Assignment 1: Interactive Terminal Project

Adventure Ideas ↴

- Solving a mystery? ⟶ choose which clues to analyze & collect
- Space adventure? ⟶ Lead a team as a space captain of a ship
  & avoid danger like asteroids with choices
- Parallel world adventure? ⟶ Enter another world, Interact with another you
- Zombie survival game? ⟶ survive the apocalypse & manage resources
- Adoption Game? ⟶ Adopt an animal? choose an animal & give it a name
- Carnival Adventure Game? ⟶ Use tokens to go on rides

Zombie Game Ideas ↴

- Start with a certain amount of resources (like the gold system
  we went over in class), resources diminish based on actions
  or can be obtained.

- Interact with other characters?
  Storyline Idea ⟶

Carnival Adventure Ideas ↴

- Use tickets to go on rides

- What if it's a bit of a horror game? While you enjoy rides you
  begin to notice the same stranger at every one, upon noticing,
  they approach you with an attempt to get you to follow
  them to another location.
- Collect tokens for prizes? or choose to use tickets on rides or
  carnival games for prizes?

Carnival Game Draft

1. Ask & Remember player name

2. Provide story information/Begin Adventure

3. Ask player to purchase tokens/or give set amount

4. Tell player which rides or games they can go to
   ↳ Deduct tickets used from total tickets held, amount subtracted differs for each game or ride
     ↳ Tell player remaining tickets held

5. If player chooses the game,
   ↳ select prize upon win

6. If player chooses a ride print text displaying ride experience

7. Allow player to select another game/ride with same sequence

8. Player is informed the stranger approaches them

9. Stranger dialogue suggests player follows them

10. Player is given choice to follow or not
    ↳ If player follows, dialogue commences & leads to game over
    ↳ else player refuses,
       ↳ Print text, stranger tries to grab them
         ↳ Reveal choices: scream for help, shove them, or throw prize as a distraction (if collected)

11. If player chooses the first two options, game over
    ↳ else player chooses to throw prize & escapes, game over

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*indicate to player when they type an invalid option →

/5:
Player chooses ride/game
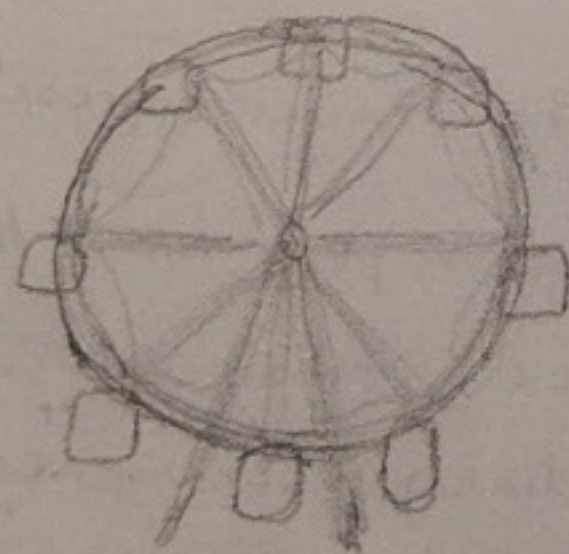↳ if player chooses ride...
↳ else if player chooses game...
↳ else inform player of invalid decision

— You begin your journey as a kid at the fair

Dialogue Drafting

The fall fair is an event the town of ___ looks forward to annually. Your parents bring you along with them and tell you to go have fun while they

_____. This year you're on your own. They give you $__ to spend on tickets and they head off. You go up to the ticket booth. How many tickets would you like to purchase? Nice, time to "have fun". You look around and spot multiple rides and games that pique your interest. Where do you want to go first? You have: __ tickets. (Player goes through ride/game sequence)

Draft 1

Flowchart

Start → Get player name → Provide story context → Get player tickets → *Player has enough tickets?*

- **Player chose 3?**
  - No → Invalid option: Print ending → End
  - Yes → Print Ending → End

- *Player has enough tickets?*
  - Yes → Get player activity choice
  - No → Print text. You do not have enough tickets → End

Get player activity choice → *Player chose Ferris wheel?*
- Print ending → End
- End

- *Player chose Ferris wheel?*
  - Yes → Tell player remaining tickets and give story text for route
  - No → *Player chose bumper cars?*
    - Yes → Tell remaining tickets & give story text
    - No → *Player chose game?*
      - Yes → Tell remaining tickets & give text route
      - No → Player chose invalid option → End

Tell player remaining tickets and give story text for route (Yes) →
- *Player refused?*
  - Yes → Print Story text → Get player response → *Player chose option 1?*
    - Yes → Print ending → End
    - No → *Player chose 2?*
      - Yes → Print ending → End
      - No → ...
  - No → Print ending → End

Chose Follow?
- No → Print ending → End
- Yes → Get player choice → Print more story → (loop)

Player minigame: Left or Right → *Player chose Left?*
- Yes → Win: Add prize. (bool=true) → (back to Print more story)
- No → Print text. lose mini game

Final Draft