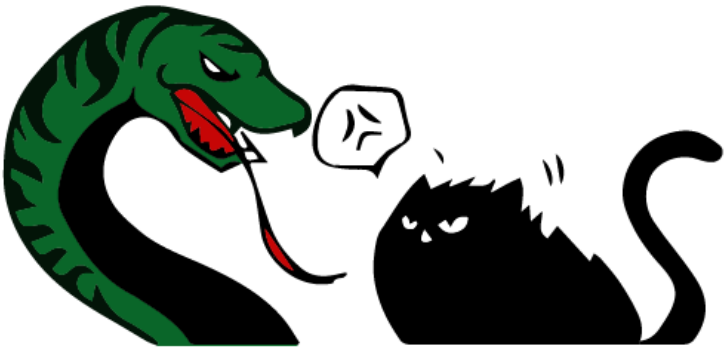




If mouse pressed the snake , he will dart out his tongue and the cat is ready to fight.
If mouse pressed the cat, the cat will get angry .







I will use noise(image pixels)as transition to my second scene.

once mouse moves to the screen, cat will jump afgain and again



second scene:

Third scene: the cat is going to bite the snake 。

if mouse pressed cat , the cat will turned back and try to attack the snake



i will make the cat move by itself , and the direction should be look like this.

Last scene:



finally, the snake dead
the cat eyeballs will follow mouse moving (i should consider about using "cos" and "sin")
this would be the biggest challange for me