

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:

Kristia'na Bailey

Tyler Denson

Stephen Gallo

John Norris

Matthew Rodgers

Repository:

KB96/project-text

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 whether defending or prosecuting John Stamos. The outline for the stories will be in a separate document.

Technologies Used:

We are only using Java and Javafx because of the simple nature of a text based adventure.

Division of Labor:

Matthew Rogers: Storyline/coding

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

Tyler Denson: Dialogue

Stephen Gallo: Back-end coding

John Norris: Coding