

Project 1: Procedure

Create a mini-game in p5.js that adapts one of the following:

1. A philosophical idea
2. A religious law
3. A federal or state law
4. A surgical operation

Rules

1. Your game must be based on a significant, pre-existing philosophical idea, law, or operation (don't just make something up).
2. Your game must be interactive. The user's input (i.e. keyboard strokes, mouse movements) must play a role in the outcome/direction of the game.
3. Your game must be a game. Choose your favorite definition of a game (see Salen/Zimmerman). You should be able to explain how your game meets this definition's criteria.

Learning Objectives

1. Translate "non-ludic" systems of rules into a new format
2. Write coherent and functional procedures in p5.js
3. Develop facility with image-making technologies
4. Use tools of synecdoche and metaphor to distill big ideas into an interactive artwork

Deadlines

- Proposal (3/1/2017):
 - Write a two paragraph summary of your ideas (200 words or less). In the first paragraph, explain the idea/law/operation you are adapting. In the second paragraph, describe how it will be translated into game form. Describe what your videogame will look like and what will the game play will entail.
 - Create a set of sprites that may be used in your game.
- Work in Progress (3/6/2017)
 - Create a simple p5 script (or series of scripts) in which you arrange your sprites in a canvas to give a clear idea of what your game looks like and what the game play entails. This sketch should include animated and interactive elements. You should be able to describe to the class what you still need to do to finish your game.
- Final (3/13/2017)

Inspiration

Snakisms, by Pippin Barr (2017)

<https://pippinbarr.github.io/SNAKISMS/>

Every Day the Same Dream (2009), by Paolo Pedercini

<http://www.molleindustria.org/everydaythesamedream/everydaythesamedream.html>

Passage (2007), by Jason Roher

<http://hcsoftware.sourceforge.net/passage/>

Panopticon Pandimonium (2016), by Duck Duck Zeus / UCL

http://www.ucl.ac.uk/Bentham-Project/who/panopticon/panopticon_game

M*A*S*H (1983), TI 99/4A

<https://youtu.be/97jagCyC0PY?t=50s>

Resources

Stanford Encyclopedia of Philosophy

<https://plato.stanford.edu/contents.html>

Legal Acts Listed by Popular Name

<https://www.law.cornell.edu/topn/0>

Step-by-Step Heart Surgery

<http://www.popularmechanics.com/science/health/g542/step-by-step-heart-surgery/?slide=1>