**Palm Treechery**

**Objective of Program:**

The purpose of this program is to showcase the skills that we have learned in our class and apply them practically through the utilization of Java. Furthermore, we combine our previous knowledge of HTML, JavaScript and CSS in order to build a website and video game that showcases what we’ve learned this year.

**Description of Program:**

This program is a game where the player is tasked with figuring out the answer to a murder that has taken place on an island where they are vacationing with others. You must question and interrogate the other visitors of the island and ultimately root out the killer and have them brought to justice. We will have a class for each character, allowing us to organize dialogue into each character’s class. At the end of each chapter of our murder mystery, a trial will be held. The trial will make use of the trial class, where we will make objects that the user reads as output. If the user sees that the dialogue being outputted is false they must type false or “f”, else the game will be lost and you will have failed to catch the murderer.

**Input and Output:**

The main way that we will be taking the input from the user will be through means of the keyboard. As this is a text-based game in the vein of a visual novel, we will be asking the user for input in the form of sentences as well as single character input in order to assist their decisions within the game. The main form of output will be through dialogue messages from the console, and occasional audio queues. This is also the same area that the user will be providing their input, thus allowing for a smooth experience while playing the game.

**Assumptions and Special Considerations:**

We assume playing audio is possible within the Java console. We also consider that making a class for each character may not be as simple as making one character class we use to create separate character objects, but it will help us organize dialogue within each character’s class. Thus, giving the code a much more organized appearance. Finally, as this game will be made available through the means of repl.it, the user playing this game will need to be aware of the basics behind the usage of replit.com and its features.

**Individual Contributions:**

Jeremy is planning on focusing on various aspects of the website including styling as well as content development, as well as assisting in the game from an asset creation and coding standpoint. David is going to focus on content development for the website, will act as the main tester for the game as well as being the leader on the input and output front of the game. Sohail will be focusing on assisting the two where needed as well as assisting with content creation for the website, acting as the main animator for the content on the website as well as testing the game. All three of the group members will be working together in order to code the game using normal and abstract classes, allowing them to complete all of the required tasks for this assignment.