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CS 172 – 1

Dr. Tucker

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Project Proposal

For my final project in CS, I want to make a mystery-based video game that leads a character through a dungeon; their only way out is to solve puzzles and gather clues. I want to make this game fun and interesting to any age of player. The player will pick a character from a set, each with their own specific attributes that will make the game easier in some way. Maybe one will be able to move faster for a speed run, or maybe one will be able to get a hint for a puzzle they are stuck on.

I want to first start by making characters/NPC’s so I can implement some polymorphism and inheritance into the project. By creating the live beings of the game first, I can find ways to tie their personalities into the storyline I hope to create and find ways to make the characters unique. Each character will have their own qualities that make them fun to play. I want to implement File I/O by reading in different difficulties in files and assigning qualities to characters based on the difficulty. After that, I want to build the dungeon (first on paper) room by room, making the game longer or shorter based on how much I believe I can handle in these next three weeks. This way, I could even add more to the project later if I wanted! The dungeon will pose a challenge, because I have never worked in C++ moving from one console window to another, so I will have to do some research on that. After I have a basic layout of the structure of the game, I can start adding in text-based puzzles and riddles the player will have to solve to get farther along in the story. I don’t see this part posing a challenge to me; I trust there are plenty of websites with interesting puzzles and riddles I can borrow from for this project. The only other characteristic of the game I can think of is adding a backpack of sorts for the player where the items they have lead them to unlocking more clues/riddles. This means I will need to have a lot of bool functions that once true, lead the player down a new path or open a new door for them to get ahead in the game. I don’t see this posing a problem, but once the game becomes more complicated it might get confusing.