

# Tale of Nammu

Text-based Computer Game

Project 2 – Lore Phillips





## Outline:

1. Project Description
2. Player Path
3. Creatures & Randomizations
4. Demo!

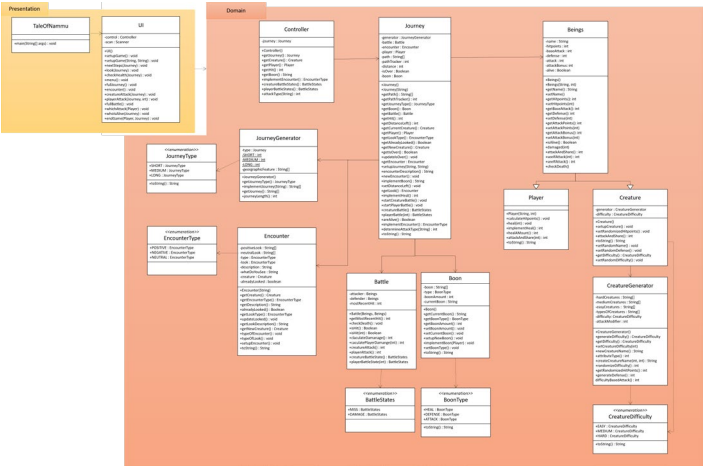
# Project 2 | Inspiration



Mesopotamian Epics

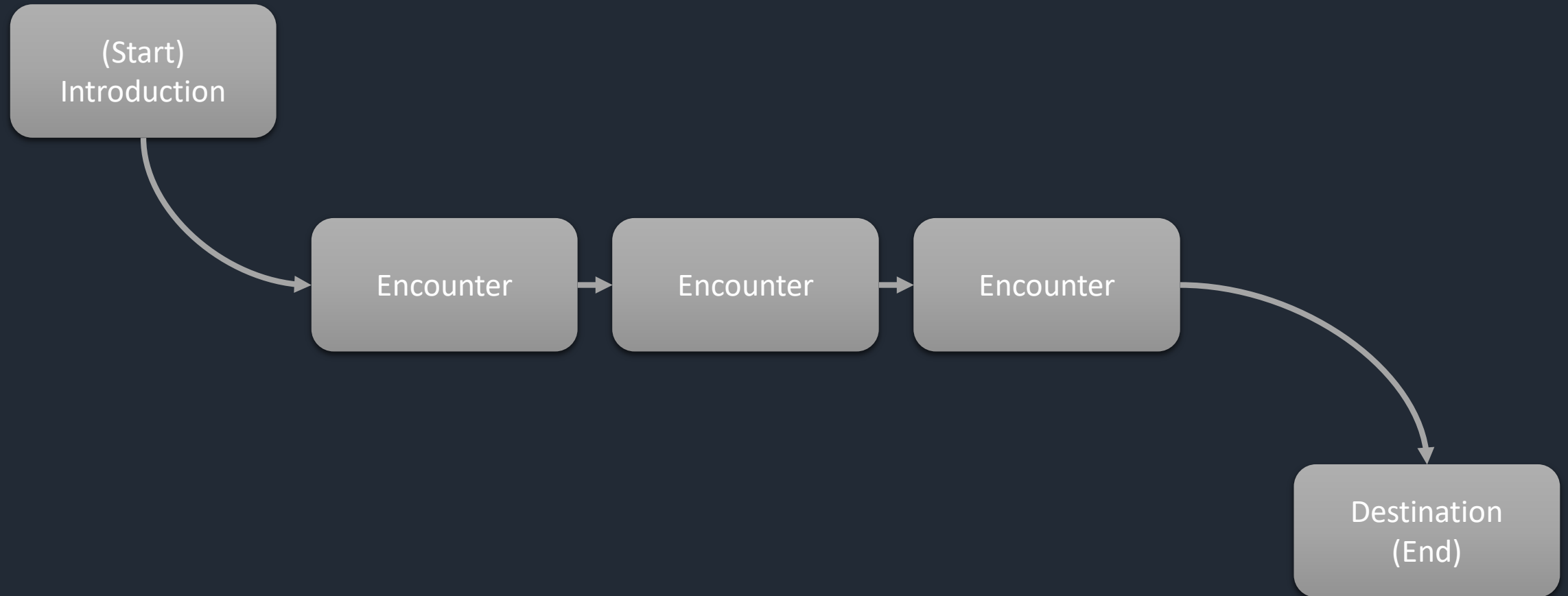


Text-based Video Games

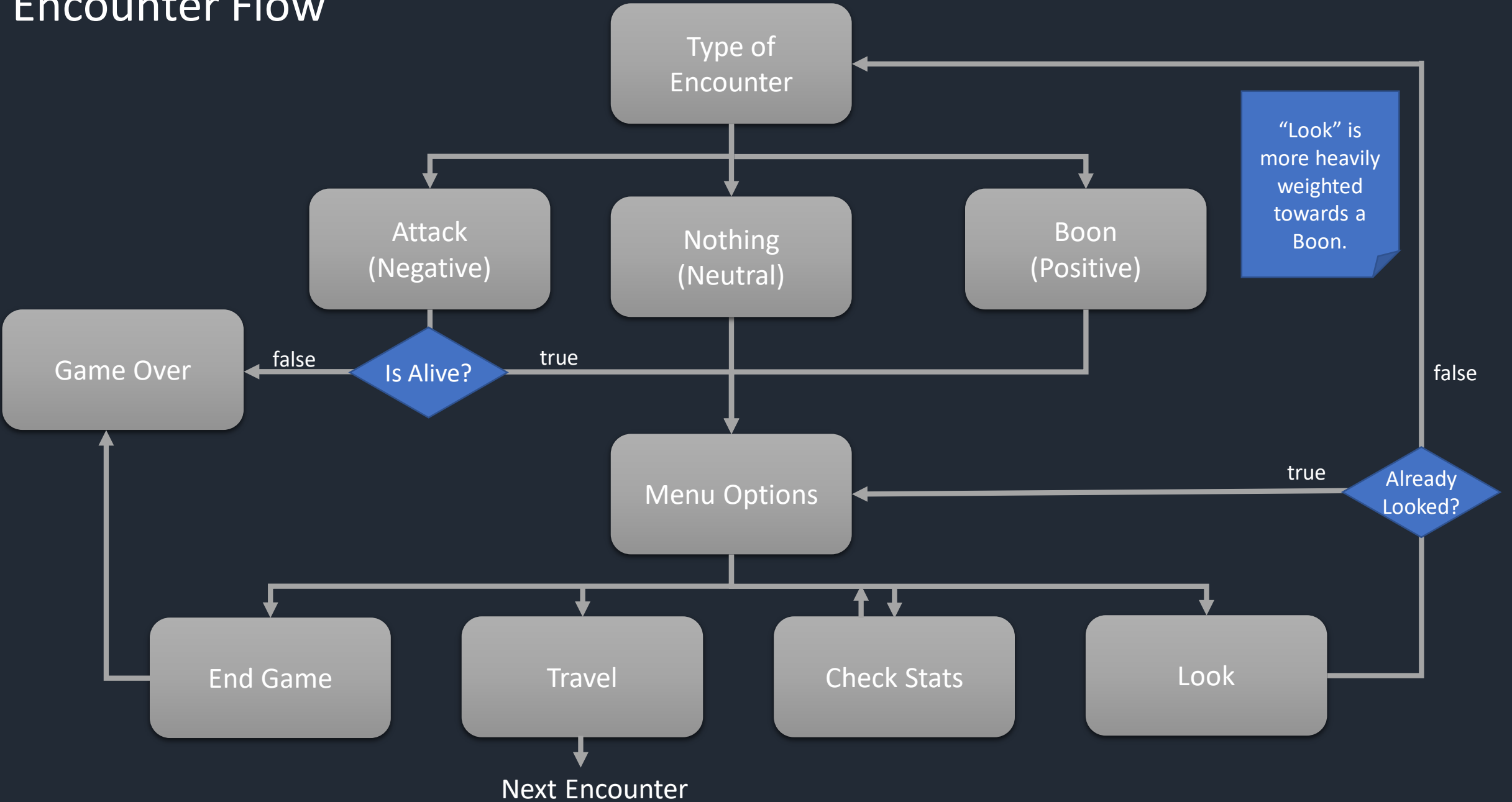


My Project: Tale of Nammu

# General Game Flow



# Encounter Flow



## Project 2 | Creatures

---

**Creatures** extend the same parent class as Player and have the same types of stats ( e.g. attack, hit, defense, etc.) as Players.

Creatures are randomly created from a descriptor + a type. Descriptor references the creature's difficulty.

Creatures each have a difficulty:

- Easy (Weak)
- Medium (Average)
- Hard (Strong)

The difficulty impacts all aspects of Creature class – from what adjective descriptor they get to how difficult they are to kill.

Players are also more likely to run into weaker creatures than harder creatures.



Example:  
Impatient (weak)  
+  
Lamassu

## Project 2 | Randomization

---

**Locations** are randomly selected at the start of the game and used to create a game path.

Example:  
“You arrive at”  
+  
“a grove of olive trees.”

**Boons** are created one at a time. The game also selects which type of boon to assign.

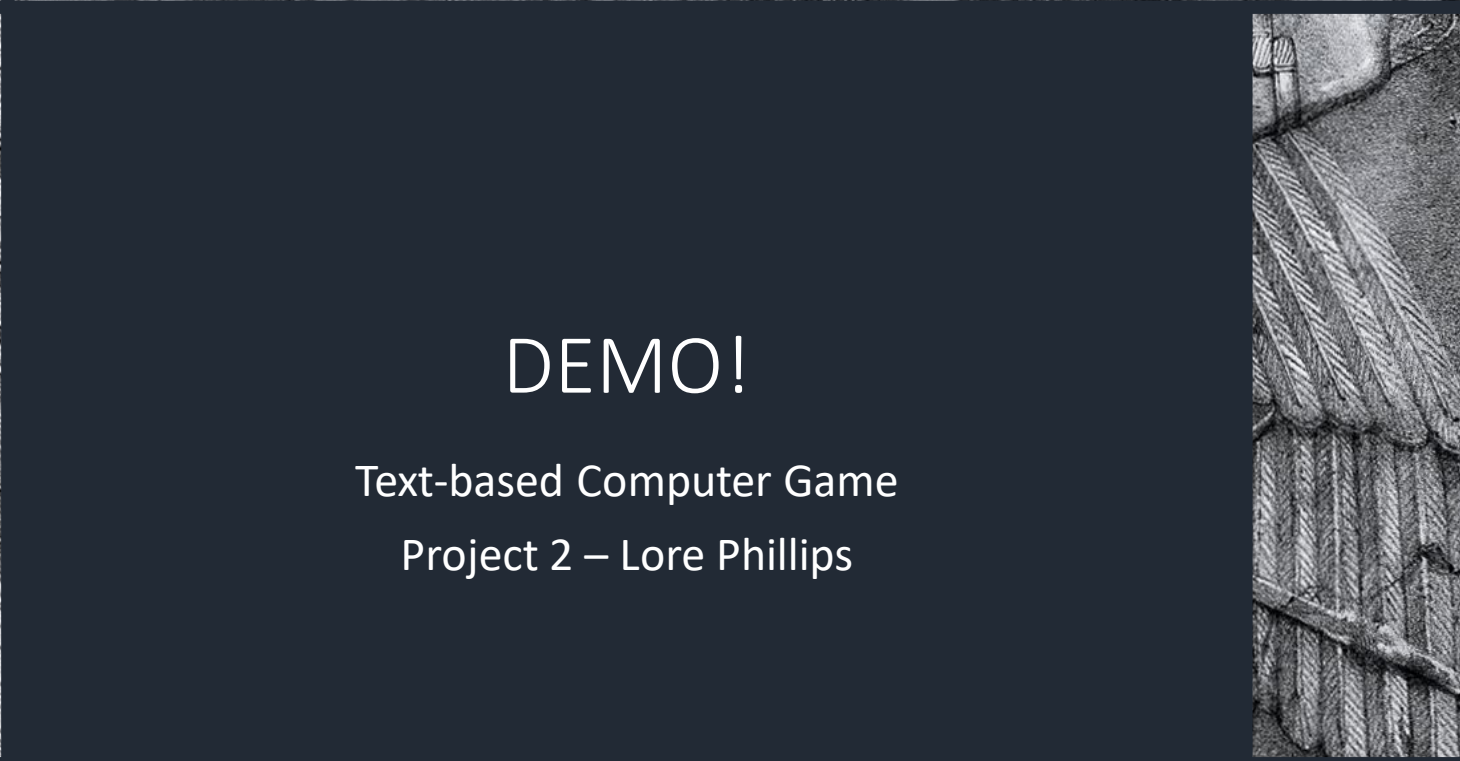
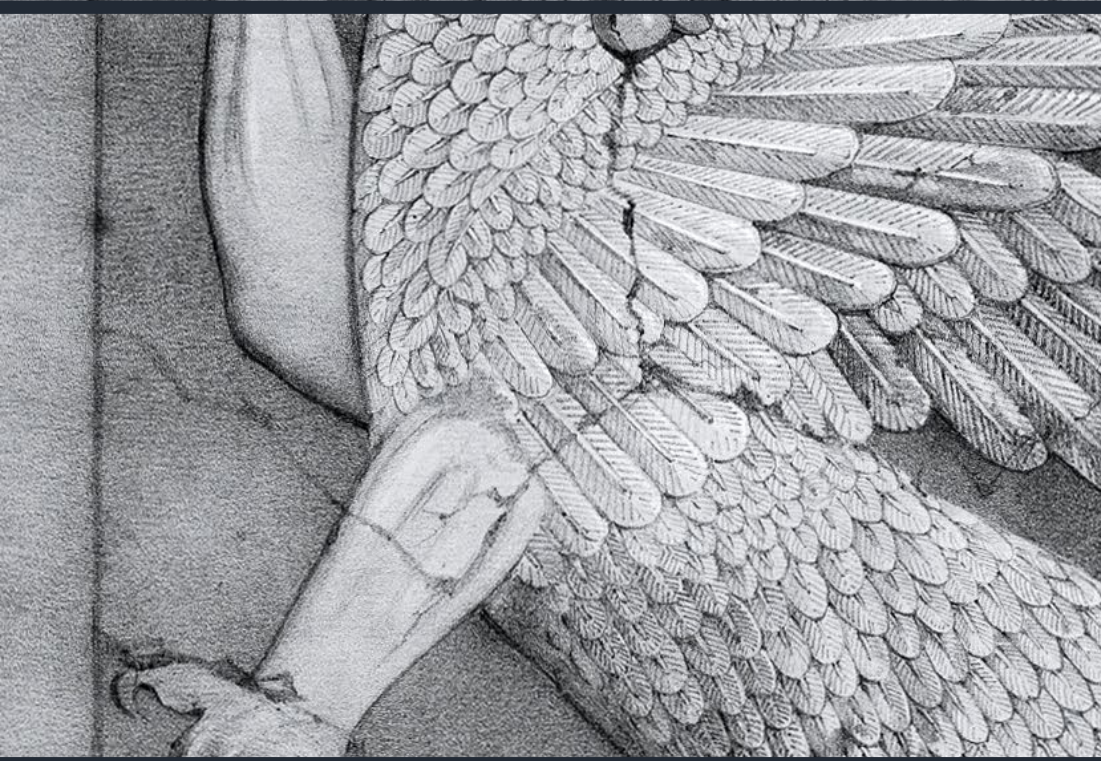
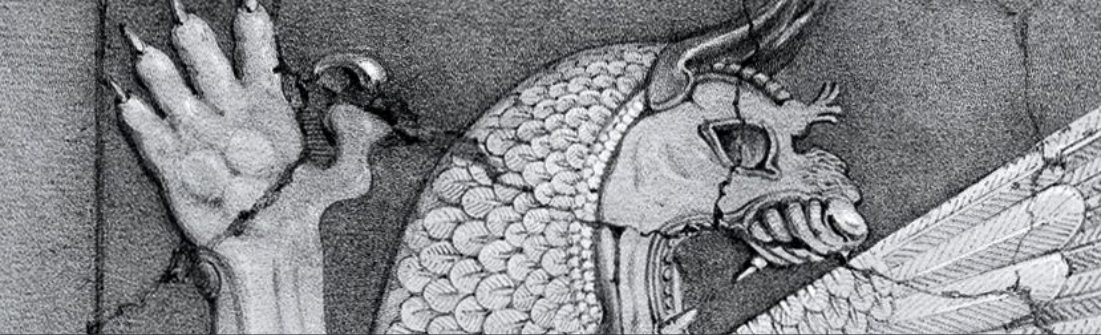
Example:  
“An old sage comes your way and whispers a sacred incantation. After listening to it,”  
+  
“you feel stronger.”  
+  
Boon type

**Looks** have unique descriptions. These are created when the new encounter is made.

Example:  
“You see”  
+  
“a tablet with a blessing inscribed upon it.”  
+  
(if boon) type of boon

Randomization – each time the player plays they get a new experience with new creatures, new locations, and new boons.





DEMO!

Text-based Computer Game

Project 2 – Lore Phillips