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The project I am working on is called The Last Mayan. This is a game where you start stranded on an island chain. The goal of the game would be to find all the parts of the boat and rebuild it to escape. The user could swim from island to island to search for parts. This game will be mainly based in the command line console.

The map would be based on a multi dimensional array. This would be like a navigational matrix. The plan would be to let the user move in different directions. This would include north, east, south, and west. The goal is also to let the user open a map which would let them see where they are on the map.

The next step would be allowing the user to have commands and an inventory. The commands would let the user open the map. The goal is that opening a map would either show a map in console or open it in a new window. Another command would be search nearby and pick up items. Some commands may include a manual for the user to read which would detail each command and the goal of the game. This would let the user interact with the world.

The next goal is making the game engine which would update and render the game. The goal would be the user would input commands then update then render. This would mean making the program able to update based on what the user does. The user's character would have to be an object so it can have an inventory and other stats. One goal is to make it so each time the

user plays the item locations will be on different islands. This would make it so the user would have to search each island for the parts. Once the user wins they will get a score and they could save it in a log which would show the top players.