

Final Project Proposal
TRAPPED INSTUYDE

We would like to create a “choose your own adventure” type game, similar in style to the text-based game *The Hitchhiker’s Guide to the Galaxy*. This adventure follows an overarching plotline, and allows the user to make their way through the game on their own, by creating an extremely robust plot map that allows users to choose multiple different paths that all eventually lead to a final boss.

The theme of our adventure will be related to Stuyvesant. Throughout the game, users will traverse escalators, (many) flights of stairs, and down long hallways to be able to do certain things at different parts of the building, like approach a character in the Murray Khan Theater, challenge a boss in the 6th floor gym, or even have to dodge impending obstacles and puzzles at the library. As part of the quest, users will have to do the same things Stuyvesant students do in real life, like take tests constantly, handle a million tasks (extracurriculars,) and lose attention span (possibly lose ability to do certain tasks in the game as a result of deciding to sleep less, and study more). Users will be able to make choices throughout the game like whether they go to sleep at 2 in the morning or study for their math final, or, on a given date, decide between time conflicts, like a speech and debate tournament or a swim meet. These affect the user and their skills, as they attempt to reach the final stage—room 251, in order to fight and take down the ultimate boss, Mr. Brown Mykolyk. He will have his gradebooks and days of relaxation, but the user will be given special weapons for the sole purpose of defeating him, including an infinite supply of Keys to Success.

Throughout the game, we will attempt to demonstrate different things we have learned throughout the semester in the puzzles. For example, we will use 2D arrays to construct the battleship-like game as the boss level, and use elements of randomness throughout the quest to determine where users can go. We will use inheritance and subclasses to make specific puzzle, given a more general class Puzzle.

As we develop the game, we will start from the shortest possible quest, i.e. just the boss level, and incrementally add backwards, building in more puzzles and paths to make the quest longer and more interesting. This allows us to constantly have a working product, and be able to add elements to the story more flexibly.