Computer Science Club Fall 2016 Project Synopsis:

Text Based adventure(Title Unknown):

Problems:

* What story is going to be told
* What language is the game going to run in
* Who is project lead (Shane?)
  + Shane did give the idea
  + (Zack:) I really don’t want to have to be responsible for all this, although I do want to help and I’m honestly having a great time throwing ideas into the fray.
* How far do we want to go?
  + Just a demo, or the full game
  + Release?
    - We will need to finish the GUI (See goal 7a)

Goals(In order of most likely to least likely to finish):

1. Get design document done: https://docs.google.com/document/d/1bjPJH66Zl4hHsZNqNKFsR\_XUZioSKVwabCG9TR1REfk/edit?usp=sharing
   1. Establish which language will be used (After this is finished, step 2 can begin)
   2. Get story written (for step 2c)
   3. Establish team (AND STICK WITH IT)
   4. Establish name (Must be done after rough idea of story is found. NOT BEFORE)
2. Set up a playable text based adventure game
   1. Must have beginning and end
      1. This is the first thing to be done.
      2. Literally can be “Welcome to the game!” followed immediately by “Congradulations, you just won the game!” to start off with. We work on the in-between later.
   2. Must have multiple paths to take
      1. If/ else
      2. Switch cases
   3. Must tell a story
      1. Can be a copy of a “Choose your own adventure”
      2. Must decide on genre
   4. Custom character class
      1. See: https://docs.google.com/document/d/1K\_bpqkfYgMjMwCmpNHl6RlWET5dwXxgjvXVzq\_nIKy4/edit?usp=sharing
3. With various puzzles for the player to solve
   1. Part of the multiple paths to take
   2. Can involve math puzzles
   3. Can involve logic puzzles
   4. IF THERE IS TIME TO EXPLORE: Time based puzzles
      1. “Indiana Jones” style wait for certain time of the day stuff?
      2. Could be used for hidden bonuses
4. With enemies to defeat
   1. Battle system
   2. Enemy objects to spawn in
5. With randomized enemies to defeat
   1. Random encounters A-la’ pokemon, OR
   2. Enemies that are in certain rooms
6. With objects for the player to interact with/ pick up to use on their quest
   1. Involves creating classes for each object
   2. Involves creating an inventory for the player to have
   3. Involves the ability to access inventory
7. A GUI to hold it all in.
   1. Could be considered “Part 2” of the project
   2. Could also be a test of buttons and various other JAVA things