

Assignment #1 - Game Development

- Interactive terminal Project
- process work
- only use things in 1a+1b
 - visual studio "concept app"
- C#
- submit as a GitHub repository
- 75-300 lines
- text-based story game

Ideas:

- D&D style ("campaign")
- 3? boss ("fights")
- "you win" screen at the end
- 5 scenarios
 - Introduction, Meet/talk to a character that informs you of the story (Zelda: BotW style), ASK where you are, thank him, get sword
 - first boss, The EVM witch
 - Dahlia the Dishonorable

- Fight!
- choose to attack, if not instant win
- 85% chance of winning (if fight)
- you get her staff upon winning

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- BOSS 2, Terry the Troll
 - Fight/play game
 - Fight = 60% of winning
 - play game = Rock, Paper, Scissors
↳ (100% of winning)

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- BOSS 3 or final interaction
 - Introduction character
 - ASKS how you've survived so long?
 - user input
 - ah! interesting, fancy showing me your skills? y/n
 - if yes then - "thank you, I feel much more confident in myself"
 - if no then "too bad, I didn't want to resort to this"

BOSS 3 (Cont.)

- "(Boss name) draws his sword!"
- Fight!
- "Attack with sword or staff?"
- sword = 50/50 win
- staff = 99% win
- if loss then; "too bad, I thought we could be friends"
↳ End Screen (Loss)
- if win then; "Brave warrior, I Should've known i'd be bested!"
↳ End Screen (win)

Assignment + process
work (cont.)

- WAY TOO complex!
 - simple interactions instead
 - Intro, build story / setting ← give instructions on how to play
 - introduce player to npc
 - initiate conversation
 - ↳ e.g. (What are you doing!)
 - use `console.writeline("")`; and
`console.readline("")`
 - put `readline` in between text as a "buffer" of sorts
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- changed text to caps as a visual cue to pay attention and respond
 - use more than just `readline` and `writeline`

- Couldn't figure out how to be able to input "January" as "1" (word input instead of number)
 - Did figure out how to use:
 - String
 - int
 - DateTime
 - assign values to words (username, arrival)
 - 4/5 interactions done
 - need at least 2 more lines of code
- You should be able to input numbers on the left of the "="!!

Flow-diagram

