

## **Project Explanation**

Drawing inspiration from Star Trek and the popular board game, “The Captain is Dead”, our group is going to work on a simple rogue-like text-based adventure game. In this adventure, set approximately 1000 years in the future, you are the sole survivor of your crew after your ship has been boarded, and its members were taken captive by an enemy alien race. The task assigned to you is simple – you must escape at all costs and alert The Galactic Alliance of an incoming hostile presence. To do this, you must defeat the guards, hack the computer mainframe, and make your way to the escape pod.

## **Schedule of Tasks**

There are 5 main tasks or functions that need to be accomplished/written for this project –

- 1) Character Creation – Function to give the user a choice between 3 different classes (command, security, and a science offer). These stats can be held in an array. Each class gives different stats to the user which will affect the probability of success.
- 2) Combat System – Ability to track the health of the player and perform vector calculations (simple addition or subtraction of relevant user and enemy stats) to determine success/defeat in battle scenarios. This can be accomplished with a for loop, and pointers to track health changes.
- 3) Navigation System – The space in which the user can operate will be defined as a series of rooms interconnected by a hallway or corridor. To enter and exit a room, the user will type simply type the room name. This should be accomplished with if/else or switch statements with breaks.
- 4) Inventory/Progress System – The story is event-driven (get the key, hack the computer), so a separate function needs to be written to keep track of the “items” or “triggers” a user might encounter during a playthrough and store them in an array.
- 5) Main function to call the other four “systems” or functions. The purpose of the main function, outside of being the caller, is to also test for “Game Over”.

## **Division of Tasks**

Harka – Combat System.

Kenneth – Character Creation.

Corey – Navigation/Story.

Miles – Inventory/Main Function/ Project Management.