Adventure Game Project

Introduction:

I have created a quick, choice-based fictional adventure game, using HTML, CSS and JavaScript. This project uses SDLC carefully to achieve a sufficient and detailed game. I am using Visual Studio Code as the IDE, because I much prefer it for HTML than regular Visual Studio.

SDLC:

The software development lifecycle for this project was important to structure and define functionality in a clear way. Initially, I was brainstorming ideas and using the resources given to me to create a plan for a fictional, choice-based game. This took me a few days, by the end of the week I had settled on what to do. This idea emerged from inspiration of the culture of adventure games, books and movies. The design phase started as I took notes for features I could implement for the user interface and the code structure. I created sprints to analyse what to focus on for each couple of weeks of development.

Design document:

Here I will provide an image of the basic opening page using prompt in JavaScript and asking for the user to enter a username.A screenshot of a computer

Description automatically generated

Project vision:

For the general person who is bored on a daily basis, and they need something to pass time, especially young people or teenagers. The vision for this game aims to be an easy to play game with and exciting level of risk.

Background:

Adventure is a single web page application, fictional, choice-based game. This game involves entering a username and choosing multiple different paths to reach the end. This is a small version of games where choices are highly important, and some crucial thinking is needed to successfully traverse through the scenarios. This game aims to paint an image in your head of the scenario that is being described, to immerse you in a simple but effective way. Simple games like this are good for a relaxing environment and should be played to relieve stress and promote a good mood.

As this game is an inspiration of many others, legal considerations should be made, this game was created mainly from the idea of the genre, not from any specific game or brand. The following image is a UML diagram of the potential implementations that were considered. The use of time management more effectively would have been optimal for these ideas to come to life. The include text represents what I should be adding, the extend is what ideas were there but could not be implemented.

A diagram of steps to a path

Description automatically generated with medium confidence