Skyward: A Draconic Tale

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**Target age:** 14+

**Purpose of game**: The purpose of this game is to create an entertaining text-based game that also quizzes the user on Unix commands.

**Narrative**

You wake up in your cave surrounded by your hoard of wealth and items you have collected throughout the years.

You see a puddle nearby and decide to study your reflection.

You look different… somehow.

You don’t feel different, but you seem to have a few more fangs, claws and scales than you last remember.

Welcome to your new life as a mighty dragon!

Moving away from the puddle, you look around and notice thar the cave you are in is massive and there are many tunnels that connect to the chamber you are currently in. The cave seems to be lit up with bioluminescent plants. A particularly bright tunnel captures your attention and you decide to investigate. You reach the end of the tunnel, but your eyes are blinded by the bright rays of the Sun. As your eyes start to adjust, you are able to make out a forest that spans across your line of sight along with a faraway castle.

You suddenly get the urge to travel to a nearby kingdom. Where would you like to travel to?

**Instructions**

To run the game, enter the following command into the command line: cd Skyward\_aDraconicTale

then run this command: ./Skyward\_aDraconicTale.sh

If you get a permissions error, run the command: chmod +x Skyward:aDraconicTale.sh

Skyward: A Draconic Tale is a game where you get transported to an alternate reality where you are a dragon. There are multiple different actions you can take in response to your environment, and multiple different places to explore.

You can get to one of the several different endings by accumulating a certain number of points. Points can be earned by completing a quest and points can be lost if the quest is done incorrectly. A bad ending can be achieved with enough negative points. There are 4 different traits you can get points for: Charisma, Confidence, Deception, and Strength. Hidden paths can be unlocked after making certain choices and there is secret ending with Rain, who you can also choose to fight instead.

You can collect gold after successfully completing certain quests. Gold has no purpose other than to build a more impressive Dragon's hoard. To view your points and amount of gold. Visit "Your Cave" when given the option.

If you do not know the basics of Unix. It is recommended that you begin in the Training Room, which can be found in your cave.

Navigate the game by entering the desired word or letter in the terminal when prompted.

The path “The City of Fire will not be available for the final project submission.

**Purpose**: To adventure through a story by choosing different paths until an ending (of several possible) is reached.

**Constraints**: Text-based only.

**Conflict**: Storyline conflicts like trying to get into a castle and a rival character.

**Extrinsic rewards**: Gaining points towards stats.

**Growth**: Make your character more skilled by increasing points. Also, more paths become unlocked as you explore the story.

**Winner**: You win if you get a good ending and lose if you get a bad ending. For example, a world domination ending versus a game-over death ending.

**List of Concepts and Skills learned:**

* mkdir command
* touch command
* cp command
* pwd command
* mv command
* rm command
* echo command
* ls command
* date command­­­
* Usage of terminal
* Imagination skills