1. Dungeon Crawler (Linear) is 2. Simpler Oregon Trail RPG 3. Character Builder/Bucker 4. Boxing Simulator 5. Choose Your own Adv 6. Metroidvania Horror RPG	enture Story
Frence Activated Calculate  7. Text Activated Calculate  8. Simple Court Defense Go  Dungcon Crawler A  1Multiple Room choices  - Health Tracker  - Enemy Encounters (Fixed)  - Multiple Endings  - Possible power Creep?  - Mant It Statements  - Different choices but linear	The Exploration 2  3. Character Balder &  - Take multiple Infects to build a background.  - Class Character background  - Effects background
2 Multiple Landscapes - Health system - Food - water - Endings - Death - Earth age - Middle-Age - Lower - Age - Generational Success * Check it Possible W/6 Loops	4. Boxing Simulator - Escentially Turn-Bused - Left and Right punch Inputs - Gut punch - Uffer Cut - Block - Curint System? - 3 Rounds por fight - Report Opponent HP per turn - Possibly 5 plush graphics (ASCII)

Brandon Callana O

Game Development: Assignment #1.

5. Choose Your Own Adventure

5. Choose Your Own Adventure

-Basic Character Custom: zation

-Basic Character Selection

-Branching Choice Selection

-Multiple Settings Clependent on character)

Scourt Defense Game A

- Allow Player input to
Create Story

- Crime Committed

- Defendant Name
- Different Endings

- Guilty in

- Mistrial

- Innocent

- Easter egg Ending?

6. Metroidvania Horror RPG
-Multiple dead ends
- Several Restarts Points

\* Might not be possible 1/6 Loops

\* Quite Similar to DAO

Im going with this one, it is the mest

//TODO: Explore the following

Comes Flowcharts:

ing - Dungeon Crawler

- Boxing Simulator

to - Siri Calculator

- Court Defense Game

- Character Builder

-Take plater input
-Parx Strings to get
Calculation warded
-Simpler than a Story
-Allows for following
Cakulatrons;

7. Siri Calculator A

-Add -Subtract -Multiply -Divide

-Percentages

Flow Chart Notes:

Stort END

Process Process

- Cause t

Brandon Callary 2

Process work

4-A X A Boxing Simulator Flow chart -Varsi-player Input - Hower Hand Start -Platellame -Daision Court Ask for -Plaxer HP -opponount Hy Stone Nape n Variable ASK if Plate 19 Letter Kight Handel \*Made these two actions into one Store in var Left Aight It Left Mare Decision Left hand storg Make Right Stronger Fail don't think this 2099:61c W/O LOOPS Seil plater ASK IF understood 15 Ask Player to theor example Announce offenent of Round O Opponents Move First Take player 12- Power hand Londs 14- Power hand Misses Well hand Misses Dir HP--Inform player of HP Left Right Left Arint If four thing Print Lift Hit At this foint Ive Realized 100/ Print Reft my diagram notation is wrong Misses opponent offenent H8entire 1 Duchalour hand doleutus Brandon Callanay 3

Print Narrator
Attack

Plater HP-
Print Crowd

Text

Print Crowd

Text

Print Player

Print Player

For Attack

Get Input

Cert - Could Incep going,

Right Dut the dungeon chawler

beckons

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1

Blandon Callanay (9)

Save for fature Court Defense Gamet Project. Start -Expand Story Prion to flow Charting Get Input Print D. Background Prokarenne representing Get Input Store client name frint Intro text Print D. Specific Fritre dont "Legalese" Write diatogre, well 05 not with were Knowing Also, the dungeon Beckons mo

2: VA15 Dungeon Crawler plater name playerclos & 1. Ideas Start Mater Gold Flater is a -With IT Wallion Roull -Dungeon Setting yoldic club without Tuplate class Survival. St flater HP Just bet Player -World has ended name Vari Intro? -The dungeon Input ) - Store var Plus Intro has religious under - Coma Consists of -Possible Classes Tell player the Classes Available two or three Change +ype of EMBAH BACOUNTERS Dungson undertone Input ] - Store Val -If flayer HP == & -one shop (kina) Change dungeon felungeon - Next Decision, settinds take Check for too much spack, Three Classes Excluded this - Decent worldbuilding -Classes -Warrior Sword Play intro text Added - Multiple fuil arow -wretch -Room Counter for management Phier Entens Room 4-Redundant - Mage -Staff - One optimal class Print Enemy Encounter -Flees available for wretches - Include rue decision -wretches are in README Ask: Attack, Flee, give up intended towin -Chest Wgold SCORCE I connot Enfut -Single shop LOOP thinks -Make playor FAHLEK It Fleen Autoattack 1 Print Attack ] Trint Flee Print Fail front no gold - plater tuker no damage It opphpyg Player rakes no gold Print and Autoattuck tates up too Goto Rooms - Path room, Left Right many Lines Print door to Left and door to right theor attacks "why not make this twill/cont dil Simple Project ers Ask for choice Complicated as Humanit Possible?" on this eneguntar II Right. -trandon 5,14AM Goto Room 3 Fraid Goto Room4 Branden Callawar 6

Note, instead 30to Room 4 changed to of goto, Put GOTO ROOMS v old man coms in their In It State, Print Plager Found and find Room only true if Shop chest Room# Maldres Ask if Player 19e 666 as Ask if Player wishes to purchase fail Carchall wants to open the sword Chest old man dies [get Input] f/c5 (7)-non Invald Print Plater Playergold LOL LD Hedds buck V Invalid 2 Store 1Print Playerbold -lowner gets Player DMG++ Frint Plater HP and gold Print Player moses Update Saclifice next Room Mechanic Goto Room S -Sacrifice z Invalid Input Print Player found RoomCount =666 14025 RoomCount =666 PlayerInvalid Selbotion=True Ask for Action Sacritical Room 666 Sounds way L'gile upil (GET Input) Inulida 7-Sacrifice 7 Infut Privit Mumble Ets-CF-Wretch OPPHP -- Player Duc Print Fail Print Attack Print wictch text Fail text -01/41-0-EFT-0PPHP<07 Print deneric Print Attack PhasArx 21 Planer Hp < 07 BMG Print Attack tyain Denth Trint Win Print WiN Brunden Collaway @