

TNPG: Watson vs The Final Project (Ruby Friedman, Anjini Katari, Joshua Gao)
APCS
Final Project -- Project Proposal
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Solidify:

For our final project we are going to solidify our knowledge of inheriting and extending classes and how to incorporate user generated responses by scanning them for certain values or phrases (similar to the usage of scanner in the magpie lab). The essential components of the project will be a hierarchy of classes used to lead the protagonist through different case scenarios, array lists to randomize special 'gifts' the protagonist can receive during their adventures, and an interactive system where the player can choose the protagonist's path, name and pronouns.

Showcase:

Our final project is an RPG that takes place in a fictional universe. It starts in the human world but after an event, the user and their friends are taken to an alternate universe. From there the user has to go through a variety of choices which will determine the fate of the entire group. The code will showcase many different inherited and extending classes that will be invoked based on what the user types into the window.

Extend:

To extend our knowledge of java lingo we plan on figuring out how to add colors to the terminal window, so that when Woo.java is run, we can differentiate between which character is saying what. For example the user/protagonist's lines might light up in green text whereas another character has red. In addition, as the lore goes right now, we do not have a 'down the mountain' option, however we would like to create one if we have enough time. This will allow us to experiment with other features and expand the lore of the game even more.