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| Krazy Katz |
| Assignment 01 |
| **High School – Roller Coaster** |
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| November 30, 2015 |

**Table of Contents**

Table of Contents

**Version History3**

**Game Description4**

**Version History**

* **Commit 1 - theDragon Template**
  + Using the template.
* **Commit 2 - Finished basic state machine diagram and finished 1/2 of nodes (brainstorming)**
  + Created state machine diagram using *Visio* and finished half of the brainstorming (story progression in word.doc and inserted info into respective nodes).
* **Commit 3 – Completed state machine diagram and completed nodes including every story portion**
* **Commit 4 – Modifying dragon page with my nodes’ info and redesigned pages with css**
* **Commit 5 – Created and completed the site mapping state machine diagram**
* **Commit 6 – Added internal documentation, finished external documentation, and fixed final game**

1. **Game Overview**

Entirely story based where you interact with the buttons to determine where to go by using nodes.

1. **Story Index – (Nodes)**

* (Initial Start) Node 1:
  + You’re in the middle of the hallway contemplating on which path to take.
* First Decision Level:
  + (Path A) Node 2:
    - You’re chose to go to the stoners and you see them talking to each other and then one of them, your cousin Frank calls you to join. Frank then asks you if you’re interested in sharing a “blunt” (smoke) with him and his friends outside of school.
  + (Path B) Node 3:
    - You walk towards Stephanie and you talk to her and she asks if you want to join the music club
* Second Decision Level:
  + (Path AA) Node 4:
    - You follow your cousin and go outside of school to the community park near the school’s parking lot to smoke marijuana. As you’re smoking weed you start to feel paranoid and continue to frequently look around you, making sure no one catches you. As you’re having fun talking and smoking with your stoner friends, you see Stephanie walking towards you chatting with some friend of hers. You’re scared that she’ll see you and judge you for smoking.
  + (Path AB) Node 5:
    - You decline their offer and say that you’re looking to go to the library and “study”. As you’re walking towards the library you notice a gang of three people bullying a minor, perhaps a ninth grader.
  + (Path BA) Node 6:
    - You say yes and pretend that you’re interested and have always been interested in music.
  + (Path BB) Node 7:
    - You’re honest and say that that sounds interesting, but you’re not really into playing musical instruments. You say you just want to chill and talk. You express your affections to her and wait for her to respond.
* Third Decision Level:
  + (Path AAA) Outcome 1:
    - You decide to stay and have fun with your friends, and Stephanie takes a look at you and shrugs in disgust leaving you sad and ashamed of yourself. You decided to think who cares about her, since you have these guys with you, but you’re still uncertain and now you’re forever scared to ever talk to her again…
  + (Path AAB) Outcome 2:
    - You’re too paranoid to think about it so you start running away from your stoner friends and stay out of sight from Stephanie. Your friends call you out, but you burst out of there. You’re confused, sad, and desperate to get out of here, so you decide to pack up and leave. “Was it worth it?” you ask yourself, but you slowly ignore that thought and walk home feeling paranoid and pathetic…
  + (Path ABA) Outcome 3:
    - You decide to “help” and stand up to the bullies by telling them to leave the minor alone or else. The bullies ask, “Or else what? You’ll fight us?” As the adrenaline rushed up to your brain you say yes!... You blanked out, and wake up with your underwear on your face and the minor next to you in the same position. He says, “What the hell were you thinking?! They would have just taken my lunch money and then would have left me alone!... Leave me alone next time! ” You sit there wondering, “Why the hell did I go to help that little douchebag… I should have went to the library instead…
  + (Path ABB) Outcome 4:
    - You think to yourself, “Screw it!”, since it’s not involving you in anyway, and then you continue to walk to the library. Once you reached to the library, you go inside and start reading a book, when all of a sudden you hear someone shout your name to get out of the library. While you had the puzzled look as to why you’re getting kicked out, you remember that you lost about 10 manga (comics) and 3 novels in this semester, and as your punishment you had to pay for it all and not come back to the library for the remainder of the semester. The school bell rings and you left accomplishing nothing…once again.
  + (Path BAA) Outcome 5:
    - You agree and pretend to play the guitar. You make a fool of yourself in front of the entire band. They all laugh and make fun of you. You become a joke for lying...
  + (Path BAB) Outcome 6:
    - You decide to admit you don’t know how to play and begin to look down shamefully. Everyone calls you out for being a liar and you end up going home...
  + (Path BBA) Outcome 7:
    - You give it a shot to be confident and “alpha” so you ask her with a confident smile if she wants to make out and have some “fun” later on. She declines and sighs with disgust and calls you a creep while walking out. You’re sad and confused, since all of those articles you read online told you to act this way and you’ll “win” the girl. Out of anger you leave school and a tear falls from your eye.
  + (Path BBB) Outcome 8:
    - You say, “To be honest I really love talking to you! You’re smart, funny, and really down to earth and it’s always fun talking to you!” She smiles and blushes and you become friends and at the end of the semester you finally get the balls to ask her out and she says yes.