



# En Pisee's Excellent Adventure

A game choose your own adventure game by Ana Elderton and John Barker  
Programming Concepts CO452 S1 22-23

# Introduction

Choose your own adventure

Inspiration:

- Henry Stickmin (2008)
- Undertale (2015)
- Fantasy RPGs

Multiple choices + endings

Goal: Save village though choices

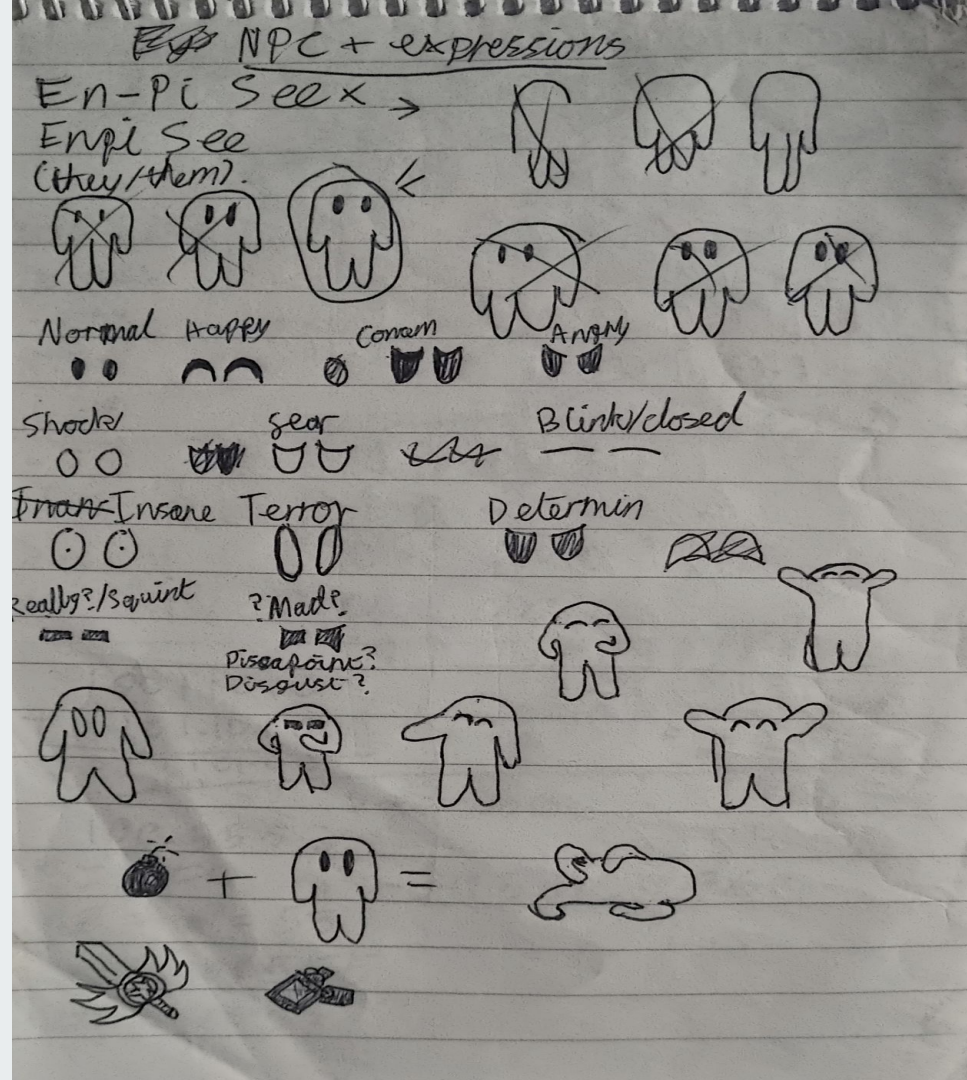
```
Hi!  
My name is En Pisee! And this is my game! I will be your narrator for this adventure.  
You! Will be the hero of my story! Making challenging choices, taking horrifying risks,  
and hopefully defeating the evil dragon and beat my game!!  
Are you up for the challenge?  
  
1) 'Heck yes!!'  
2) 'WTF are you??'  
  
> 1  
'Heck yes!!'  
You, in a world of dragons and knights in shining armour, find yourself in a village.  
The village people are tired and ragged. Labouring long hours to appease the great,  
blue dragon who over sees the village. It demands that all food and precious materials  
of the village be given to them. The villagers are barely able to keep themselves alive  
whilst keeping the dragon from killing them all.  
  
1) 'No, seriously. WTF are you?'  
2) Take pity on the villagers  
3) Sympathise with the villagers  
4) Look at them in disgust
```

# Design

En Pisee had a body

Visual reactions to choices

Settled on console based due to time



# Development

Written notes

Flow charts


Story + Endings

Rough coding

Finalise coding

Game concepts

Multichoice:  
Normal end  
Happy end  
Lost end  
WTF end



WTF end: Escalates so player can only do the wrong thing.  
Lost end: Player loses control and cannot find NPC.  
Happy end: Player saves the day.  
Normal end: Oh you got to the end I guess. Try again. It's more interesting.

Need visions for active endings.

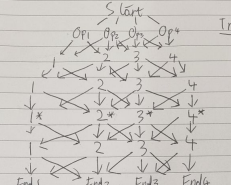
Happy + WTF end: Need sword?  
WTF end: Need light or sword (Bum)  
Lost end: Try to leave NPC over and over  
Normal: Meet no requirements for other ends?

Happy: Typical stranger is a hero in a Sanjag's setting.  
WTF: Player fails at everything. NPC die.  
Lost: Player loses control of game.  
Normal: NPC wonders why player not that interested in making a story.

Space to continue (creates a way for 'art scenes' and end story).

NPC has shock value. Higher the value, the closer to the WTF ending.  
Values/Scales:  
Good Meht(Normal) Lost Shock(WTF).

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Tree method:  
Clear paths.  
Allows some room to move.  
Rigid.  
Some paths have weird factors vs swapped.

\*Event Occurs on all paths

Score system:  
Good: 3 Meht: 4 Lost: 1 WTF: 2 Bomb: 0

Keeps score as player goes through story.  
End score dictates which ending they get.  
Can work in tandem with tree but score determines path.

Code rough:

```
start &
display gif
start text print
space key continue + prompt
3
start 2 &
  display gif
  text print
  is
  1 - Path 1 (add 1 to path 1)
  2 - Path 2 (add 1 to path 2)
  take user input prompt
  3
  ending &
  is Path 1 > 7: display path 1 end
  or Path 2 > 7: display path 2 end
  else: display path 3 end
  3
```



# Features

Console based

5 endings, 8 stages

1 multistage

Collect items

Affect ending

Correct choice or die

Blue dragon final boss



# Demonstration

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# Improvements and Evaluation

Happy with final product

Improvements:

1. Timed events
2. Graphics
3. UI
4. Inventory