

Team name: Wang and Co.

Team introduction

Our group consists of four members with a mix of data science and computer science majors.

- **Richard Wang:** A third-year student at Otago University, studying computer science and data science. He has experience as a demonstrator and intern for the government.
- **Jack McDonnell:** A third-year student studying mathematics and computer science. He utilises his mathematical skills to solve problems in coding projects, bringing a unique perspective to the group.
- **Charlie Templeton:** A fourth-year computer science student with experience as a demonstrator and in summer research at the University of Otago.
- **Raaid Taha:** A third-year computer science and data science student with IT experience and involvement in team software development projects, including COSC360 and COSC202.

Workload

Name	Priority #1	Priority #2	Priority #3
Richard	Management	Testing	Code
Jack	Testing	Documentation	Code
Charlie	Code	Lore	Testing
Raaid	Documentation	Code	Testing

Project (Valeris)

Our team will aim to develop a text based dungeon crawler game called Valeris inspired by “choose your adventure books”. The game will be set in an immersive sci-fi world carefully crafted by our best writers. The players will experience different dynamic characters as well as unique dungeons/events every run.

The player will fight their way through planets and buildings while collecting items and power ups until they uncover their secrets behind their past.

- Dynamic characters

Our carefully crafted characters can improve or hinder your process. Be careful who you trust...

- Mini games

Play intense, time based mini games to win prizes or fail to fight unique bosses.

- *Mysteries*

Discover the mysteries held within the dungeons and uncover your secrets.

- *Fight monsters*

Our custom generated bosses ensure no fight is like the next.

- *Ever-changing*

Every run has a different layout, weapons and characters. Choose a riskier path to receive better rewards! Defeat multiple bosses with your collected weapons, resources and artifacts!

- *Something for everyone*

From a carefully designed world to an endless dungeon mode, whether you want to play through an immersive story or just test your fighting skills, our game has it all!

Back to Basics

Our project, “Valeris” is a modern remake of an outdated and basic game style that has in recent years been overshadowed by the advancements in graphics and the abundance of available resources. By ignoring all of that and focusing on the core gameplay and story mechanics, we will bring back the simplicity and charm that comes with games of earlier generations. In an environment where games are based off of their specs and depth of different possible mechanics, a text-based story dungeon crawler returns to the roots of gaming and brings a fresh take on the games of old.

How we plan on building Valeris

The game/software will be developed by prioritising the idea of breaking the game/software into smaller components and ensuring modularity. The components will be made in the form of separate code files in C++ or separate classes.

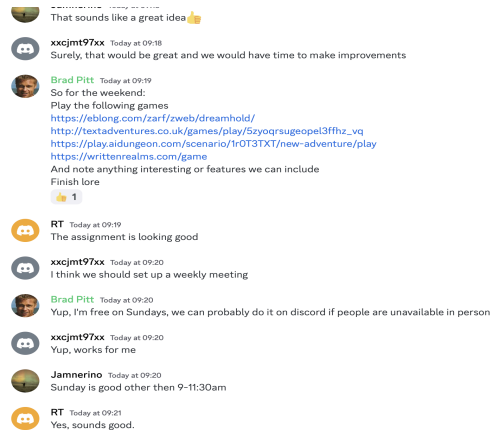
Each of the separate components of the game will be assigned to individuals within the team. Therefore, once each component of the game/software will be finished, the team will integrate their completed component or Code files/classes into a larger working game/software. However, while building, there will be continuous integration and constant testing with separated code to the combined part of the game.

For example: One team member can work on the NPCs, another on the rooms, and another on the items.

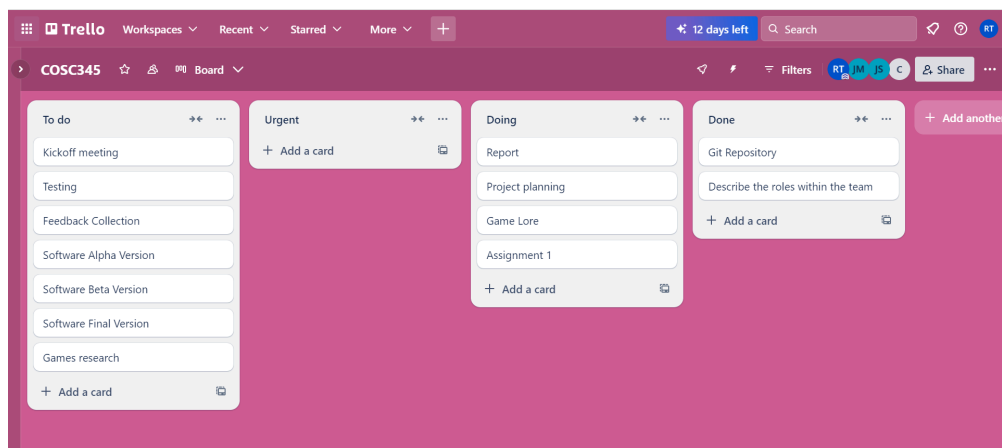
Example CI: There will be CI checking if the new designed rooms fits the criteria of being on the floor layout etc.

Cool Points

In addition to the expected requirements, we have also utilised discord to improve our real time communication and organisation within the team, as shown in the screenshot below:



We have prioritised the use of Trello as a tool for project/software management, to effectively handle the tasks that are required to be done as part of the software/development, as shown in the screenshot below:



We have also built anonymous survey to collect data regarding the interest of audience in the software/application:

Given description of game - would you enjoy this? *

☐ Yes

☐ No

On a scale of 1 to 5, how fun and interesting would you rate our game? *

1 2 3 4 5

Not very ☐ ☐ ☐ ☐ ☐ Very much

Would you rather play a fixed story game or rng? *

☐ Fixed story game

☐ RNG

☐ Other: _____

What features would you like to see in our text-based game? *

Your answer _____

What is your favourite game and why? *

Your answer _____

What was the first game you have played? *

Your answer _____

Have you played choose your own adventure book before? *

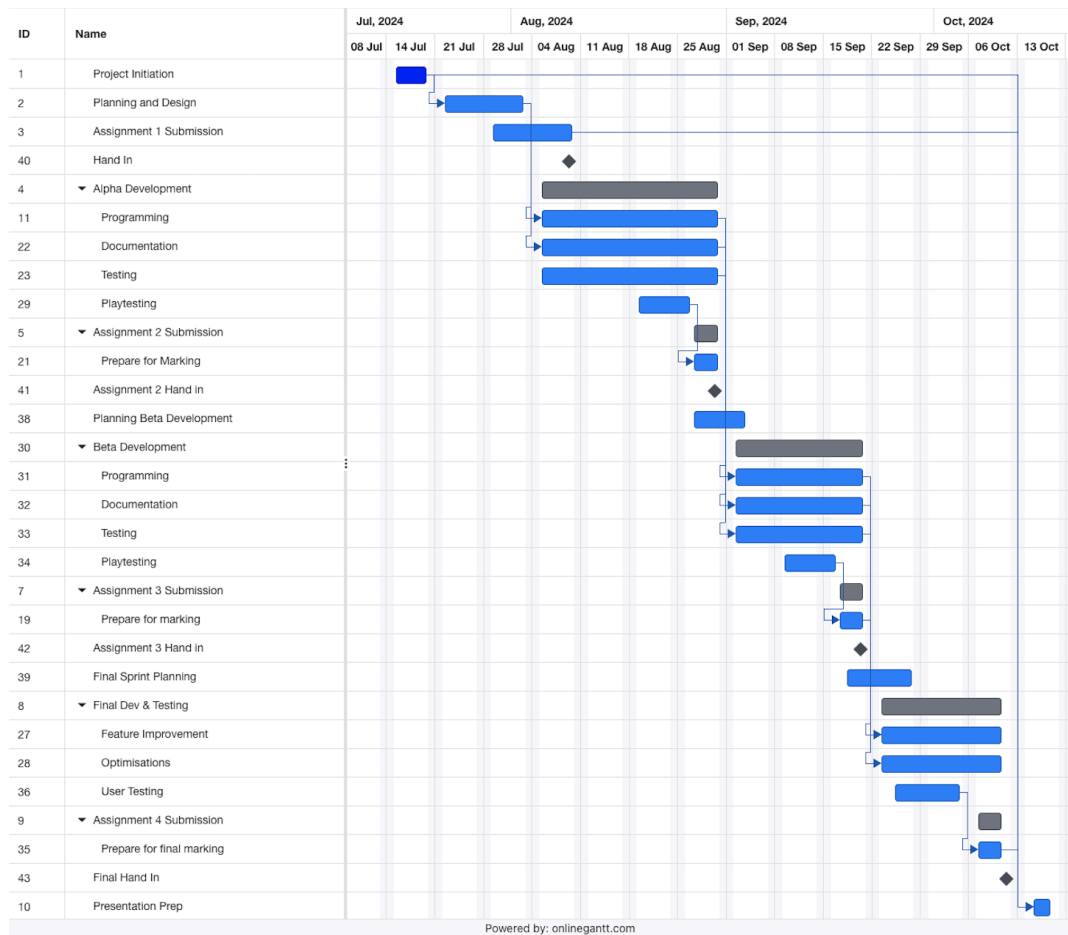
☐ Yes

☐ No

The data collected from above is displayed in the “Justification of audience’s interest in the software/application” below.

Finally we have also conducted an initial requirement elicitation and risk management plan which are stored in our repository and will be updated each sprint. The requirements will help us to prioritise the product backlog and assign tasks for each sprint. The risk management plan includes a calculation of risk exposure which we can use to identify the impact and likelihood of risks and then attempt to mitigate them.

Schedule



Audience

We have already generated some interest by sending out a survey. We have also taken inspiration from other games and what they would be interested to see in a text based game.

We know the wider audience would also enjoy this game as this is something different in modern day gaming. Due to the saturated graphical games, something like a classic text based game will give the players some sense of nostalgia. We have included extensive lore crafted by our developer to ensure the player can see themselves in our world.

Justify with Evidence that why the Software is Interesting:

Making games can be a profitable business. There are currently games available that are successful and at the moment, the gaming industry (not pokies) is saturated with rushed/unfinished AAA games and so a game going *back to basics* will be a welcome surprise to many.

As a software development team, it is possible and easier to generate interest by building a game as a software. This is justified by Billions of dollars generated by the

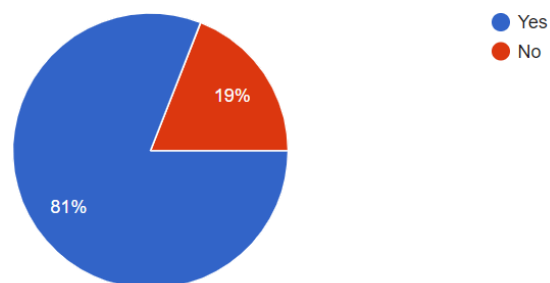
gaming industry as mentioned in the below Wikipedia article: [As of July 2018, video games generated US\\$134.9 billion annually in global sales.](#)

To further justify the audience's interest in the game, we collected data regarding the interest in the game which is shown below.

Not only did this form give us information about the interests in this game but also some valuable insights into what our target audience may enjoy/would be interested in seeing.

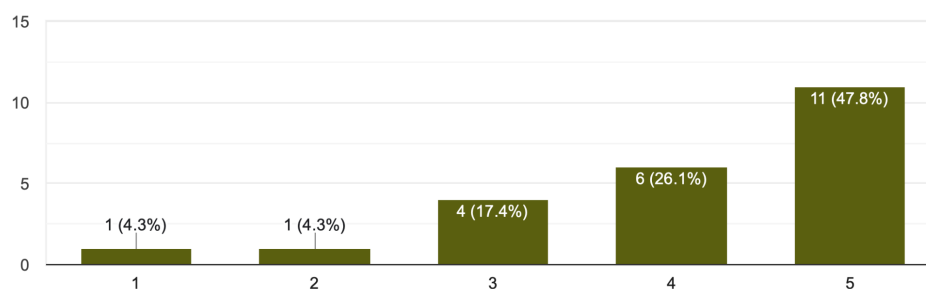
Given description of game - would you enjoy this?

21 responses



On a scale of 1 to 5, how fun and interesting would you rate our game?

23 responses



Similar software

There already exist similar games of the type, albeit set in different backgrounds.

Some of the games are as follows:

<https://eblong.com/zarf/zweb/dreamhold/>

http://textadventures.co.uk/games/play/5zyoqrsugeopel3ffhz_vq

<https://play.aidungeon.com/scenario/1r0T3TXT/new-adventure/play>

<https://writtenrealms.com/game>

However, we intend to improve upon these games by including unique features such as random mini games, better storyline and replayability.