

Ideation - Game Design - a1

Idea 1: Horror text adventure

Focus: Find enough evidence to escape, while reading text clues that help you avoid danger.

How: By prompting the user with options for which rooms to visit and which choices are available, the code can parse the choices, and direct the story using if-else statements.

For Example: "You have 2 rooms before you, but the one at the end of the hall makes you uneasy. Where do you go?
(1) Go to the closest room?
(2) Go to the far room?
(3) Go back?"

Idea 2: Password Game

Focus: Fit your password to fulfil a an increasing number of criteria

How?: By asking the player for a password at each level (determined by a set flag), the code can check each password against the rules using nested if-else statements.

Example: "Your password must have no Roman numerals or vowels.
(Level 2)"

→ "Monkey" → "You failed."
(player input)

Idea 3: Archer Game

Focus: The player must hit targets defined as letters within a text-based visual format within a time limit. Failing to do so results in an end program

How: By checking the difference in start time and time taken for the player to input using `DateTime.Now` (module 1a - parsing strings as other variable types), the code can both check if it was under time limit and correct letter input

Example: "Hit the target in 3 seconds!"

↑
X
->
↓
P
↓
"P" (<3s)
"You did it!"

Idea 4: Armour Tester

Focus: Player gets assigned a random piece of armour for each body segment, and they have to see how far they can reach

in a level-System consisting of enemies.

How: Random preset armour pieces" using differences in DateTime. Now determined by the time of player inputs. Preset level generation with certain enemies testing different body segments.
Set by

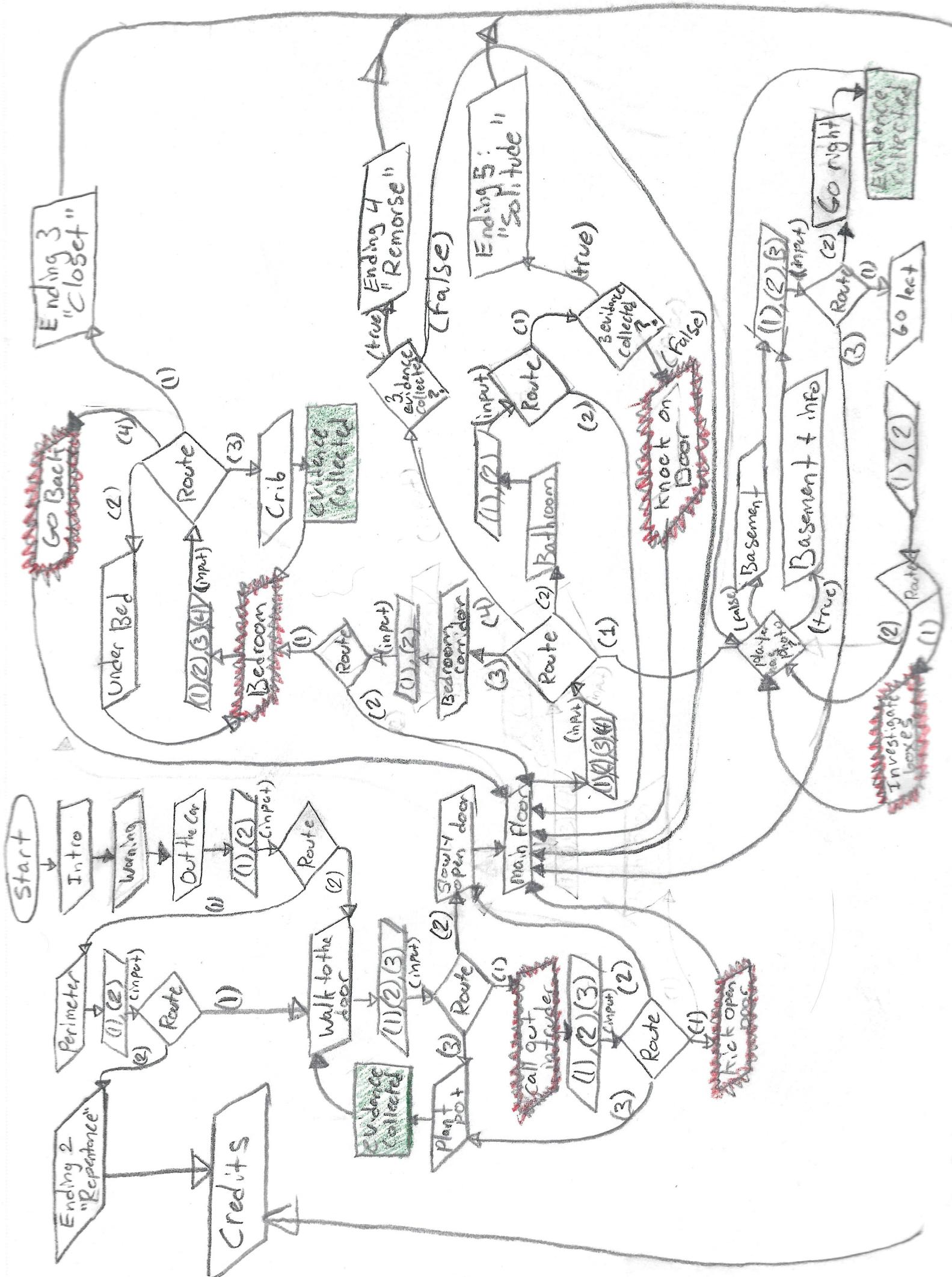
Example: "Select a chestplate; Press enter to continue."
"You got unlucky! Leather chestplate (124p)"

Idea 5: Order a drink

Focus: A traveller orders a drink, and you as the bartender have to make it properly.

How: Dialogue with a recipe will tell the player how to create the drink they like, then the player will have to choose from select options to prepare it. If the player gets all ingredients right, they win.

Example: "Hello, I'd like a [Blood-bat][goblin]
[tea] with [magma-ice] please!"
"Please choose the type of drink:"
→ "Martini" → "That isn't what I asked for!"



- > Player picks bad room
- > Play room dialogue (pre)
- > Goto dialogue editor for bad decisions
- > Play dialogue addition
- > figure out which floor to go back to based on a variable
- > Play room dialogue

Checklist:

- Add all dialogue
- Check all instances of "pre" dialogue
- Finish all interactions
- Implement all bad room handling
- Add comments
- README.md
- Scenes:
 - Intro
 - Crib
 - Out of car
 - Under bed
 - Perimeter
 - Back
 - Ending 2
 - Bathroom
 - Entrance
 - Knock
 - Plant pot
 - Ending 5
 - Call out intruder
 - Basement
 - Kick door
 - Left
 - Slowly open
 - Boxes
 - Bedroom Corridor
 - Bedroom
 - Ending 3

- Add go back to porch
- Test bad room handling
- Get all endings
- Fix flickering light dialogue / image
- Run out of room dialogue
- Impending dread dialogue
- Basement + Habit's room
- Not much time
- Right
- Fix corridor image