# AS91897 Production Log

## Brief

**Maui's discovery of Aotearoa**

A text-based video game is a genre also known as "interactive fiction". This was very popular back in the day when there was an absence of video game graphics and you had to use your imagination. The game's environment and the actions you take are described for you.

You are going to develop your own text-based adventure game based on the story of Maui's discovery of Aotearoa. You will follow in Maui's footsteps as he navigated his waka to find the land we now live in.

 Your character should be able to navigate the sea, pick up food (fish) along the way and discover parts of Maui's story along the way to find Aotearoa which is randomly allocated to the board at the start of the game, as is your starting position. Every two moves mean you eat one of your items of food (you start with 3). The board has fish randomly allocated. If you run out of food the game is over.

It is recommended that you do NOT make the sea larger than a 5x5 grid.

## End Users:

My target audience for this project will be the students in this digital class and Mr Ny.

## Relevant Implications

### Social

The social implication is that we must consider gender neutral and whether it will be formal or informal language in accordance to the target audience.

My target audience is school children therefore I will choose to use an informal language as it will be more relatable.

I will get stakeholder feedback from students of the target age group at stage 1 to establish if I have used language appropriate to that age group.

### Legal + Intellectual Property

The legal implication is that we must ensure that all resources used should be copyright free and/or used with permission.

I will provide credits at the end of my program if I used resources with permission to ensure that.

### Accessibility

### Future Proofing

### Cultural

I will consult and survey people of Maori heritage to make sure that my program is not culturally insensitive, as well as research the legend properly with sources.

### Privacy

I will ensure that my program does not have the capability to store data permanently, thereby eliminating the chance that someone/I could use any data when a session is terminated.

### End User

### Aesthetics

I will consult my stakeholder to ensure that the aesthetics in my program are pleasing and do not take away from the experience.

### Functionality

### Usability

### Health & Safety

I will warn users that they are not the Demigod Maui and as such should not attempt to fish up an island continent.

## Requirements

### Research

#### Maui’s Feats and Legends

According to Maui’s Wikipedia entry, there are a couple of myths about Maui I could do.

The first myth tells the story of Maui’s naming and his family.

The second myth tells of how he fished up Aotearoa. This will be the most important one and what I start with.

The third myth tells of how Maui discovered how to create fire for mankind. He went up to the Mahuika, goddess of fire and volcanoes and requested for fire for his village.

The final myth tells of his death and his quest to claim immortality for mankind. It tells of the goddess of death and Maui’s

#### Old Adventure Game: Zork

Text Based

#### Engine Research

#### Planning

#### Prototype Research

##### Paper Prototype/Wizard of Oz

This prototyping method relies on using digital or physical resources to create slides based on what a program could look like. Ways to do this could be using paper (hence the paper prototype name) or digitally using resources like paint or photoshop.

### Brainstorm

* Represent the ocean using ASCII text (Similar to table printing)
* Singular Playable Character
* Fishing Combat?
  + Upgrade fishing rod upgrade stats?
  + Luck-based catch
* More than one level
  + Discovering Aoteroa could be the final level?
  + Alternatively all the way to Maui’s death
    - Goddess of Death cutscene death?
* Difficulties could be done
  + Starting fishing rod?
  + Turns before hunger deteriotes
  + Starting Fish
* Different Tiles
  + Represented by different symbols or color?
    - Color.write
* Fish expiry?
  + Difficulty Dependent

### Evaluation

*Why did you chose to use the planning tool for the requirement that you did?*

I am using the scrum methodology because the industry uses

*What are the requirements for your project you have derived from this planning?*

### User Stories

Priorities: Crucial Good to Have Side Feature Extravagrant

As a player, I want the fishing to be simple and intuitive yet varied by having a chance based system so that the hunger system isn’t one dimensional.

As a player, I want a hunger system so I can feel a sense of pressure as I play through the game.

As a experienced player, I want a hunger system that is varied with different food so that the hunger system feels intricate.

As a Maori, I want the legend told in this story to be factually accurate so that future generations have the correct idea of my ancestor’s stories.

As a player, I want the world to be visually displayed so that I can easily see where I have or have not been.

As a player, I want a combat system so that I can really feel empowered like the demigod Maui.

As a developer, I want the program to be structured logically so it is easy to understand and improve.

As a learner, I want there to be multiple scenarios so I can learn a lot about Maui’s legend.

As a casual/hardcore player, I want different difficulties so that I can decide whether I want a hard challenge or just want to breeze by Maui’s legend.

As a player, I want to be able to choose which world to go to if I’ve completed the game so I can retry sections I did not understand/appreciate.

As a player, I want there to be different items I can use like weapons or fishing rod so that I can feel a sense of progression.

As a player, I want the ability for Maui to permanently die ending the game so that I can feel a sense of pressure.

As a non-maori speaker, I want there to be a glossary of Maori words used so that I can understand what they mean.

As a player, I want the ability to save my game so I can continue to play after sessions.

As a player, I want varied enemies so that encounters aren’t stale.

As a player, I want different moves and attacks so that encounters feel varied.

### Critical Review Points

My first critical review point should be just after creating a playable version of the game featuring an overworld and the ability to move and get to a certain point. By this point, I should have a version of the game which allows me to see an ASCII layout of

My next goal should be to implement a fishing/hunger system

Afterwards my next critical review point is to implement health and a combat/random encounter system.