

Game Memorial: Path of Divinity

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Game Functionality Overview

Core Components

- **Game Structure:** Text-based adventure game with multiple locations
- **Player Interaction:** Explore, travel, check inventory, and make choices
- **World Navigation:** Movement between different locations (StartingVillage, Forest, Plains, Mountains, etc.)

Libraries Used

- `time`: For creating text fading effect
- `sys`: For system-specific parameters and functions
- Custom modules: `character`, `world`, `locations`

Complex Function Highlights

Import Structure

- Modular imports from local directories
- Example: `from world.locations import StartingVillage, Forest, Plains`
- Uses relative import to organize game components

Key Functions

1. ****Game Initialization (`start_game()`)**:
 - a. Creates player character
 - b. Sets initial game state

- c. Runs introduction sequence
2. ****World Movement (move())`:**
 - a. Handles player navigation between locations
 - b. Checks valid movement directions
 - c. Updates current location
3. ****Text Rendering (print_fading_text())`:**
 - a. Creates immersive text display
 - b. Simulates text fading by varying character rendering speed
 - c. Adds atmospheric effect to game narrative

Story Synopsis: Journey to Divinity

Alaric, a young man from a small village, embarks on a spiritual quest to understand divinity. Guided by a mysterious dream, he leaves his mundane life to seek enlightenment. His journey takes him through:

- Forest of Echoes
- Desert of Despair
- Mount Oralion
- Temple of the Eternal Flame

The core message: Divinity is not an external destination but an internal transformation. Alaric learns that true enlightenment comes from understanding one's inner potential to transcend limitations.

Hidden Game Mechanics

Secret Endings

- **Plains Level:** Rumored to have a hidden ending if player idles too long
- Encourages exploration and patience

Technical Observations

- Object-Oriented Design
- Modular location-based gameplay
- Narrative-driven game mechanics
- Interactive storytelling approach