Game Tree

1. Display Introductory Screen
   1. Text: Welcome to Undercover Agent – A mission to save the galaxy
   2. Rules of the game:
2. Request User Input: Agent Name
   1. Hello Agent \_\_\_\_\_\_\_
3. Opening Scroll – World building, Task of the Agency, Suspected plot to destroy galactic peace
   1. Text: The galaxy has been at peace for 100 years. But intelligence has been gathered indicating that there are forces trying to destroy that peace, and with it, the galaxy itself! Your mission is to travel the galaxy, make contacts and gather clues in order to stop their evil plan in its tracks and save the galaxy.
4. Introduce user to their ship – central “Room” of the game (OOP) (will code display using pygame at the most basic – if we have time, use more advanced graphics display)
   1. Instructions available at this step (will code as we code the next steps)
   2. *User will return to ship after visiting each planet (each level or stage of mission)*
   3. *Contains equipment inventory*
   4. *Delivers mission updates*
   5. *Contains information about planet destinations*

*#Will repeat after every level*

1. Display Current Progress
2. Equipment Inventory - display screen that can be accessed on the ship
   1. introduce & interact with equipment (will affect choices on planet)
   2. List of equipment & short description
      1. Ray-gun – effective against all enemies
      2. Blade – effective against weaker enemies & locked doors (Always given to agent)
      3. Knock-out gas – useful to weaken enemies or put them to sleep (adds to sneakiness!)
      4. Diamond necklace – makes a good bribe
      5. Titanium Watch with jewels -- makes a good bribe & can tell time
      6. Seeds – useful if you get stuck without food
      7. Quick-grow fertilizer – restock your food rations quickly
      8. Camera – use if you need to record video or pictures, but is bulky & can’t be hidden
      9. Audio recorder – use to record audio – can be hidden
      10. Suit – Great for fancy parties and charming contacts
      11. Armor – Useful if you end up fighting enemies to get to a clue
      12. Deck of cards – Good for breaking the ice and extracting information
      13. License to request & operate vehicles on planet (Always given to agent)
      14. Breathing device – useful if you end up underwater
      15. First aid kit – patch yourself up & gain health
      16. Plant identifier – useful to avoid poisonous plants if you are stuck in the wilderness
3. Display planets – display screen that can be accessed on the ship
   1. First round – no difficult planets available -> introductory mission
   2. Planet identification delivers some worldbuilding and backstory about shaky peace established after last galactic war.
      1. Intro planet – every player must start here
         1. Wilderness planet with small villages
         2. Text: “The intelligence we have indicates that someone in the village has information about the evil plan and knowledge of where to find more clues.”*# Everyone will start there.* “This planet has many places for enemies to hide and construct their plans. You never know what clues you might find left behind.”
         3. *Clue 1 – Found in village, must talk to villagers to find contact with information. Can enter marketplace, enter bar, water source*
         4. *Clue 2 – Found in forest cave. Must leave village and enter forest, find object in forest (leftover evidence from enemies)*
         5. *Clue 3 - ?*
      2. City planet
         1. Urban planet at the center of the galaxy’s trade and government
         2. Many important people live and work here, but you never know what is hiding in back alleys.
      3. Ocean planet
      4. Desert planet
4. Explain clue structure – clues have 3 parts (can collect 0-3) and each are worth a certain number of points - Display screen that can be accessed on the ship, once clues are gathered they are added here
   1. Clue Part 1 – some information about who is behind the plot
   2. Clue Part 2 – some information about the target of the plot
   3. Clue Part 3 – some information on how it is organized
   4. Game ultimately decided on mission success (fully avert disaster, re-start the war, catch one individual but the full plot continues, etc.) and final point total
5. User must choose planet (1st level = only one option)
6. Should choose equipment for this mission
   1. (give options – some helpful, some not for the chosen planets - use if loop to differentiate which available for which planet)
7. Exit Ship/Room & Transition – Trip to planet

*#characteristics of these will be repeated as source code in subsequent levels*

1. Level 1

*#Planet 1 or 2 – More expansive versions of “Rooms”*

*#Will include several rooms per level*

*#Using OOP – build out available exploration options (Class, items etc. just repeated and modified from planet/level to level)*

* + - 1. *Clue 1 – Found in village, must talk to villagers to find contact with information. Can enter marketplace, enter bar, water source*
      2. *Clue 2 – Found in forest cave. Must leave village and enter forest, find object in forest (leftover evidence from enemies)*
      3. *Clue 3 - ?*
  1. Interact with game characters
     1. Program conversation options – not open input
     2. Can lead to new room
  2. Opportunity to use equipment (needs more work here)
     1. Once used, can’t be re-used this mission
     2. Can coincide with interaction with characters on planet (go to meeting, go to party, fight, etc.- these choices lead to opportunities to find clues)
  3. Find clue part 1
     1. Play minigame to acquire (basic pygame tutorial game)
  4. Find clue part 2
     1. Play minigame to acquire (basic pygame tutorial game)
  5. Find clue part 3
     1. Play minigame to acquire (basic pygame tutorial game)
     2. Automatically return to ship once all clues are found

1. Repeat Steps 5, 6, 7, 9, 10, 11 (Question mark on step 8 & clue structure – Maybe include as a – if you need a reminder of the clue/points structure – type clue, else continue to next step)
   1. Step 9 – With second level, more options are available for planet choices.