

Mad Libs Quest Game

Client: Matthew Fendt

Mad Libs Quest (name pending) is a word-based game that will be released on Steam. The objective is to fight monsters by helping the bard recount your tales of victory. You will be prompted for a word to fill in the next line of the song and will have a limited time to do so. This will be similar to Mad Libs where you have to give a part of speech. For example:



More difficult monsters will have harder prompts, like requiring not just a part of speech, but a word with high similarity to the prompt, like a synonym for “cold.”

But not just any word will work! Your characters are letters, and only words that contain those letters will have an effect. For example, if your characters are A, E, S, and T, the word “Nasty” would only trigger your T character. So you don’t just need to match the prompt,

but use your letter characters as well. You can also recruit new letter characters. Letters that are more unusual like ‘Q’ could be stronger if they are used.

Characters could do things like:

- Deal damage
- Block damage
- Multipliers
- Heal
- Restore words
- Give weakness

There might be other implications to certain words, like Extra damage, length of word matters, monsters have protection from kinds of words.

I have a prototype of the game in Game Maker to show off. I don’t suspect that the final game will necessarily be made in Game Maker.

Steam has requirements that restrict the use of AI in making the game that will need to be followed.

For the Data Science students, an NLP package is essential to process the user words. The game could also dynamically adapt based on user play or other user’s data drawn from a database of gameplay. WordNet or NLTK is where I would start. This must integrate with the game engine. WordNet does not play nice with Game Maker.

Deliverable: A game executable and the source code that follows Steam publishing guidelines.

