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Finite State Game: Report

1. Story

The story revolves around a protagonist who is the last warrior of a village. The warrior's quest is to save a baby who has been captured by a mighty Phoenix. Along the journey, the warrior can acquire new skills, practice them to increase their strength, rest to recover life, and explore to find gold or hidden skills. The warrior battles the Phoenix and makes a final choice to either save themselves or the baby.

2. Game Flow

The game flow can be represented by the following simplified algorithm:

Initialize player with skills and gold.

Player can choose to sell skills to gain more gold.

Player can use gold to buy new skills.

Player journeys towards Phoenix, during which they can:

Practice skills to increase their effectiveness.

Rest to recover life.

Explore to find gold or hidden skills.

Player fights Phoenix. If they win, they make a final moral choice. If they lose, the game ends.

3. Language Used

The code is written in a combination of JavaScript and a markup language similar to the Harlowe story format used by Twine. This combination allows for the creation of interactive, non-linear stories.

4. Game Mechanics:

Inventory: The player has an inventory where they can see their current skills and the amount of gold they possess. The inventory is also where players can buy and sell skills. The inventory serves as the main interface for managing the player's skills and gold. It's essential for the player to frequently check their inventory, manage their skills wisely, and ensure they have enough gold to buy the skills necessary for their journey and the final battle against the Phoenix.

Skills: Skills are a central part of the game. The player starts with a set of skills and can sell them for gold or buy new ones. Skills have a variable value which can be increased by practicing.

Gold: Gold is used as currency to buy new skills.

Life: The player has a life value that can decrease due to the Phoenix's attacks or increase by resting.

Phoenix Battles: The Phoenix randomly chooses one of three attacks, each causing a different amount of damage. The player can choose to attack the Phoenix or use a shield if they have one.

5. Technical Challenges:

The game has a few issues that prevent it from functioning as intended

The player's attack functionality isn't working. This could be due to issues with the PlayerAttack function or how the \$chosenSkill is set.

The player can't choose a specific attack. They can only use a shield to block the Phoenix's attack.

The Phoenix's life doesn't seem to decrease when the player attacks.

The "Attack the phoenix" option doesn't appear to be linked to any function, so it's unclear how the player is supposed to damage the Phoenix.

6. Recommendations for Improvement

Fix the player's attack functionality to allow them to choose an attack and decrease the Phoenix's life.

Consider adding more interactivity, such as random events or decisions that affect the story.

Include more feedback for the player, such as showing their current stats or the outcome of their actions.

Consider adding more complexity to the Phoenix battles, such as different strategies the Phoenix could use or multiple rounds of combat.