The Guessing Game

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A game that hates you

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# What is The Guessing Game?

The Guessing Game is an experimental experience to integrate a very basic gameplay concept of guessing numbers with the addition of the player’s input to be responded to with a disgruntled and dismissive personality. This idea will then be expanded upon with modern conventional gaming standards, such as an in-game currency which can be used to purchase cosmetics and game changing additions.

# The Design

## The forms and what they will do

|  |  |  |  |
| --- | --- | --- | --- |
| Form Name | Item | Purpose | Programming |
| Home | Play a game | Redirect to Game form | Simple open/display form |
| Store | Redirect to Store form | Simple open/display form |
| Profile | Redirect to Profile form | Simple open/display form |
| Options | Redirect to Options form | Simple open/display form |
| Exit | Exit the game | Simple close form/destroy all Objects |
| Game | Output box | Display responses to player input | Select randomly from list of responses. Response might be based on actual number. Responses can also be determined by miscellaneous player actions |
| Input box | Display current player input | Read player input from Number buttons and display as they are typed in |
| Number buttons | Allow user input to guess numbers and clear guess | Button help build variable which can be cleared with an appropriate button |
| Surrender buttons | Allow user to decide whether they give up or continue the game | Buttons will change bool values to let program know whether to break functioning loop and exit or to continue |
| Store | Balance label | Display current user balance of in-game currency | Label will call to serialized txt for stored data and display the data every time the form loads |
| Collection of “response packs” | Display list of “response packs” that are available, their prices, and which the player has bought. | Retrieve from serialized txt file details on which “packs” have been bought and which are available. Additional code could be used in conjunction with the balance to highlight which “packs” can be purchased. |
| Collection of “theme packs” | Display list of “theme packs” that are available, their prices, and which the player has bought. | Retrieve from serialized txt file details on which “packs” have been bought and which are available. Additional code could be used in conjunction with the balance to highlight which “packs” can be purchased. |
| Form Name | Item | Purpose | Programming |
| Profile | Player Statistics | Will contain statistics of the player, such as number of games played, number of guesses and number of wins. | Will retrieve the data for this block from serialized txt file and display it on the form. The data for the txt is collected as the player plays. |
| Player Packs | Here the player gets to see unlocked packs and toggle which ones they want active. | The packs that are available to the player are determined by interpreting data from a serialized txt that contains player save data. |
| Player Balance | This displays the amount of currency that the player has. | This data is retrieved from a serialized txt file and displayed on a label |
| Cheat’s button and text box | This allows the player to enter cheats that can give them advantages. Mainly will be used for debugging. | Input will be interpreted through if statement (maybe switch? Can they interpret strings?) and give player appropriate benefits. |
| Options | Profanity Pack Enabler | This allows the user to enable/disable profanity in the game. (Just for you Trudie 😉) | Will be a simple Boolean that is changed. The bool is checked for at the start of every new game. |
|  | Reset Button | A button that resets all progress in the game. | Will completely remake the serialized txt file and all save data stored in it. |