Final Project Report – Object Oriented Design

Game Name – Everrage

Short description - Everrage is a game where you have to wander around the world in order to find notes to assemble a password and use that password to leave the game. In Everrage, you can go from room to room picking out which note is real and will lead you to a path of salvation or which note will lead you down a path of destruction.

User Level Description – In almost each room there is a note which has a letter with a corresponding number for that letter, however some notes are fakes and can lead you to false answer. Once you have the correct word and input it exactly like it should be for every other command in Everrage, then you win!

Implementation Description – The making of this game was very enrapt with the use of items and not having too many notes. Some things that I added was a winning room and a way to not have too many items in your inventory, both things that are required of the base functionality. Every thing needed for the base functionality is there and ready to use. The player can win by saying the correct word in the room where you can win. While making my inventory I discovered that I could use the longer version of the item names which is beneficial for the ease of use for the player to just type in “inventory” and discover what each note says.

Special Features – Notes and a room where you can win. Each note contains a single letter with a corresponding number for the respective letter. In my inventory, I will be able to let you know, the player, what each note says and what the content of the note is. When you reach the room where you can win, you will be prompted by the game that you are in the win room, just say the correct password and you win the game.

Patterns – The patterns that are fully implemented in my code is Singleton, Command, Notifications, Delegates, and Decorators. Command is used when you tell yourself where to go when you want to go to a different room, i.e. “go south”. With the entrances, that being Corneria, all being the same, the singleton pattern is then used. Notifications is used when I let the player know when they leave a room. Unofficially, I also let the player know when they grab an item, but that is not a notification, just the system telling the player. My delegates pattern is used for my trap room, echo room, and win room. All of the code for each of the respective rooms are similar, and the trap and win room are very similar, for the trap room when you say the correct word, you will be able to go from room to room, when you say correct word for the win room, you win the game. The decorators pattern is used when I am adding individual items to rooms and the decorators would be the content that is featured on the paper.

Bugs – No known bugs as of writing this paper, the game performs as expected.