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Matlab

Final Project Proposal

10/24/12

Double Doyle Toil and Trouble

The premise of this program will be a simple text-based adventure. The methodology for gameplay is that the user is given a character to which they give attributes to for personalization. After the avatar is designed the user starts the game. The game can progress one of two ways: (1) The user starts off with an amount of currency. With this currency they can buy supplies. Going through this adventure they are given the option to use items to accomplish task. (2) The user starts with a set of supplies and after every game event they earn or chose new supplies/items to add to the inventory. (End of game styles). After each event the user has the option to save their game, so that they can start up their file from where they left at their convenience. The user interface is defined by giving the user a list of options and inputting their choice from the allowed options. File I/O is defined by a relationship between text files and pulling information from a file and returning it if needed. Optional: For certain events of acquiring items a graphic can be displayed to represent the event.

* Use cell arrays as a way to monitor/control supplies
* Use cell array to control options that present themselves during events
* Use normal array to control turn play
* Use functions to personalize avatar
* Use function to operate supply usage per turn
* Use function to save/load game
* Use file to store characters
* Use fprintf(fid) to save characters and supplies in file
* Use textscan to read saved file back into game