

Choose Your Own Adventure

CS 002 Honors Project

Project Requirements Specification

Version Number 2

Prepared by:

Derrik Luong
Kevin Truong
Zihe Liu

Date:

04/01/2024 - 05/05/2024

Changelog

1. 04/01/2024-04/07/2024
 - a. We discussed and planned tasks needed to be done for the week, such as adding more to the story.
2. 04/08/2024-04/14/2024
 - a. No important actionable events.
3. 04/15/2024-04/21/2024
 - a. [SPRING BREAK - NO ACTIVITIES TAKEN PLACE]
4. 04/22/2024-04/28/2024
 - a. Refinement of branches in the project.
5. 04/29/2024-05/05/2024
 - a. Incorporated the story involving most of the paths and choices into the code.

Weekly Status Report¹

04/01/2024-04/07/2024

Project Name: Choose Your Own Adventure

Name(s) of Participants: [Derrik, Kevin, Zihe]

Participant(s) Role(s): [Derrik] - [Analyst]
[Kevin] - [Developer]
[Zihe] - [Researcher]

1. Status of actionable items from the previous weekly report
 - a. Actionable item description and status:
 - i. Determine our programming plan for the next few weeks
 - ii. 2hrs
 - i. Everyone contributed for this task.
 - b. Actionable item description and status:
 - i. Researching how to make games suitable for a wider range of people
 - ii. 1hrs
 - i. Everyone contributed for this task.
2. Actionable items for the current week
 - a. Actionable item description and status:
 - i. Determine the nature of the game and what changes are needed
 - ii. 04/27
 - iii. Everyone
3. Issues
 - a. Any issues regarding the actionable items
4. Additional Notes

¹ One should be completed for every week, chronicled here.

Weekly Status Report²

04/08/2024-04/14/2024

Project Name: Choose Your Own Adventure

Name(s) of Participants: [Derrik, Kevin, Zihe]

Participant(s) Role(s):
[Derrik] - [Analyst]
[Kevin] - [Developer]
[Zihe] - [Researcher]

5. Status of actionable items from the previous weekly report
 - a. Actionable item description and status:
 - i. Actively research and brainstorm any ideas to add on to the project.
 - ii. n/a
 - iii. Everyone
6. Issues
 - a. No issues
7. Additional Notes

² One should be completed for every week, chronicled here.

Weekly Status Report³

04/15/2024-04/21/2024

Project Name:	Choose Your Own Adventure
Name(s) of Participants:	[Derrik, Kevin, Zihe]
Participant(s) Role(s):	[Derrik] - [Analyst] [Kevin] - [Developer] [Zihe] - [Researcher]

[SPRING BREAK, no actionable item taken]

³ One should be completed for every week, chronicled here.

Weekly Status Report⁴

04/22/2024-04/28/2024

Project Name: Choose Your Own Adventure

Name(s) of Participants: [Derrik, Kevin, Zihe]

Participant(s) Role(s): [Derrik] - [Analyst]
[Kevin] - [Developer]
[Zihe] - [Researcher]

8. Status of actionable items from the previous weekly report
 - a. Actionable item description and status:
 - i. Refinement of specifics within branches
 - ii. 2hrs
 - iii. Derrik
 - b. Actionable item description and status:
 - i. Refinement of preparation prior to specific branching
 - ii. 3hrs
 - iii. Kevin
9. Actionable items for the current week
 - a. Actionable item description and status:
 - i. Specifics within each branch
 - ii. 04/28
 - iii. Derrik
10. Issues
 - a. Any issues regarding the actionable items
11. Additional Notes

⁴ One should be completed for every week, chronicled here.

Weekly Status Report⁵

04/29/2024-05/05/2024

Project Name: Choose Your Own Adventure

Name(s) of Participants: [Derrik, Kevin, Zihe]

Participant(s) Role(s): [Derrik] - [Analyst]
[Kevin] - [Developer]
[Zihe] - [Researcher]

12. Status of actionable items from the previous weekly report

a. Actionable item description and status:

- i. Completed the “North” and “stairs” branch of the game and made revisions.
- ii. 4hrs
- iii. Kevin

b. Actionable item description and status:

- i. Completed the “South” and “east” branch of the game and made more details on the branches.
- ii. 4hrs
- iii. Zihe

13. Actionable items for the current week

a. Actionable item description and status:

- i. Complete the initial structure of the project and all branches
- ii. 5/05/2024
- iii. Kevin, Zihe, Derrik

14. Issues

- a. Encountered a return value error during the coding process

15. Additional Notes

⁵ One should be completed for every week, chronicled here.

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Revision History

Name	Date	Reason for Changes	Version
Kevin Truong	3/27/2024	Made a system that will allow for easy implementation of different branching paths in future versions	1.0.0
Kevin Truong	4/29/2024	Started creating the "North" path	1.1.0
Zihe Liu	5/1/2024	Further refinement of the code	1.1.1
Zihe Liu	5/5/2024	More development on the West and South paths	2.0.0
Zihe Liu	5/14/2024	North Path is finished	2.0.1
Kevin Truong	5/20/2024	Battle system is implemented	2.1.0

Introduction

Purpose

What is the purpose of the project?

This project serves as entertainment and problem-solving for users intending to interact with this program. This adventure game is intended to be complex and allows players to explore and interact with the mechanics this program has to offer. They get to explore various paths that allow them to reach a good ending

Document Conventions

What are the technical specifications of the project?

Intended Audience and Reading Suggestion

Who is this documentation for? Who does it benefit?

This documentation is intended for the academic instructor, students who want to view the project to understand how to create a story game in C++, and people curious in playing adventure games.

Project Scope

Give more detail about the scope of this project.

The scope of this project involves collaboration with group members to create a story-based adventure game using knowledge of C++ coming from online resources and knowledge learned during class. The overall vision of the project is to understand how to develop these types of programs while incorporating creative elements.

References

<https://www.geeksforgeeks.org/sleep-function-in-cpp/>

Overall Description

Project Features

Our project is a story-based game that allows users to pick between different starting areas. They are able to explore the elements introduced in each of these settings, explore the choices in each, and discover choices that lead to the correct endings.

User Characteristics

What are the different types of users who will be using this project? What do they do?

1. Other students (from the current, or even future classes): to view what this project is like.
2. The professor: To see that the necessary parts of the project is complete, and to assess it overall at the end of the semester
3. People who enjoy playing games: It has a creative and problem-solving aspect to it that makes it fun for others to play.

Operating Environment

How does the user access the project? What kind of project is it? (Web application, C++ project, etc.)

The user accesses the project through a .cpp file, originating from a C++ project.

Design and Implementation Constraints

- What computer(s) did you use?
 - What operating system?
Windows operating system was used.
- What language(s) did you use?
C++
- What IDE did you use?
Visual Code Studio

Assumptions and Dependencies

What are the system and user requirements for someone to get the most out of your project?

- Do they need internet?
No internet is required to run this code.
- Do they need basic reading skills?
Basic reading skills are needed to understand the story and its choices.

System Features⁶

Use Case (1): Chance to discover chest after each choice (7%?)	
Objective:	This feature gives the user options and chances to discover items. Also, there is a chance that a chest is a trap, causing damage to hp.
Priority:	Low
Flow of Events: After the user selects a choice from their previous path, there is a random chance that they are prompted a dialogue that asks them if they want to open a chest. If they say yes, they either get a weapon (higher chance), heal, or take damage.	

Use Case (2): Battle system	
Objective:	Allows user to battle enemies when progressing through certain paths
Priority:	Medium
Flow of Events: Through reaching certain paths, resulting in different enemy encounters that they must complete to continue	

Use Case (3): GAME OVER function	
Objective:	To signify that the user took an incorrect action that causes the game to end.
Priority:	Low
Flow of Events: The user needs to take the correct paths to ensure their survival and prevent a game over. In the event of a game over, the game suddenly ends and they will need to restart.	

⁶ You will be making 'cards' based on the template provided for each of the use cases