

Interactive Terminal Project

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2025-09-20

Game Development Foundations

Instructions

Your father is moving houses and needs to get rid of stuff. He places 3 items on the desk. They are a toy car, a snow globe, and a pocket watch. “I need you to choose between my items here, pick what you believe the most expensive one is and sell it! I consider them each equally sentimental. All I want is the most amount of money from these old wedding gifts.”

Your goal is to figure out between the 3 items what is most likely to earn your father the most amount of money. You will need to determine the rarity of the item, as how many were made. The condition of the item, if there is anything wrong with it. Finally, the demand of the item, how often they sell. When you have chosen the item, you will sell it and find out much you made. The goal is to earn \$10,000 from the highest value item.

Design

The assignment goal is “to design a simple role-playing scenario. Examples include the player interacting with an automated system or a very simple text adventure.”

I decided to make something of a text adventure game. I’m familiar with older games in that style but have never played one myself. For inspiration, I based my game on “Scooby-Doo mystery”, released in 1995 for the Sega Genesis. In the game, you pick up various objects, and at the bottom of the screen you have a list of basic commands to interact with the objects, such as “take”, “use”, “interact”, “eat”, etc. While not at all the first game to have this system, it served as the closest and most recent reference I have to this style of game. I wanted to have a list of objects to interact with, and a basic list of interactions that could be made with them for different results. There then had to be some kind of puzzle the user has to solve, since I have nothing but text and thought. Here’s a page of me beginning with ideas.

- Prove someone's innocence (or Guilt)

- Solve a Mystery

- Collect things

- Have a Confrontation

- Solve a puzzle

- A game with multiple endpoints

- You want to optimize and maximize the amount of money made by analyzing a bunch of objects.

- Your father seeks to sell some of his prized collection. You must analyze a list of items to determine what carries the most value, and you can only keep 3 out of 6 objects

- Worst ending: sold the 3 cheapest items

- Perhaps there is a "clue meter" that determines the more research you do, you can earn additional money

- The player has to interview someone to determine if they are innocent or guilty of a crime. The more questions they ask the more bonuses they receive to their final score

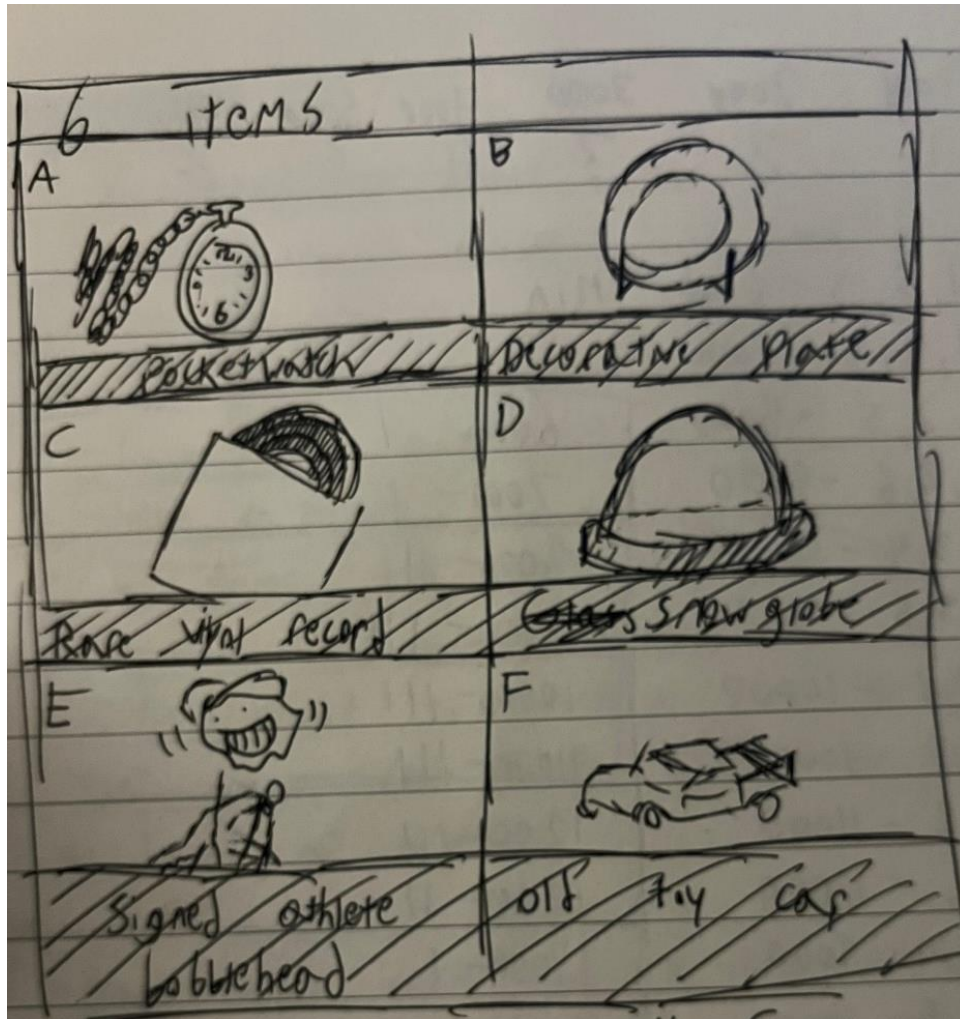
- Maybe a silly text based adventure about going to the movies. The player can choose what movie, snacks, and seats they sit in. Perhaps randomized mad libs style?

I have prior experience with coding in C#, as I used to be in the 559 program at Mohawk. This presented an issue as I have a set limit of concepts covered up to Module 1b. Because of this, I simplified the game more than I had initially been planning. I thought originally to create classes of objects to have different properties.

Originally during the design phase I intended to have 6 objects with 3 attributes each, but during the programming phase I simplified this to just 3 objects. This was because the info would get too complicated and cluttered. I had intended to be that the player could get various endings based on the collective score they got from the items (each item was worth between 1-6 thousand) but this was simplified to 3 values, \$1000, \$5000, and \$10,000. The picture shows some of the math I did to determine how common each score would be.

1000	2000	3000	4000	5000	6000
1	2	3	4	5	6
1, 2, 3 - 6000 - min					
1, 2, 4 - 7000					
1, 2, 5 - 8000					
1, 2, 6 - 9000					
1, 3, 4 - 8000					
1, 3, 5 - 9000					
1, 3, 6 - 10000					
1, 4, 5 - 10000					
1, 4, 6 - 11000					
1, 5, 6 - 12000					
2, 3, 4 - 9000					
2, 3, 5 - 10000					
2, 3, 6 - 11000					
2, 4, 5 - 11000					
2, 4, 6 - 12000					
2, 5, 6 - 13000					
3, 4, 5 - 12000					
3, 4, 6 - 13000					
3, 5, 6 - 14000					
4, 5, 6 - 15000 - Max					

I then had to decide what 6 items could a 60-80 year old man want to sell. I eventually came up with the items, but only Pocket Watch, Snow globe, and toy car made it into the final game.



Here is a design diagram for the various choices. I thought about randomizing it but removed that to make it easier to figure out each attribute as needed.

