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| Final Project Proposal |
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| Choose Your Java Adventure |

**Science Fiction**

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Course GEN1957\_350

The purpose of this document is to propose the creation of a “Choose your own Adventure” type story that can be run on a computer as a program, coded by me. If approved I will be handing in an executable file that will run a console application where the user must enter data that will progress them through a story.

The story will take form a text based game but will be heavily story oriented. The way I will design it will make the user feel as if he is on a ship in the outer edge of the galaxy, right before jetting into a giant black hole. With no pilot or programmer alive on the ship (spoilers!) he must override the smart computer on board to turn the ship around and head home before being ejected into the black hole and to never be seen again. It will give the user the ability to save him/her from catastrophe, or otherwise they will meet their doom.

This idea is relevant to the course GEN1957 Science Fiction because it takes the user on a sci-fi adventure through space with his or her life at hand. I plan to develop this game a little bit each day. I am enrolled in computer science, which is my inspiration.

I should be allowed to do this project because it is not only in my field of study; it is a great example of science fiction.