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

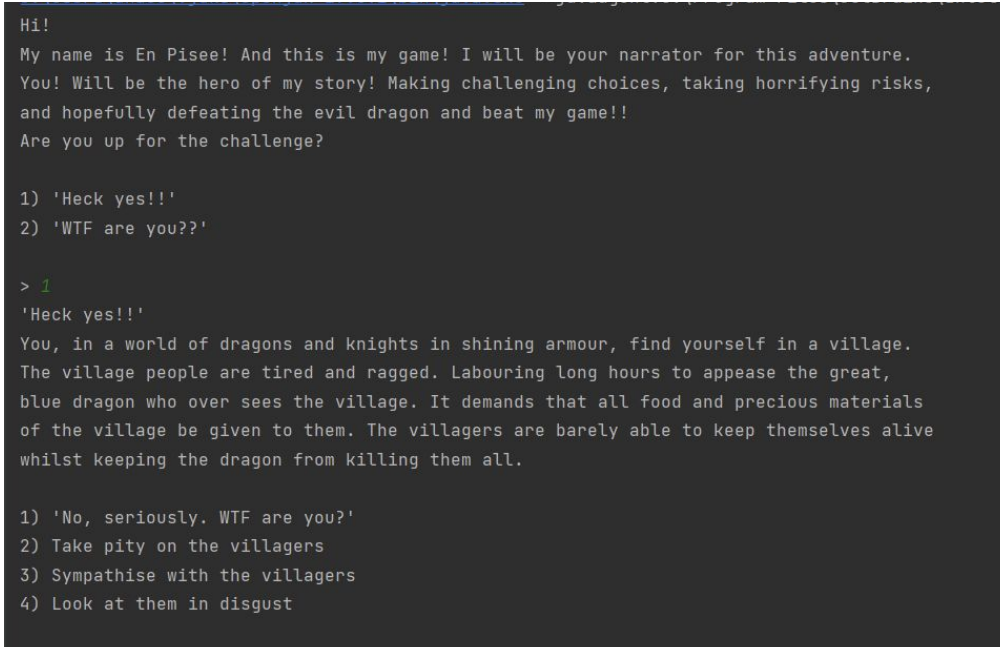
Choose your own adventure

Inspiration:

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

Multiple choices + endings

Goal: Save village though choices

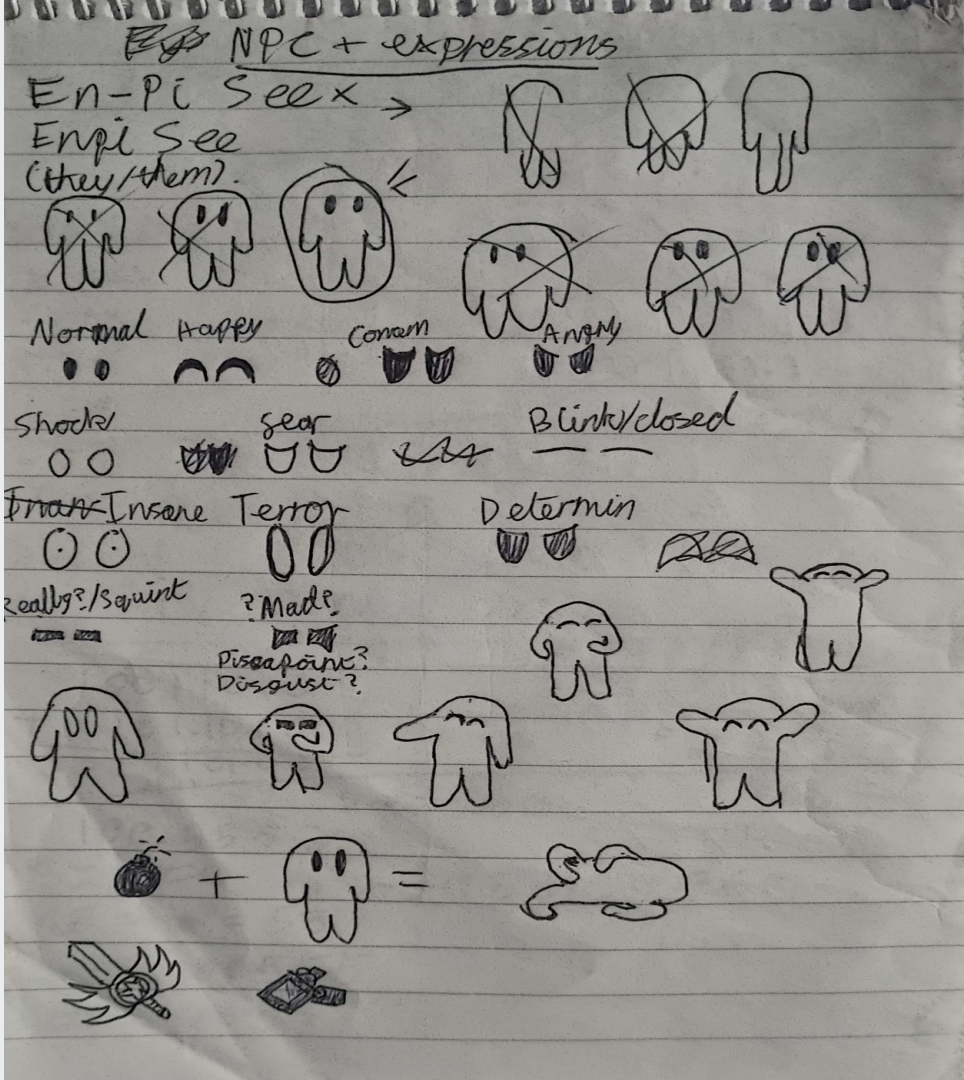


Design

En Pisee had a body

Visual reactions to choices

Settled on console based due to time



Development

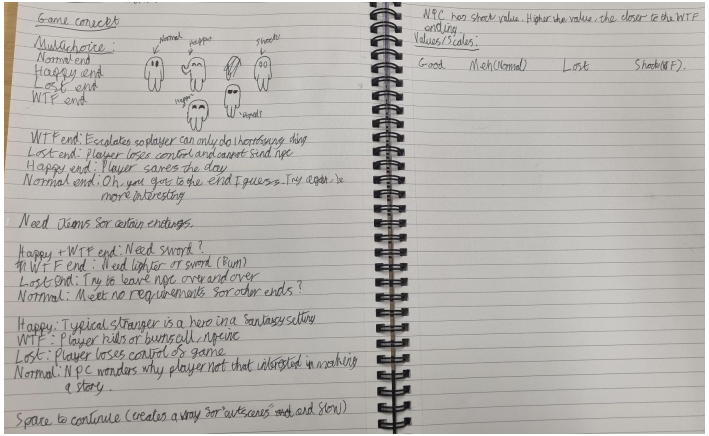
Written notes

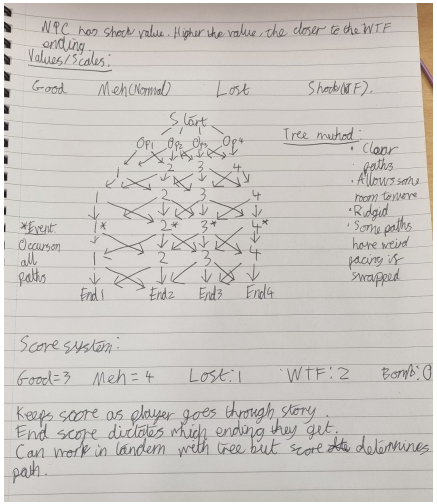
Flow charts

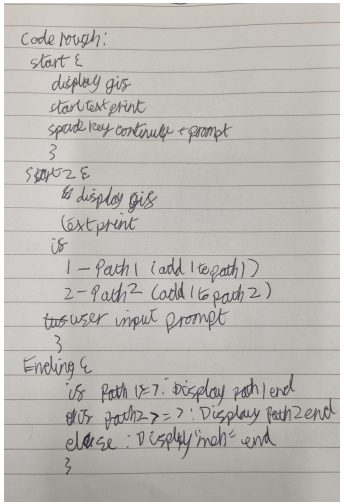
Story + Endings

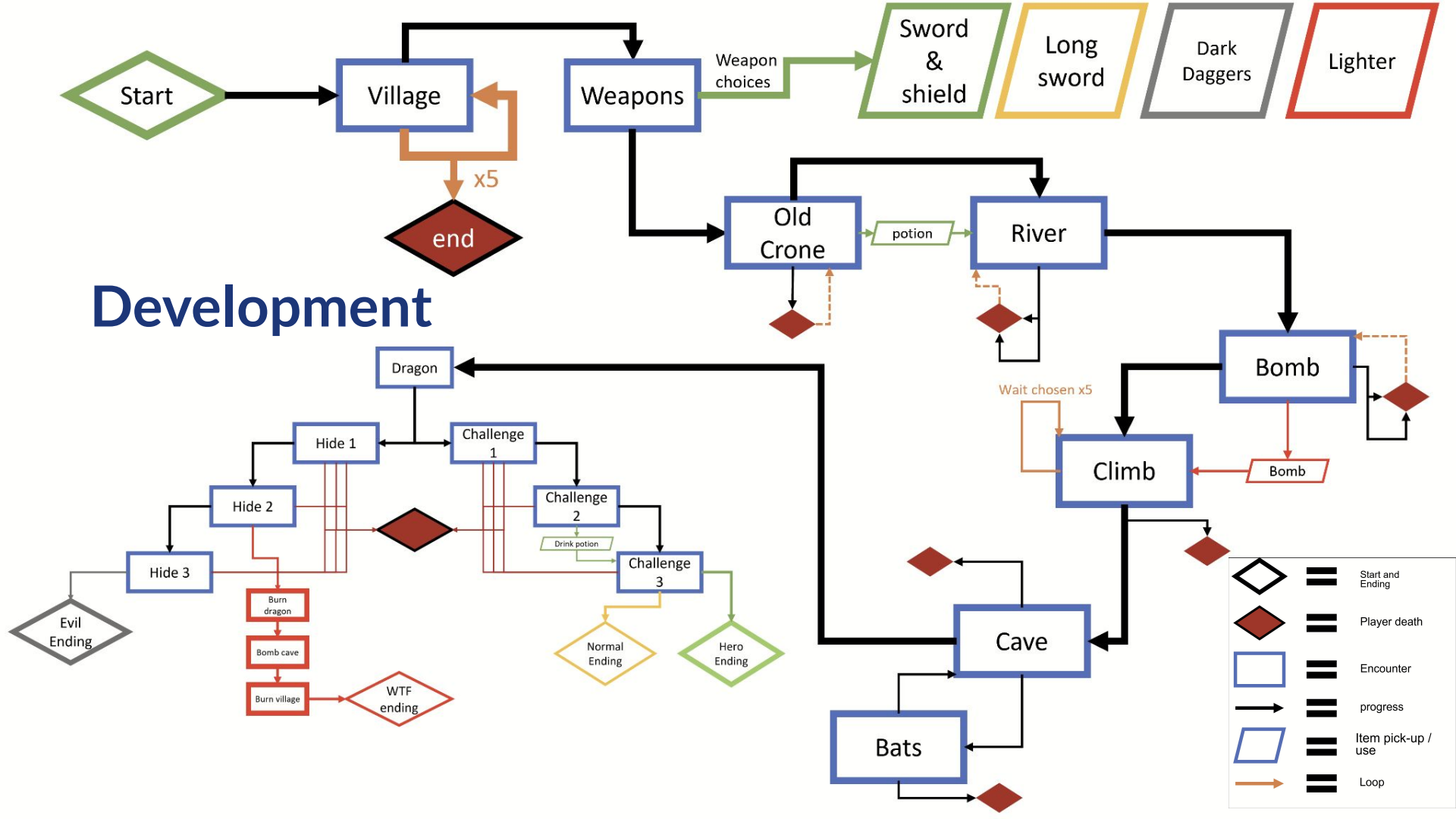
Rough coding

Finalise coding








Start
Village
x5
end
Weapons
Weapon choices
Sword & shield
Long sword
Dark Daggers
Lighter
Old Crone
potion
River
Development
Dragon
Hide 1
Challenge 1
Hide 2
Challenge 2
Drink potion
Hide 3
Challenge 3
Evil Ending
Burn dragon
Bomb cave
Burn village
WTF ending
Normal Ending
Hero Ending
Bomb
Wait chosen x5
Climb
Bomb
Cave
Bats
Start and Ending
Player death
Encounter
progress
Item pick-up / use
Loop

Features

Console based

5 endings, 8 stages

- 1 multistage

Collect items

- Affect ending

Correct choice or die

Blue dragon final boss

Demonstration

Improvements and Evaluation

Happy with final product

Improvements:

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