(Assignment) Finite State Game

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In this assignment, we made a text-based interaction game. The game is a survival decision-based game. The game's overall story is about heading to an unknown forest to extract the target from zombie-like creatures. The game includes combat for the player to interact with the world. The combat is controlled by the players' interactions. The player may choose to ignore the combat if they wish, however, they will find if they choose to interact it with, they will benefit. The game includes upgradable weapons for the players, along with an upgrade in armor and an upgrade to the evade skill. This game includes 3 weapons for the player, a starter pistol with the least damage, a rifle with moderate damage that can be gotten if one interacted with an NPC Ryan early in the game, and an experimental weapon found in a safe later on in the game that does the most damage. The player begins by interacting with Ryan the first NPC and can choose whether they want to continue their conversation with them reward them with a weapon, or skip to the main quest. Here the player will be given the basis of their mission and can choose to continue the game. If the player continues the player will be introduced to the first fight of the game. The player can choose to ignore this fight or take part in it. If the player chooses to take part in the fight, they will be rewarded with a keycard that will help them later on. I wanted the combat to have more interaction in it rather than just clicking to attack and take damage. I implemented a method that would fit the genre of my game. The gameplay works as the player is a certain distance from the horde of zombie-like creatures. As they are creatures, they can only attack you with melee range. The way combat would work is players would be able to attack them as long as they are far enough away. With each attack, the creatures get closer to the player. If the creatures reach the player, they will do massive damage as they are in a horde, in which the player will need to take steps back to create distance again. Doing so they will not be able to attack the creature. From there the player can do damage again when he is away from the creatures while the creatures work on closing the distance again. After this, the player will make his way inside the facility. They will see 3 doors, two of them that offer the player upgrades and one that progresses the story. The two doors that offer upgrades will be locked. If the player chose to fight, they were rewarded with a keycard. They are guaranteed 1 keycard but if they get lucky, they can get up to 2. The first upgrade is in the armory, this gives the player the new experimental weapon, however the second upgrade repairs the player's armor and boosts their HP to 110 as well as providing an upgrade to the evade distance. This makes it so the player can create further distances from the creatures now. This allows some thought for the player if they only have one keycard as both of these upgrades can be very useful. If the player has earned two keycards, they can unlock both. However, if the player chose to ignore the fight, they will have no keycards and cannot unlock any upgrade. As the player continues the story they again can choose to go loud and fight or try to stay quiet. Both of these options have their benefits but also come with downsides. Fighting allows the player to find the target quicker but is more dangerous whereas the quiet method results in the player having to find their way through taking longer but being safer. Once the target has been found, the player is given the method of extraction. They can choose to go back the way they came which involves many hordes or take the sewer, a place unknown and leaving the fate of the player up to chance. Each of these options requires the player to make decisions that will impact the ending. Each of these options is up to chance and depends on the player to react to what has occurred to see if the player can survive and extract with the target.