Bandit Bash Presentation

1. Hello All, My name is Jacob Russell and if you were here at the last CoderDojo you most likely saw me present a small work-in progress game, of which I have expanded upon and completed. If you weren’t there or just forgot, I was making a Choose your own adventure game called Bandit Bash, And here is my presentation.
2. So at the beginning I had a general idea of what I wanted it to be like, this was My Plan at the start:

-Fantasy Themed like Lord of the rings or Game of Thrones

-Completely different paths so that it delved into unique stories and have separate outcomes

-Very User Friendly, so it’s easy for everybody to play and understand, also it wasn’t supposed to be challenging and didn’t take any experience

-A Test of my own skill in Coding and Writing. My ambition is to become a Game Developer and Bandit Bash is now my first official project, and I wanted to push to the best of my ability, because I wouldn’t learn if it was easy so I challenged myself.

1. I started the Game being written on jsfiddle.net, As it was easy to test without much hassle, and it worked. It was completely run through prompts which are webpage questions. I had the first 2 – 3 levels down and written.
2. After I had the simplistic questions layout, I wanted it to 1: Be more Appealing 2: Be easier to picture. I found this image of a fantasy tavern which was practically what I pictured when I first described the scene.
3. Once I got the Starting layout, I grew bored of the white screen in JSfiddle and upgraded to Sublime Text 3. It was so much easier to work on and I could collaborate with my Uncle.
4. I had gotten to about 15 – 20 questions and the prompts got out of hand, and couldn’t keep up. I had to change to something new. My solution (at the time) was… SWITCHES!
5. I already had the Tavern Image, but it didn’t feel like a game, It was too bland. My solution? Inventory. It was supposed to look like a Dungeon Crawler mixed with and RPG.
6. After I had made the UI, I realised that you couldn’t play and see the UI at the same time, so (Credit to my Awesome Uncle) the switches was replaced with objects and buttons, which was incredibly easier to manage and organise.
7. When the buttons were introduced, we needed somewhere to put them. But instead of adding it in, we just completely changed it. It looks better this way anyways.
8. When I say Linked Images, I don’t mean it leads anywhere but that it is connected with the questions. For example, when your character gets kicked into the alley way, The image changes to the provided Alley way image.
9. From there on it was just adding more and some debugging here and there. Overall, I believe that It came out as I wanted it to. It’s not Triple A, 10/10, award-winning experience but that’s not what I was expecting.
10. I finished the game and I remembered that this event was coming up soon so I decided to make this PowerPoint and prepare to present it to all of you here today.
11. If you would like to follow up on what I do or whatever you do on Social Medias, You can follow me on Twitter and Github, and for whatever reason there is my email. Here also is the url of the game that this Presentation has been about. Speaking of which, would anybody like to try it out, like when a magician gets somebody to prove it’s not rigged.

(After) Thank you.