“Monster from Within” by Brian Mislang

In this project, I wanted to depict a scenario where a person (or people) hears a loud noise like someone is banging on walls and finds that this noise is coming from a door. As the person turns the knob and opens the door, they will find the room pitch black. However, they will see a bouncing object. To the person’s astonishment, they will see an object that contains human body parts that is clearly visible in the darkness. It has an eye, nose and mouth with sharp, crooked teeth. The person notices a light switch on the wall next to the door and presses it. As the switch is pressed, the room brightens up and there goes a monster chained to the walls. It is trying to escape but the chains are tightly stuck to the walls.

Users Manual: By pressing the grey rectangle on the upper right corner with your mouse, you can change the background to white and press it again to change it to black. You can interact with the monster by clicking with your mouse anywhere on the inside of the monster (but not the chains). Once you click on the monster, you can hold onto him as long as you want by holding on the mouse. By letting go of the mouse, you can drop the monster. You can also move as you hold the monster by holding onto the mouse and moving your mouse around. Finally you can throw him at any direction by pressing the mouse and as you move in any direction, let go of the mouse press to see him go bounce off the walls.

*Note: Gravity properties was from a homework assignment I completed for CMPS 5J. Light switch idea from a user, Matthew Wood, on OpenProcessing. I revised code to make it not exactly the same.