

# **Leaving Planet Earth**

## **Description**

Leaving Planet Earth is a text based role playing game. In this game you will be taking on the role as one of the leaders whose name is Captain Garret. Planet earth has slowly been collapsing and dying. Everyone needs to leave or else they will die. Time is limited, each day loses daylight, and it is getting darker and darker and the clouds increase in the sky. Each character has a little rucksack, for their personal belongings and other tools that might be helpful on the trip. They need to leave planet earth and go in search of planet Nefthtar, which is the planet where all the humans from earth have gone. The planet is just like earth except it is more spacious, lush and bounteous with food and supplies to live.

They crew first must travel to NASA, they have five days to get there. The crew then has fifteen days to build a small rocket ship that will bring them to Nefthtar, and collect supplies, but keep in mind that each day an hour of sunlight is lost because of the increasing cloud cover. The crew cannot work at night, they must stay in the shelter because of the dangerous lightning storms that happen at night. If the crew does happen to venture out at night, the player dies and the game is over.

The supplies will be all about in the abandoned NASA headquarters. The crew must search for parts, once they find a part they have to install it on the ship. While gathering parts they have to also gather food for the seventy day flight trip and other articles that they deem necessary.

The task of the game is to travel to NASA, they have to find their way using a map, and then they must build the rocket ship and collect the needed supplies. Everything that the players need will be located in and around NASA. The game is over when the crew has built the rocket ship and loaded the needful supplies on board.

The game begins right away in a desert storm, where the crew must find shelter for the night and then begin walking in the morning. During the game the crew will find parts for the rocket ship, food and needful items.

## **List of End User Stories**

- Start the Program
- Main Menu
- Getting Help
- Start the Game
- Begin in the start location
- Move to NASA through the desert
- Make Camp at NASA

- Design Rocket ship
- Gather parts for rocket ship
- Calculate food amount
- Gather food
- Work on rocket ship
- View food and ship status
- Once complete load the rocket ship
- Save the Game
- Launch into outer space

## **Description of End User Stories**

### *Start Program*

The end user enters in the appropriate command to initiate game play. The computer will then bring up a short description of the game and what is going on. Once the end user has read through the short description they can click next. The next screen is the main menu where the user can now choose different options. If an invalid option is entered, the user is prompted to enter in a new option or quit.

### *Main Menu*

The main menu will display the following:

G- Start Game

H- Get help playing game

S- Save Game

E- Exit Game

The end user will then enter one of the following letters. If the correct letter is entered then the computer will display the selected screen. If an incorrect letter is entered, the user is prompted to enter another letter. If the letter E is selected, then the game terminates.

### *Getting Help*

The following menu will be displayed if the user needs help for game play

O- Objective of the game

M- How to move

B- How to build Shelter

F- How to find pieces of the rocket ship and food

L- How losing an hour of sun each day effects game play

T- Time regulation of fifteen days

R- Return to main menu

Q- Quit

The user can choose any of the following categories, once they feel like they know what they need to do they can select R, which will return them back to the main menu where they can begin gameplay. If the user enters an invalid number then an error will display and they will be prompted to enter in another letter.

### *Start Game*

The player can either start a new game or choose a saved game. The user makes a choice. If the user chooses to load a saved game, then gameplay will continue from where user last saved. If there is no saved game, a message will appear and the user will then be prompted to return to the main menu and start a new game or the user will be prompted to quit.

If a new game is chosen then the computer will then create a new game and game play will begin.

### *Game Menu*

When game play begins a map of the level is shown. The user can then enter any valid letter. If a valid letter is not entered then the user will be prompted to enter in a valid response. The game menu will be as follows.

V- View map

C- Construct shelter

I- View inventory for food

R- Check progress on Rocket ship

M- Move person

S- Sleep

P- Pack rocket ship

L- Launch Rocket ship

Q- Quit

H- Help

W- Work on Rocket ship

T- Use a tool

B- Look at tool belt and select tool

G- Gather supplies

O- Pick up object

The computer will display the selected letter and the screen will display the outcome. When quit is selected the user is sent back to the main screen.

### *Move to new Location*

When a player wants to move the computer will display a message asking the user where they wish to move on the map. The player can only move to areas on the map. If the user indicates an area off the map, the computer will display error and ask the user to enter in a valid location. When the user enters in a valid location the player is moved to that specified spot. If the player encounters an obstacle they are brought to that obstacle and they must resolve the issue in order to move forward. The player only has so much time in the day to do activities and travel costs time, each time the player travels it will minus away from the time.

### *Explore Location*

When the player arrives at the location the user is shown what that area contains. The user can then decide if they want to stay and pick up items or if they want to leave and go to a different location.

### *Food*

A menu is displayed that shows the needed amount of food for the travelers. The user then calculates the amount of food needed for each traveler and gathers it for the trip. The food is stored in the shelter and then moved to the rocket ship when it is completed.

F- Fruit

V- Vegetables

W- Water

Q- Quit

Once the user has all the needed information they can then go out and gather the needful items. Display the game menu if quit is selected.

### *Manufacture Tools*

A menu will be displayed that shows options for tools needed for your journey.

D – Drill

H – Hammer

S – Shovel

V – Screwdriver

A – Axe

C – Canteen

T – Tarp

R – Rope

Q - Quit

The player will select a tool that will be built and then the tool will be added to your inventory. Display the Game Menu when quit is selected.

### *Manufacture Parts for Rocket Ship*

A menu will be displayed that shows options for parts that need to be manufactured for the rocket ship.

E – Engine

O – Oil

G – Gasoline

W – Wings

P – Paint

The player will select a tool that will be built and then the tool will be added to your inventory. Display the Game Menu when quit is selected.

### *Design the Rocket Ship*

The following menu will be displayed on the screen with instructions.

R – Red

O – Orange

G – Green

B – Blue

T – Two engines

E – Three engines

F – Four engines

The user will be able to select from the parts that they have manufactured for the rocket ship and then the rocket ship will be built with the parts and the color they would like. They can also decide whether the rocket ship will have two, three or four engines.

### *Build your Shelter*

The following menu will be displayed on the screen with instructions.

T – Tarp

H – Hammer

S – Sticks

R – Rope

A – Axe

D – Drill

You will be able to use the tools that you have manufactured earlier in the game to build yourself a safe shelter for the nights.

### *View Inventory*

Display the amount of resources that you have created and stored in the inventory and then display the game menu.

### *View Rocket Ship Status*

Display what percentage of the rocket ship is done, how long the ship has been being built and the total time it will take to be completed.

### *Save Game*

Save the player, game, food, tools, parts, rocket ship, shelter and location to a file and then the game will show a message saying everything has been saved.

### *Retrieve Game*

Read the player, map, inventory, and rocket ship information from the file and then show the Game Menu.

### **Launch the Rocket Ship**

The computer will check to see if the rocket ship is done being built and make sure that your inventory has all the required materials to make it to your destination. If the player does not win then a message will be displayed saying what needs to be changed. Then display the game menu.

If the player has won then a display will tell them congratulations with their name and how long it took to complete the journey. Display Main Menu.