

Neo Subsonic

A Text Based Game



For Question email me at
kirklen.allen@snhu.edu



Kirklen Allen

Storyboard

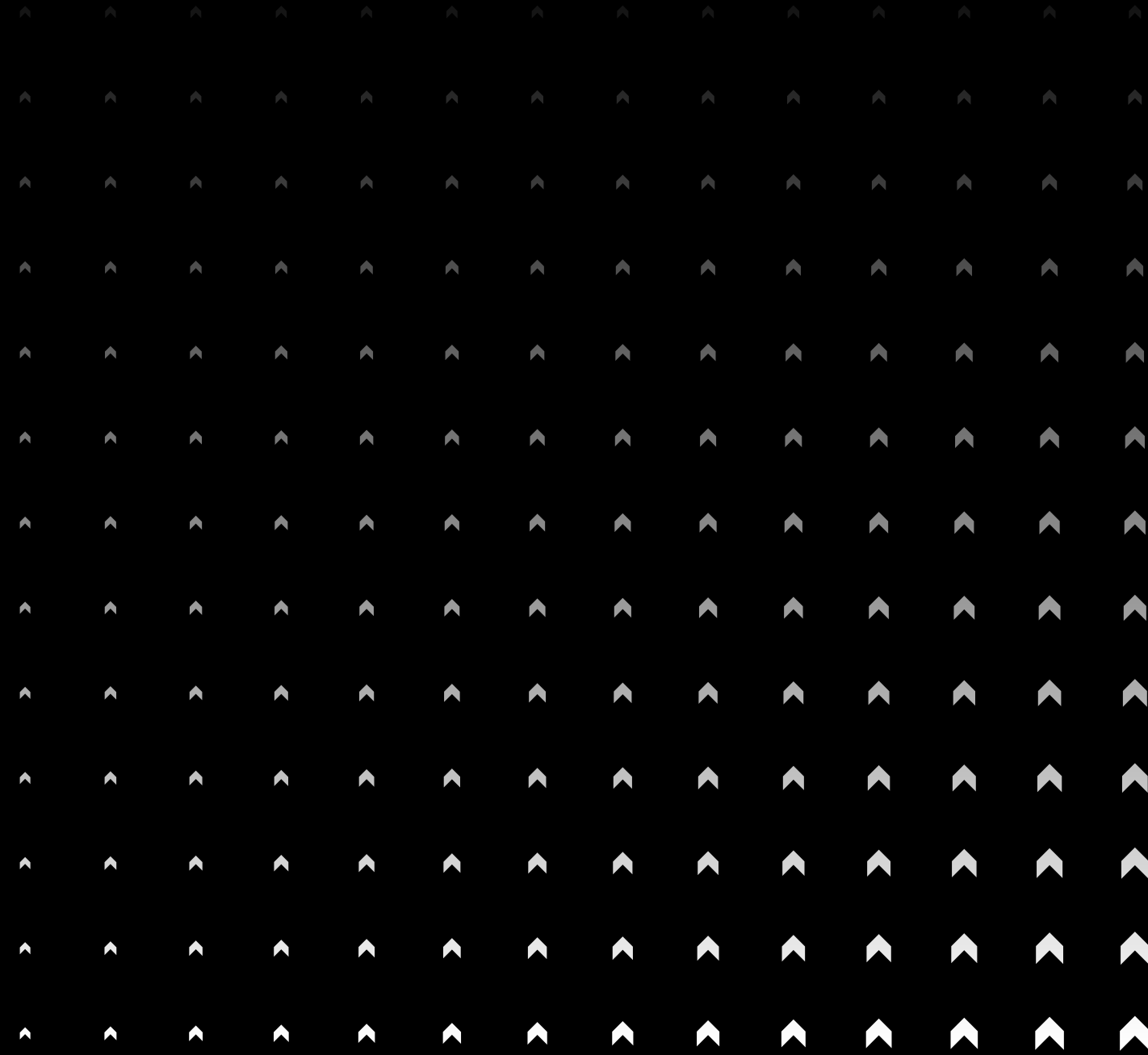


Photo by Filip Miro



Photo by Anshita Nair

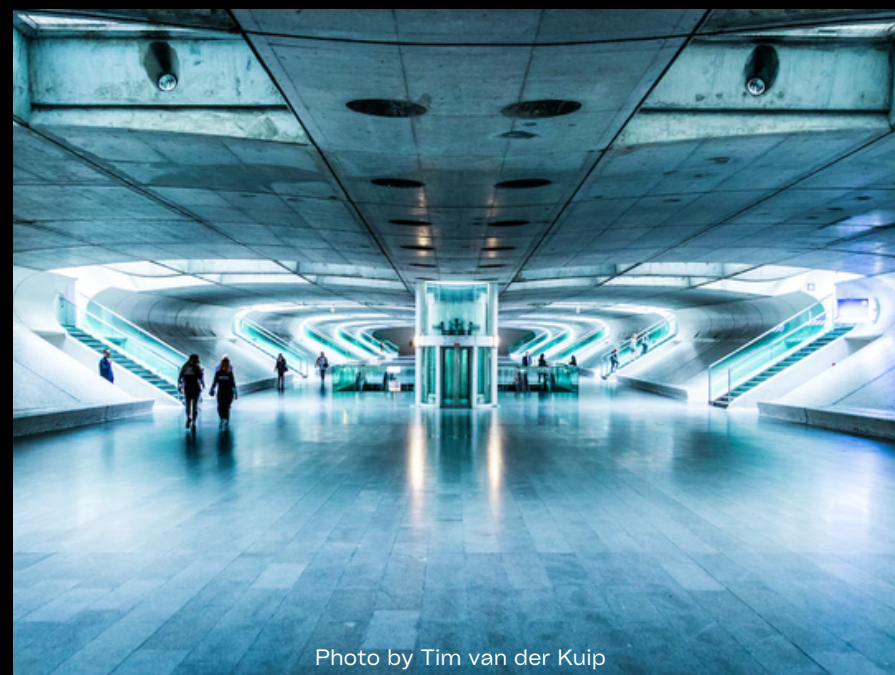


Photo by Tim van der Kuip

Setting of World

Theme: Sci-Fi Fine Arts Technology Institute

Storyline: Find your band friends instruments to perform at the School Concert.

Rooms: 4 Categories

Neon Blue - Woodwinds

Neon Scarlette - Percussions

Neon Violet -Strings

Neo White - Bass

Anti - No Noise UV Light

Each Sector will consist of a series of rooms where the instruments are located to perform at the school concert.

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Description

The text-based game Neo Subsonic takes place in a Sci Fi world in a city influence College Campus where the school is known for being a Fine Arts Technology school. You are assigned first chair of your favorite instrument and are responsible for gathering everyone's instruments before the big concert. The no noises are UV lights are responsible for cleaning bacteria out of the room when no one is around and could alert campus security while you forgot your student ID back home. Your time is limited to gather the instruments because you practiced music outside of school with your twin sibling and friends earlier. You have 2 hours before the concert starts to gather everyone's instruments before the big show.

Items

The following list of items is broken into groups for version 1.0 purposes multiple items will be discovered at once.

Violin

Viola

Cello

Double Bass

Trumpet

French Horn

Trombone

Tuba

Flute

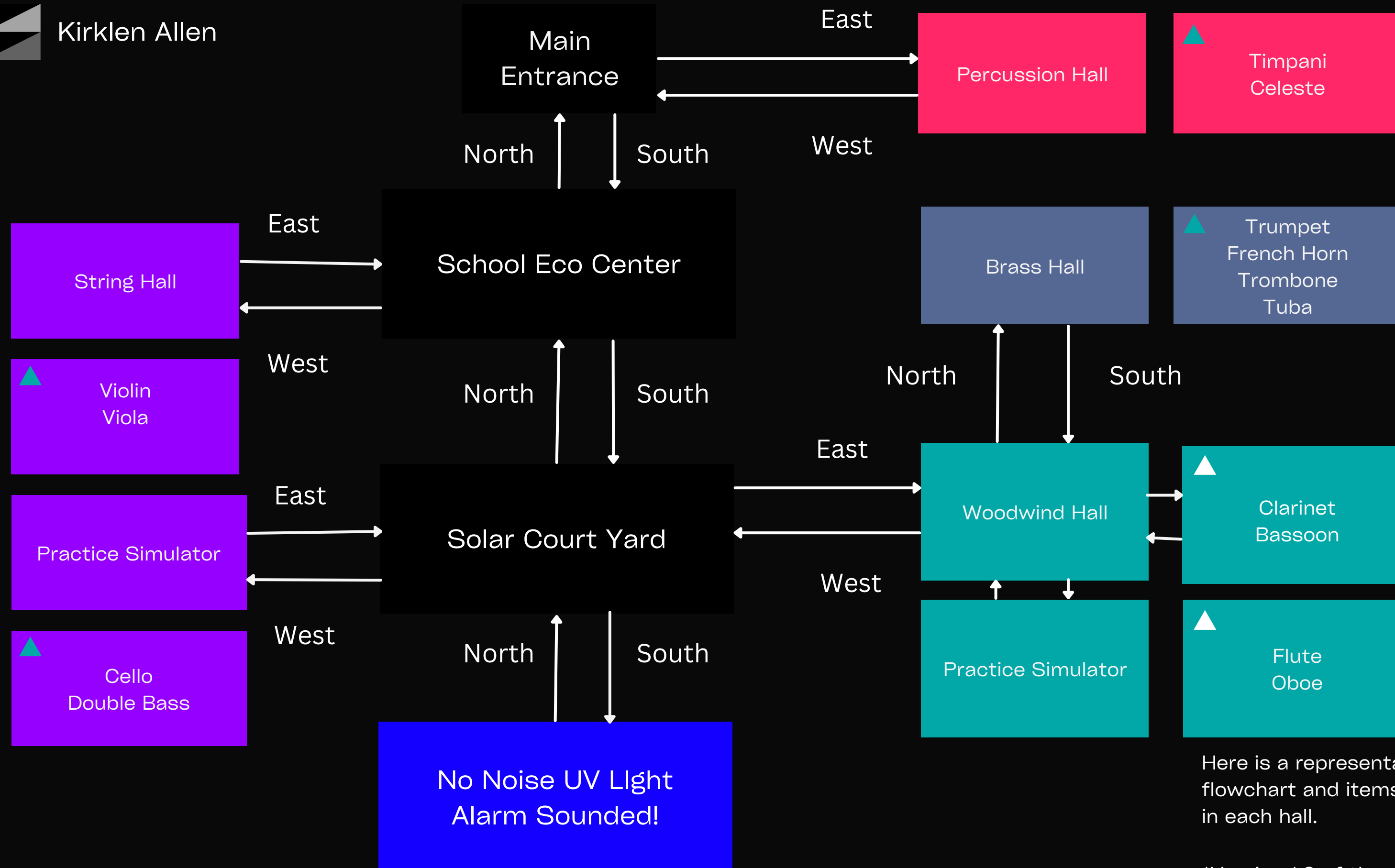
Oboe

Clarinet

Bassoon

Timpani

Celeste



Here is a representation of my flowchart and items that will be found in each hall.

*Version 1.0 of the game finds all instruments upon arrival in hallway.

PsuedoCode:

Input / Output and Get Item

Neo Subsonic Text Based Game
Collect 6 sets of items to gather before the Big Show
Move Command: go South, go North, go West, go East
Add to inventory : Search
Tip: When you enter Instrument Hall search to find item then exit/

You are in the main Entrance
Inventory : ()

Enter your move:
go East

You are in the Percussion Hall
Inventory : ()
You guys noticed an extra instrument.

Enter your move:
Search
You found the Axel's Timpani

You are in the School's Eco Center nothing like fresh air!
Inventory : ()

Enter your move
go West

You are in the String Hall
Inventory : ()
There's two bows in a Chair,

Enter your move:
search
There's a violin and Viola Grab It!

You are in the Solar Courtyard the LEDs are glistening a crystal color that intensifies to sound. The practice simulator in the West is still on.
Inventory : ()

Enter your move
go West

You are in the Practice Simulator maybe you should look around.
Inventory : ()

Enter your move
search
You found the 3d printed Cello and Double Bass Prototypes.

You are back in the Court Yard and see the lights left on in the East.
Inventory : ()

Enter your move
go East

You are in the Woodwind Hall
Inventory : ()
Two of your friend messages the group chat telling you to search.

Enter your move
search
You found there Clarinet and Bassoon lets go check out the Practice Sim.

You are in the Woodwind Practice Sim
Inventory : ()

Enter your move:
search
You found a flute and Oboe grab it! Bras hall is right there lets go see if there is anything

You are in the Brass Hall.
Inventory : ()
I always enjoy the ergonomic chairs the Brass players get to use should we search or go South?

IF Enter your move:
search
You found the prototype Trumpet, French Horn, Trombone, and Tuba good thing the engineers made them foldable.
You have gathered all the instrument in time to spare some time before the big show. Your friends knew they could count on you as a reward
you get to pick the restaurant after the concert.

ELSE Enter your move:
go South
Always good to double check before you move you sounded the alarm on the UV Light.

