BYUI CIT260 Wi2016

Pemberley

Authors: Alexis Manning | Melissa Marriott | Sheila Wilkerson

Description by Melissa Marriott

The player starts the game in the home of their eccentric Uncle Finneas. Through solving some problems the player gets his hand-held time machine working. The player is transported back in time to a road outside Pemberley where the player saves a young lady named Felicity Wickham from getting hit by a runaway carriage. An alert sounds from the time travel device. When the player looks at the device he or she sees a countdown showing that they have only 15 minutes until the way back to their time closes.

When the player finds Uncle Finneas, he explains that the player caused a paradox when the player saved Felicity Wickham from the carriage. As long as the paradox exists they can't get back to their own time and they only have so long before the paradox collapses the way home forever. Uncle Finneas knows from old journals that Felicity Wickham had originally been injured and convalescent for a day when she was hit by a carriage. He also knows that she was notorious for stirring up trouble. It is up to the player to put everything right at Pemberley and eliminate the paradox before time runs out. The more problems the player solves, the more time they get before the paradox collapses the way home. The player can also use the time machine to get hints for how to solve problems but this will cost them time.

List of end user stories

Here is a list of end user stories that are needed for the game:

Start Program	Calculate time remaining until portal closes
Main menu	Calculate add time for tasks accomplished?
Help menu	Calculate subtract/spend time to get hints?
Game Menu	Display Map
Action menu	Move to new location
Drop Item	List of Character
Give Item	List of inventory
Look At	List of Errands
Speak	Save the game
Take Item	

Description of end user stories

Start Program by Alexis Manning

The end user will enter specific commands to start the program. The computer will then show a description of how the player will go about playing the game. From this banner screen, the player will be prompted to enter their name and gender. This will personalize the game experience for the user. After entering the two input fields, the computer will display a personalized welcome message as well as the Main menu. If the computer receives an incorrect name or input, it will let the end user know by displaying an error message telling the user to reenter the input fields.

Main Menu by Sheila Wilkerson

Display the following menu:

G - Start Game
H - Get Help
S - Save Game
E - Exit

The user enters the selected item. When the user selects G, H, or S the corresponding menu is displayed. If the user types an invalid entry, s/he will receive an error message and is asked to try again. When the E is selected the program is terminated.

Help Menu by Melissa Marriott

The following menu is displayed:

G - What is the goal of the game?
M - How do I move?
A - How do I use actions?
C - How do I talk to characters?
P - What do I type at the prompt?
X - Quit

When the user selects an item on the help list an appropriate help entry is displayed. When they choose quit they go to the scene they were when they entered the help menu.

Game Menu by Melissa Marriott

The following menu is displayed:

I - Inventory
M - Map
C - Characters
E - Current Errands
A - Actions
H - Get Hint
V - View Time Remaining
X - Quit

When the user selects an item an appropriate list or view is displayed. When they choose"Quit" they go to the scene they were in when they entered the game menu.

Actions Menu by Sheila Wilkerson

D - Drop item
G - Give item to character
L - Look at
S - Speak to character
T - Take item
U - Use item

The user selects an action option from the menu. If an invalid menu item is selected, an error message is displayed and the user is asked to try again.

Drop item: When selected item is removed from inventory and placed in the current location.
Give: When selected item is given to character and removed from user inventory.
Look at: When selected this will describe an item or location to the user.
Speak to: When selected the user can ask characters questions
Take item: When selected the item is placed in inventory.
Use item: When selected item is used to perform a task such as money pays for products, or key opens a lock.
View Time Remaining: When selected the user will see the amount of time left before the time travel portal closes forever.

Equation #1 - Time Machine Countdown by Sheila Wilkerson

The system begins with 15 minutes on the clock for the user to fix the paradox and return through the time travel portal to the current period or be stranded in the 19th century forever. The system will recalculate time remaining for each puzzle solved, and for each deduction. The following is displayed on the screen: T - Time Remaining.

Equation #2 - Add Time for Puzzles/Problems Solved by Melissa Marriott

When the user successfully completes a task or solves a problem or puzzle, more time is accumulated on the clock. The amount of time added depends on the current time remaining. Where r is the current time remaining, and a is the amount of time to be added in minutes. $a = 10 + (r \times 10\%)$.

Equation #3 - by Alexis Manning

User can choose to get a hint for puzzles while playing. In order to receive the hints, a player must pay using time that they have remaining to win the game. There will be two level of hints that the user can choose to buy with his/her time: Level 1 and Level 2. The level 1 hint will require taking 5% of the total time from the user and the level 2 hint taking 7.5% of time from the user. Where x is time remaining and h is time originally had $(x = h - (h * level\%)$.

**_Move to Location_** by Alexis Manning

The computer will display a message prompting the player to use the arrow keys in order to move north, south, east, and west (up, down, left, right) where he/she desires. The player will then use the arrow keys to move. The player will have access to a map that will display how the locations are connected and how to move through them.

Explore Map by Alexis Manning

The computer will display a message describing what location is being occupied and what contents are present and/or available to the player. The map and game menus will thus be displayed per location.

Display Map by Melissa Marriott

The map is displayed showing only locations visited with the available directions going away from each location: North, West, South, East. Lines leading away from the map represent an area that hasn't been visited yet.
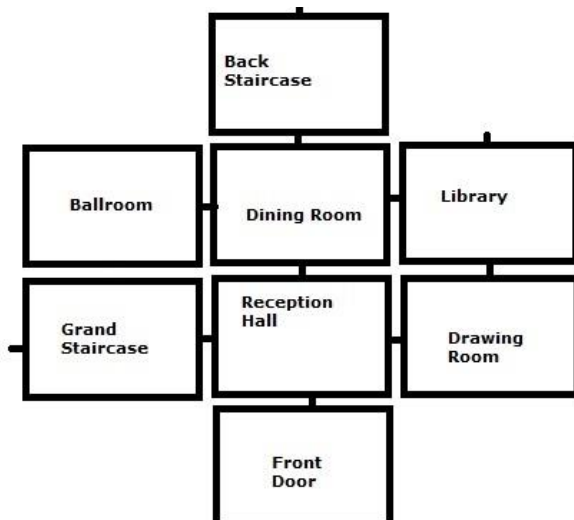
List #1 - Inventory by Sheila Wilkerson

The computer display items collected in inventory. When the user selects choice of item, the Action menu is displayed. The user also has the option of selecting Game menu or Quit menu. When the user selects Quit, the Main menu is displayed. Inventory includes: key, money, sheet music, etc.

List #2 - Characters by Sheila Wilkerson

The computer displays a list of characters. When the user selects choice of character, the Action menu is displayed. The user has the option of selecting Game menu or Quit menu. When the user selects Quit, the Main menu is displayed. Characters include: Uncle Finneas, Mr Fitzwilliam Darcy, Mrs Elizabeth Darcy, Jane Darcy (their daughter), Rose Brandon (Jane's friend), Jonathan Ferrars (Rose's cousin), Felicity Wickham (Mrs Darcy's niece), Nathaniel Elliott (the son of one of Mr Darcy's acquaintances), Cook, Shop owner, etc.

List #3 - Errands by Sheila Wilkerson

The computer displays a list of errands the player can complete. For example: buy ribbons, find sheet music, gather ingredients, etc.

Save Game by Alexis Manning
The computer will save the player, game, map, inventory items, and other required and important data to a file. A message will then be displaying stating the save was successful.

Retrieve Game by Alexis Manning
The computer will read the player, game, map, inventory items and other required and important data from a specific file and then display the Game Menu once the game has been retrieved and is ready to continue being played.