

## Sketch 9: Chain of Events Game

### Due: Monday, April 1, 2019, 1:30 PM

**Create a p5 game based on the illustrated plans of a classmate's "chain of events."**

#### Rules

Your sketch will include:

1. A library of original graphics based on the objects depicted in your classmate's illustration. You may include moving objects, static objects, background scenery -- whatever you will need to use. Use p5, Piskel, Photoshop, or any other image creation software to make your elements. Load all the assets into a p5 glitch project.
2. A p5 program that might use p5.play or p5.matter (but does not have to) to simulate the chain of events.
3. The game should be limited to a single static (not moving) background 2D space/screen.

#### Learning Objectives

1. Gain more familiarity with simulating objects in p5 games.
2. Craft embedded narrative elements within a videogame.
3. Consider and compare the creative challenges of design (what you did for Sketch #8) and development (what you are doing for Sketch #9).

#### Tips

1. You should attempt to be faithful to the creative spirit of your classmate's sketch. But don't worry about getting things to be exactly right. You will have to make alterations and interpretations in order to actualize a raw concept. This is a creative activity. Be creative.
2. When things get too complicated, *scale back*.