

Pirates of the Caribbean

Description

Pirates of the Caribbean is based on the Disney ride and movie which will have three levels based on the first movie in the series. The characters will be Captain Jack, the Pirate, Will the Blacksmith, who both will work together to free Elizabeth (the Governor's daughter) and recover the Black Pearl pirate ship and find the hidden treasure. The three tasks must be completed in order and each will be considered a 'level' complete when a task is successfully completed.

The game will be set in the early colonial islands of the Caribbean. A map will contain various islands in the Caribbean Sea with different events, problems, and situations happening on the different islands.

The game will be based on the story from the movies and to get to another level you need to complete the previous level. It will be necessary that the player is somewhat familiar with the story about Pirates of the Caribbean. The story will have pirate folklore and legend woven throughout.

The game is over when Elizabeth is saved, the Black Pearl Pirate ship is returned to its rightful owner, Captain Jack, and the treasure is found.

List of End User Stories

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

Banner Welcome Screen

Game Summary

Main Menu

Help Menu

Game Play Menu

Choose Characters

Select Weapons

Select Navigation Instrument

View Map

List Levels

Save Game

Retrieve Game

Description of End User Stories

Start the program, Start a new game, Ask for help, Move to a new location, View the contents of the location, Solve a puzzle, Overcome the obstacle, Save the game, and Restart an existing game, and win the game.

Start Program

The End user enters a letter command to begin the game. A welcome banner will pop up with a short description of the game. An error message will be displayed if you do not select a character. You will also have a choice to get to the help menu or Quit Menu.

Main Menu

Here are the display menus...

'G' starts the game
'H' will go to Help
'S' is for save game
'E' is for exit.

Help Menu

This will display the Game summary and purpose as well as how to navigate through the game.

'P' What is the purpose of the game
'N' How to navigate through the game
'E' How to rescue Elizabeth
'R' How to recover the ship
'T' How to find the treasure
'E' Exit the Game

Start game

The player will have the choice to start a new game or continue a saved game (from the saved file) or exit the game. If a new game is selected the system will tell the player to select a character, a weapon, a navigational tool, and supplies.

Game menu

'G' Start Game
'C' Select a Character
'W' Select a Weapon
'N' Select Navigation Equipment
'K' Select Supplies
'M' View Map
'S' Save Game
'E' Exit Game

Weapon menu

'S' Sword
'G' Gun
'K' Knife
'S' Stick

Navigation Equipment menu

'M' Map
'C' Compass
'T' Telescope
'W' Weather Vane

Supplies menu

'F' Food
'D' Drink
'G' Gun Powder
'T' Tools

When the player selects the supplies the system will determine if the weight will be too heavy for the Black Pearl ship. (This will be the first complex equation)

View map

The map will be available in various points throughout the game it will contain 25 different locations at various points throughout the game so the players can see their progress on the map and get an overview of where the ship, Elizabeth and where the treasure may be. The player can also select a location on this map if they want to switch locations or move to a new point on the map.

After Retrieving the Ship

After the player retrieves the Black Pearl, the player needs to determine how much wind velocity and what direction is needed to sail to the right island that the treasure is buried on. (This will be the second complex equation)

When Arriving at the 'Treasure Island'

The player will where and how deep to dig for the treasure. The user will select a tool to dig with, the spot of the buried treasure and how deep to dig. (This will be the third complex equation)

Save Game

The player can save their game by saving their character, equipment items that they selected, location and progress. There will be a prompting that the game is successfully saved and a prompt to return to the main menu.

Retrieve Game

The saved games will be available from the 'Start Menu' where the computer will prompt you to select a saved game or new game. When a 'Saved Game' is selected it will be retrieved the selected saved file.