

project: Out of This World

Savory Sugar & Sweet Salt Studios

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period one

Description:

"Out of This World" is an interactive choose-your-own-adventure game that takes the player on a journey through space, with the potential of exploring three different planets, each with its own conditions and features that make them unique, in order to find the perfect planet to settle in. The game follows the main character (self-named) as they explore each world and face various challenges and make crucial decisions that will determine the outcome of their adventure.

- 3 routes, 3 planets
- Each planet has a "guide", a person that helps the protagonist along their journey
- Get a chance to explore all three planets in one game!

Functionalities Implemented:

- page scrolling
- choice select
- path select
- custom name input
- puzzle aspect: three unique maze mini-game
- original story and script
- branching storylines with multiple choices and endings
- custom art for all three characters
- check game progression and status through Processing terminal

No additional libraries were used.

Reviews:

This game saved my homeless cat, my wife, my children, my family, and my life. I would rate it a 7/7. Will play again for sure!

- chickenfriend

WOW BOOMING BANGALICIOUS GAME! I LOVE THE FIRE QUEEN SHE IS SO 🔥🔥🔥, IS MY RIDE OR DIE 🥳🥳🥳, the water person is okay ig but yayayayayay

- cupcakes4lyfers

Group Work Log:

Intia Ibnah:

- created all character designs and artwork
- assembled and implemented backgrounds
- implemented script into the game

Richie Xue:

- created maze aspect
- implemented choice and path select functionality
- custom name input

Together:

- created story and text
- branching storylines with multiple choices and endings
- this fire documentation
- line wrap method

Instructions:

project: Out of This World is written in Processing.

To download and run our game, please follow these instructions:

0. Please have Processing downloaded.
1. Download our game files from GitHub
2. Open the Game file and run
3. Enjoy!

Controls:

SPACE - progress to the next page

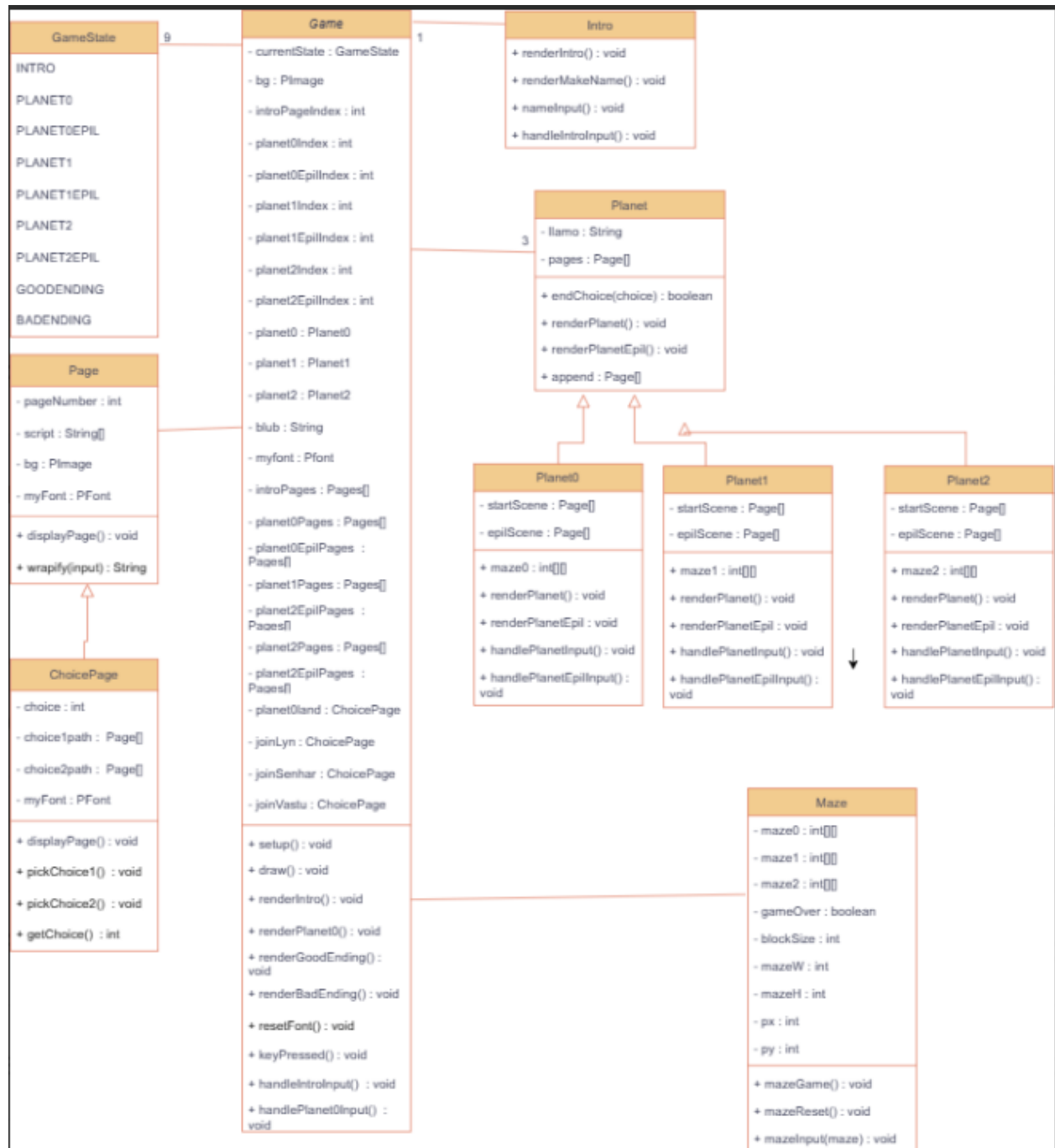
UP, DOWN, LEFT, RIGHT - move in the mazes

ENTER + UP - top choice select

ENTER + DOWN - bottom choice select

- * for choice selects, please click both buttons at the same time! *
- * please do not spam the SPACE button to fully enjoy our story *

UML Diagram:



STORY:

The Planets:

Planet00: Lathea

- Lyn T. Brook, the captain of the bandit group Broken Tech, invites you to join their group in looting the various ruins and temples of the planet!
- Lathea is a lush and vibrant planet with dense forests and a mild climate, Lathea is quite similar to South America. However, the planet is known for its unpredictable weather patterns, with sudden storms and strong winds leading to catastrophic storms. Captain Lyn advises caution and recommends equipping protective gear for potential weather-related hazards. The planet also holds ancient ruins and hidden treasures, attracting adventurous explorers.

Planet01: Ignis

- Queen Senhar Towndris, the ruler of Ignis, desires to make the explorer join her Royal Administration of Ignis Space Exploration, under the assumption that the explorer is an intelligent being.
- Ignis is a volcanic planet characterized by intense heat and active lava flows. The atmosphere is thick with sulfuric gases, but the people of Ignis have developed ways to resist the poisonous fumes. The queen guides the players through the treacherous terrain and warns them about volcanic eruptions and dangerous lava tubes. The planet's unique geological formations offer valuable resources but also pose significant risks.

Planet02: Nephides

- Vastu Syent is a hermit who spends most of his time researching his native homeland. When he finds you lost and afraid, he offers you to join him in his quest in exploring the unknown.
- Nephides is a planet mainly composed of water, forcing the citizens to travel by canoes and submarines and their homes to be atop large, durable rafts. This planet is home to a wide range of different plants and animals, and among them, large predators make their home here. Despite how interesting these water-dwelling species may seem, with their glowing skin and vibrant colors, they are also quite dangerous.

SCRIPT:

This was our original plan for the entire game!

NA = narrator

BLUB = player

NA: Before we start, what would you like to be called?

The player chooses a name.

NA: Now, BLUB, let's try to find the perfect planet to live on!

NA: *With your astute sense of curiosity, you set off on an adventure away from home, hoping to explore all that space has to offer. Surely there is someplace that will satisfy your curiosity, right? Let's get started, shall we?*

Stumbles onto Planet00:

NA: *Arriving at Planet00: Lathea. A lush and vibrant planet with dense forests and a mild climate, Lathea is quite similar to South America. However, the planet is known for its unpredictable weather patterns, with sudden storms and strong winds leading to catastrophic storms. The planet also holds ancient ruins and hidden treasures, attracting acquisitive explorers...*

You decide to:

- land
- move on

• Choice 0L: land on Planet00

NA: Upon landing on Lathea, you observe your surroundings. Trees cover almost every inch of the terrain and sky at the same time.

NA: While surveying the environment, you hear a faint rustling and...

screen shakes

You suddenly find yourself surrounded by a group of misfits!

The group is equipped with laser blasters, but the guns have been tarnished with rusty handles and corroded nozzles, diminishing their threatening potential.

At the center, a figure adorned with jewels and trinkets carries the group's flag with its intricate design. They appear to be the leader of the group.

BLUB: "Hello, native inhabitants! I am a wanderer in space seeking refuge from the clutches of the universe. Please show me to your leader!"

Lyn: "There is no need, for Lyn T. Brook is here at your service. What is it that you need, traveler?"

NA: They take a deep bow but you are unsure whether this is merely out of respect or mockery.

BLUB: "Do you guys have a map of the area on this planet?"

Lyn: "Pshhhh, we don't need maps! We have this entire continent memorized like the back of our hands. Here, why don't you follow us and let us be your guide? I say we give a pretty good tour of this planet."

NA: Hmmm...can you really trust this group of thieves? They seem like fun and traveling in a group sure is safer than being alone, but what if they deem you worthy of being their next victim?

You decide to:

- decline their offer
- follow along

Choice 0: decline

Lyn: "Oh, you don't want to join us, huh? Well then, sorry but we're gonna have to put you down. We can't have anyone tell us off to the authorities, now can we?"

"Fire, boys!"

NA: You died. Would you like to use the spaceship's time wrap function to try again?

- YES
 - NA: See you soon, fellow traveler...
 - *Run planet00 method again*
- NO
 - NA: Having given up, you perished on your journey. You were never able to find the home that you sought to discover...
 - run showEnd() method

Choice 1: follow along

BLUB: "Sure, I'll follow along! Where are you guys heading?"

NA: "Lyn gives a mischievous smirk."

Lyn: "We'll be raiding the most legendary ruins on this planet, hidden under the temples of the abandoned City of Ender that were left to decay, the Newman Vault!"

Scene 2 Starts:

NA: After slipping inside the vault, the Broken Techs and the explorer delve deeper and deeper, dodging many dangerous traps and battling many enemies. They found themselves in a corridor with two paths.

The path to the left seems to be a bit worn. The water dripping from the ceiling pool atop the surface, looking dangerously still.

The path to the right is overrun with vines, the plant creeping its way into every crevice the ruin has to offer.

Lyn: "BLUB, you're the explorer, which way do you think we should go?"

- go left
- go right

NA: After going the group found themselves back in the same corridor.

BLUB: "We're going in a loop! This must be a maze then! Okay, follow along guys, mazes are my specialty..."

MAZEGAME()

Lyn: "Woah BLUB. I'm glad we decided to let you tag along after all."

BLUB: "What do you mean by that...?"

Lyn: "To be honest with you, we were going to use you as bait for a trap if we needed to, but good thing it never came down to that!"

NA: Sweat runs down your cheek, but Lyn gives you a genuine smile for the first time and you ease up a bit.

BrokenTech Bandit: "The treasure! There, it's right in front of us!"

Lyn: "Hold on, boys. Don't go just yet. There may be a trap laying ahead."

"I'll go, instead."

NA: Lyn gracefully strides over to the treasure, their every step carefully planned and executed, and analyzes the display.

Lyn: "Hmm, it's a simple weight trap, but surely that can't be all, right?"

“Oh well.”

NA: With one swift motion, Lyn successfully swaps a bag filled with sand for the treasure.

Lyn beams over at you, treasure in hand, but all of a sudden you hear a distant rumbling. You see a giant boulder rolling its way over to Lyn and the crew.

BLUB: “Everyone, RUN!!!”

NA: The bandits heed your warning and everyone is able to escape safely just in time before the boulder crashes into the exit, nearly running over Lyn’s foot.

Out of breath, you sit down on the grassy field to calm your heart. Lyn is making their way over to you.

Lyn: “It’s been a pleasure having you on our team, BLUB. I’m gonna hate having to see you leave...”

“You know, we do have a spot open on our crew...and we have been looking for someone to fill the spot. How about it? Will you join us?”

NA: Lyn flashes another genuine smile at you, their eyes twinkling as brightly as the gems around their neck.

You decide to:

- join them
- refuse

● **Choice 0: join them**

BLUB: “I think... this might be the perfect place for me.”

Lyn: “Wonderful! You’re gonna love being with us and we’re gonna love having you with us.”

“And, we really did need someone after Bottomwell got crushed by the Golem Guardian of Tignera.”

NA: Lyn’s last statement should spark a little worry, but instead you feel at peace. At last, you have found a home.

(run showEnd();)

● **Choice 1: refuse**

Lyn: “Aw, unfortunate. I really am going to miss you...”

“Safe travels, BLUB.”

NA: With a solemn bow, Lyn sees you off. They open your palms and place a little rusted jewel into your hands.

Lyn: "A little something to remember me by."

NA: After exchanging your farewells and launching back into space, you wonder if you made the right choice.

(run Planet01)

- **Choice 1L: move on**

NA: Onto Planet01: Ignis. Ignis is a volcanic planet characterized by intense heat and active lava flows. The atmosphere is thick with sulfuric gases, but do not worry, the people of Ignis have developed ways to resist the poisonous fumes. While the planet's unique geological formations offer valuable resources, such as precious metals and fertile soil, but also pose significant risks.

You decide to:

- land
- move on

- **Choice 0i: land on Planet01**

NA: Upon landing on Ignis, you observe your surroundings. The ground constitutes of hard, black obsidian and if you look close enough, you can see tiny veins filled with a gooey orange in between.

NA: You seem to have landed at a kingdom! You see a palace with tall towers that peak like stalactites ahead, patrolled by countless guards. You slowly approach the guards.

BLUB: "Hey there! May I ask for the whereabouts of your leader? I am but a mere wanderer looking for shelter, for I have yet to find a place to call home."

NA: A young woman, donning a marvelous glowing dress and carrying an air that would even best the richest of gems, makes her way towards you.

Guard: "This is Her Royal Majesty Queen Senhar Towndris, by the Grace of God, of Idris beyond the Squarlium Galaxy, Queen, Defender of the Faith"

Senhar: "Indeed, I am the queen. What is it that you require, wanderer?"

NA: To your surprise, the queen is quite soft-spoken despite her fiery appearance.

BLUB: "Along with a home, I am looking for a sense of purpose. I don't know where I should start with exploring this wonderful place!"

Senhar: "Ah, what a coincidence! We are looking for a new home as well. A nearby village recently has been obstructed due to unforeseen weather conditions, and we could use an extra hand in finding an area suited for relocation."

You decide to:

- decline her offer
 - NA: You decline the queen's offer and turn to leave, but you accidentally step into a lava pool and quickly become engulfed in the boiling ooze.
- follow along

BLUB: "That sounds great!"

NA: The queen passes a sweet smile and gently places her hand on your shoulder. You wonder if the weather suddenly got hotter, as you feel your heart beating faster.

Senhar: "First, let's get you suited for our climate. We can't have a brilliant mind like yours give way under our planet's heat."

Scene 2 Starts:

NA: After searching far and wide across the barren yet somehow lively landscape and cruising through clouds of thick sulfuric gasses for hours with the queen and her crew, the crew finally finds an area that they think is perfect.

They land halfway inside Mount Kismet, a flat, dormant volcano, with a clear view of the open sherbet sky, and even has a bit of vegetation within it that camouflages with the background.

Senhar: "BLUB, do you think we should land here? Would you stay here if you could?"

BLUB: "This place looks wonderful! I'm sure the others will love it."

NA: However, one member of the crew, Dway Rockne, contests your opinion, claiming that the rock pattern is too confusing to go through.

Senhar: "Let us settle this. If BLUB can navigate through the soil, then we shall reestablish the village here."
MAZEGAME()

BLUB: "Hah! How's that, Dway Rockne?"

Senhar: "You're brilliant, BLUB."

NA: The queen is absolutely mesmerizing, you think, as you notice her long, flowing hair reaching her waist and the way her eyes light up brighter than her blazing planet. You feel nervous for some reason.

BLUB: "What can I say? I've just had such a wonderful queen to guide me along the way."

Senhar: "Haha, you flatter me. Now, let's get to fully scanning the area."

Crew: "Queen Tendris! Up ahead, there seems to be a clearing with no magma spots detected. It's the perfect spot!"

Senhar: "Wonderful. I'm sure that our citizens will love it here."

NA: The queen starts walking towards the clearing, but doesn't see an uneven rock lodged between the ground. She steps on the rock and begins to fall to the ground, but not before you catch her.

Senhar: "Oh my. Thank you, BLUB."

NA: The queen is a bit flustered and quickly regains her balance, still holding onto your hand.

Senhar: "It seems like I have a lot to thank you for, recently."

BLUB: "Of course. It's my pleasure, Queen Tendris."

Senhar: "Please, call me Senhar. I like to think that we have grown closer over our travels."

"If it interests you, I think you should join our Royal Administration for Ignis Space Exploration. I am sure that my palace will open its arms to bright people like you."

"And you would be able to stay here, with me."

NA: Senhar is still holding your hand and you feel yourself start to blush. You cannot ignore the fire burning in your heart, but is this really the perfect place for you?

You decide to:

- join them
- refuse

BLUB: "...when can I join?"

NA: Senhar shines as brightly as her crown and pulls you towards the ship with her.

Senhar: "Let's get back to the palace together, first."

NA: You feel a rush of excitement course through you, but you also feel at peace. At last, you have found a home.

If Refuse:

Senhar: "Ah, what a shame. I wish you safe travels, BLUB. I hope you find a place to rest soon."

Run Planet 02

● **Choice 1i: move on**

NA: Up next, Planet02: Nephides. Nephides is a planet mainly composed of water, forcing the citizens to travel by canoes and submarines and their homes to be atop large, durable rafts. This planet is home to a wide range of different plants and animals, and among them, large predators make their home here. Despite how interesting these water-dwelling species may seem to be, with their glowing skin and vibrant colors, they are quite dangerous as well.

You decide to:

- land
- move on

● **Choice 0n: land on Planet02**

NA: Arriving on Nephides, you observe your surroundings. Your boots are already drenched with water and the atmosphere is moist.

NA: Looking around, you see vast, open waters and you take a deep breath of the salty air that reminds you of the oceans back home. You see a small canoe floating across out of the corner of your eye.

NA: Looking closer, you see a figure leading the canoe toward you. He wears a heavy cape, a tight, blue vest, and an assortment of bags. Although his attire does not look waterproof, the figure remained dry. Somehow, he is holding a book while rowing at the same time.

BLUB: "Hey there! I'm BLUB, and I have been traveling for quite some time now for a place to call home. Might I ask you a bit about this planet of yours?"

Vastu: "Ah, a fellow wanderer... My name is Vastu Syent. Please, ask away."

NA: Vastu is a bit reserved and reluctant to answer your questions, but seems kind nonetheless.

BLUB: "What is there to this planet? From what I can tell, there is only a lot of water."

NA: At this, Vastu lets out a heartening laugh, and as if his smile is contagious, you begin to smile as well.

Vastu: "My apologies, BLUB. I do not mean to laugh at you. It's just that Nephides may seem simple at first glance, but it really is full of life. There is never a dull moment here."

"In fact, I consider myself an explorer of sorts. My goal is to document every living specimen and environment that I can, though it can be a bit lonely at times."

NA: You want to reach out to Vastu, to be able to cure him of his loneliness but you wonder if Vastu would even want you to come along with him.

BLUB: "If it's alright with you, may I join you in your adventures for a while? I would love to explore this planet and the wonders that you speak of. Plus, I am in need of a guide."

NA: As you demonstrate your interest in Nephides, Vastu beams at you, ready to tell you all about his planet.

Vastu: "That would be lovely."

NA: Vastu leads you onto his canoe and reveals a small trapdoor on the bottom of the boat. Pulling open the door, Vastu unveils the stairs to the place he calls home.

Vastu: "Come on in. Make sure to watch your step."

Scene 2 Starts:

NA: After thoroughly investigating Vastu's home, you fall deeper and deeper in love with his homemade library filled with his own journals and drawings, his unique, complex submarine system that runs on hydropower, and...

Vastu: "Do you have anything you want to see in particular?"

BLUB: "I'm not sure... I don't even know where to start!"

Vastu: "Well, I have been trying to find the Gargamelian Eel for quite some time now. But, I can't seem to be able to track where it will appear next. Would you mind helping me?"

BLUB: "I'll give it my best shot!"

MAZEGAME

Vastu: "You truly are remarkable... Thank you, BLUB. Now, we can embark on our journey."

NA: After touring you through the deep seas and introducing you to the plentiful species along the way, Vastu finally stops at the entrance of an underwater cave that leads to the infamous eel.

Vastu: "Well, here we are. You've already helped me so much. It was already nice to have someone along my side for once. It was my pleasure guiding you through my planet."

"Would you like to continue on this journey with me?"

NA: Despite being underwater, the moonlight seems to reach his eyes as they curl into crescent moons when he smiles, but his hands are fidgeting.

You notice Vastu nervously push his glasses up the bridge of his nose as he awaits your response.

You decide to:

- join them
- refuse

BLUB: "I would love to join you, as long as you'll have me."

NA: Vastu smiles brightly at you and together, you both carry on into the cave.

You feel a rush of excitement course through you, but you also feel at peace. At last, you have found somewhere to call home.

Refuse:

Vastu: "Ah, what a shame. I shall see you off, then."

- **Choice 1n: move on**

NA: Having never found their true belonging, **BLUB** continued venturing throughout the galaxy, searching for a home. While a part of their journey was documented here, their fate remains a mystery for ages...

scraps:

- Underwater home
- Water, ATLANTIS?!? Italy, Tuscany?
- Vastu Syent could have like a cool or cute little boat reflecting their aesthetic or smth
- They should use water to help with their electricity.