

**CST205 Final Project**



**Project Team:**

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| **Student Name** | **Project Role** |
| Clarence Mitchell | Designer, Creator, coder, tester, submitter |
| Gracie Alderete-Fisher | Co-Designer, Co-Coder, co-Tester |

# Text Based Adventure Game (Otter Zone)

## Description of Project:

This project is a text based adventure game that is centered on the CSUMB campus. The game will incorporate the following features:

1. The ability to get commands from the user
2. Basic instructions on how to use the game
3. Displayed description of areas as they are entered
4. The ability to hear sounds as areas are entered
5. Picture will be available in some areas
6. The ability to get an inventory of items that you are carrying..
7. The ability to move in a direction (if direction is available)

# Sources related to text based adventure game

## Articles on conversion of images to greyscale and sepia:

<http://en.wikipedia.org/wiki/Text-based_game>

<http://letstalkdata.com/2014/08/how-to-write-a-text-adventure-in-python/>

<https://www.youtube.com/watch?v=6xNBqXasKpI>

<http://www.wikihow.com/Make-a-Text-Based-Adventure-in-Batch>

<https://www.youtube.com/watch?v=PSNorKhI-HM>



# Project Design and Development Methodology

# Basic Design

The project design first starts with the design of the adventure map. This is the critical component that all of the rest of the design is based. The next component is the design of the story line. This is the basic goal that is supposed to be accomplished by the game user. Last, the program modules are designed.

# **Development Methodology and Coding tasks**

The project will be subdivided between the team members and coded using functional and agile development. This will be accomplished by using Google hangouts and pair programming for most modules. Other module may be individually designed and coded but integrated into the main code in a pair programming environment.

# **PROJECT STATUS REPORT**

## Project Tasks Report

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| **CST205 Final Project Tasks Status Report** |
| **Milestone Deliverables for project tasks**   |  |  |  |  | | --- | --- | --- | --- | | **Milestone Deliverables** | **Due Date** | **% Completed** | **Deliverable Status** | | **Completed Research** | | | | | * Research game ideas | 12/03/2014 | 100% |  | | * Selection of final idea | 12/03/2014 | 100% |  | | **Completed Design** | | | | | * Design of Map | 12/11/2014 | 10% |  | | * Design of story line | 12/12/2014 | 0% |  | | **Completed Coding** | | | | | * Module Pair coding | 12/13/2014 | 0% |  | | * Integration of code | 12/13/2014 | 0% |  | | **Completed Testing** | | | | | * Functional testing | 12/14/2014 | 0% |  | | * Value and error testing | 12/14/2014 | 0% |  | | **Completed Documentation** | | | | | * Document code | 12/15/2014 | 0% |  | | * Creation of user documentation | 12/16/2014 | 0% |  | |

