BALANCE > FAIRNESS: A Gambling Game With A Moral Story

Authors (I have a pair!)

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Problem Statement

Everyone has thought, or had thought, that why won't everyone just be rich? Why are we assigned a value different from others? Most importantly, why does everything need a value? In short, people wonder why life just can't be "fair", just like why there's currency, socio-economic statuses, and price tags.

In this game, we remind you that if everything and everyone are in the same, unchanging status, then the balance of the world won't be so functional like before.

Project Goals/Objectives

1. To show players the importance of ROLES and VALUES of objects/people,
2. Try to make people feel that they still played a role in balancing society; and thus,
3. Showcase this idea in a FUN and ENGAGING way, such as gameplay.

Features!

1. A SAVE/LOAD feature to go back to what you've left off.
2. Visuals and graphics + "Cutscenes" that lets you see what's going on without needing that much imagination.
3. Multiple endings and various characters featured.
4. Insert some meaningful quotes mid-play that's either made by us ourselves or derived from others. (Ex. "If everyone's a hero, then no one is.")

Inputs/Outputs

Inputs:

1. Name of PLAYER
2. Pronouns of PLAYER
3. Sometimes the PLAYER would need to make DECISIONS depending on the scenario.

Outputs:

1. Using the inputted name and pronouns of the PLAYER, the characters will use it to refer to them as the story progresses.
2. There will be different outcomes depending on the selected DECISION of the PLAYER. Though, some events are just unavoidable even with different decisions.

Logic Plan

RUN PROGRAM.

DISPLAY main menu:
"""

WElCoMe!
-Play Last Save
-Save Files
-New Game
-Settings
"If everyone is, then no one is"
"No one should wish the everyone should have everything, for everything has a value, even what's considered useless."

Press "ENTER" to continue...
"""
// The "Press "ENTER" to continue..." line is there to act like a "CONFIRM SELECTION".

If user selected "Play Last Save":
*Run autosaved game

If user selected "Save Files":
*Display SAVES menu
// It will show from LATEST to OLDEST. Ex:
-Save 1 (display date)
-Save 2 (display date)
-Save 3 (display date)
// and so on

If user selected "New Game":
*Run new game

If user selected "Settings":
*Display SETTINGS menu.
// It contains AUDIO, GRAPHICS, etc. There can also be "RESET PROGRESS" that deletes all your saves including autosave.

PROGRAM ENDS WHEN USER EXITS APPLICATION.

Here is GitHub repository:
https://github.com/FionaNadonga/CS2-Nadonga-Urmeneta-Project