

Object-Oriented Programming – Final Project: Text-Based Adventure

Project Abstract:

We are creating a simple text-based lawsuit game. In the same style of Phoenix Wright. The player will be given choices in the questioning that affect the outcome of the case.

Team Members:

Matthew Wempe

Kristia'na Bailey

Tyler Denson

Stephen Gallo

John Norris

Matthew Rodgers

Description:

In our game the player will choose between defending or prosecuting John Stamos. The player will have a different result in the case depending on how the questions were asked and timing. Depending on the choices made will determine the outcome of the case weather defending or prosecuting John Stamos. The outline for the stories will be in a separate document.

Technologies Used:

We are only using IntelliJ. The simplicity of text-based adventures allow us to only use IntelliJ so that everyone is familiar with using it.

Division of Labor:

Matthew Wempe: Dialogue/ coding

Matthew Rogers: Storyline/coding

Kristia'na Bailey: Interface and Design/ back-end coding

Tyler Denson: Dialogue

Stephen Gallo: Back-end coding

John Norris: Coding