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Software Development I

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Abstract

My main motivation for creating a Text-based adventure game was my passion for gaming and how it can help people. In this paper I will discuss why this project is very significant to me, the way that the java code works together, requirements of the system resources, previous projects that I am modeling mine after, and how it guides users easily in its ability to teach you the directions of the game. Also, I will be using user play tests to convey my thought process during the development of the application.

Introduction

“Castle Zyrosa” is a text-based adventure game that any user can easily pick up and enjoy. The main motivation for deciding to create a video game for my final project came from my love for gaming. I wanted a way to integrate something that I enjoy doing while also displaying my skills as a java programmer. A problem that many students face during difficult parts of the semester is that they drown themselves in their studies and do not give themselves any resting time the night before a test, instead they are cramming and trying to remember what the mathematical equation is for finding the derivative of a slope. Being a gamer, my way of helping students is to develop an easy to navigate text adventure game that allowed them to relax for a few minutes, just like

me. For inspiration and guidance, I looked at past text adventure games such as Zorc and Multi User Dungeon games, MUD for short. Zorc being one of the most well known games in history I thought it would be the best platform to introduce what I am trying to do for students. In conclusion, I believe that if I were to put “Castle Zyrosa” in a Marist class Facebook available for download that few students would download it at first. But then as critical responses of it spread by word of mouth that many students would download and enjoy it and use it to not only relax, but procrastinate the night before tests so that they are not cramming.

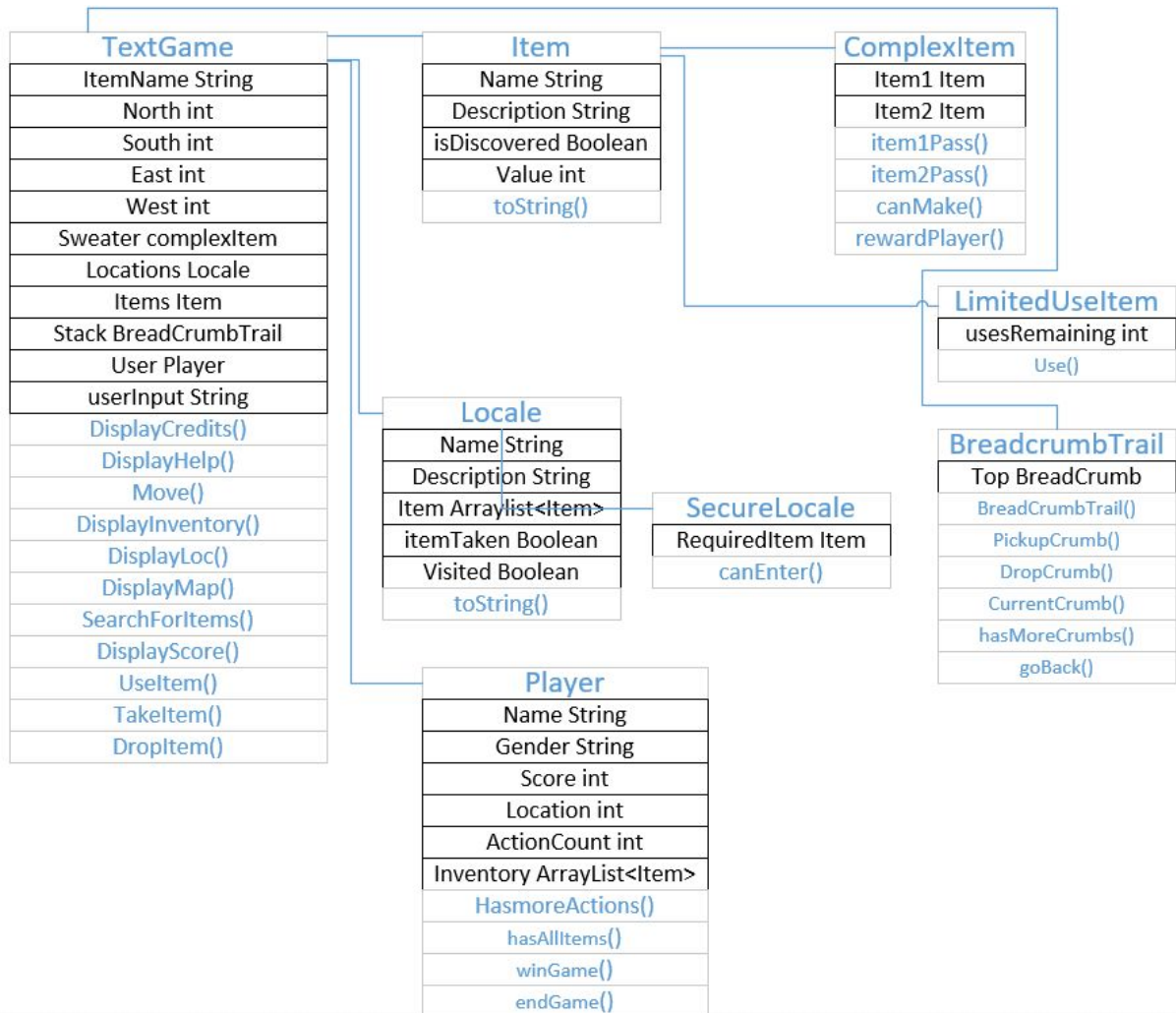
Literature Survey

There are many different text-based adventure games that have been created, Zorc being the most famous and many MUD games following and evolving from Zorc. My project will be different because while it will take notes from Zorc and some MUD games, it will remain unique by offering players a different experience with this adventure game. To users who have played Zorc it will seem familiar, but only due to the nature of the amount of creativeness that can go onto a black screen with plain text. “Castle Zyrosa” uses imagination and creativeness to separate itself from its predecessors.

System Requirements

The only things required to run this program is a computer, a version of java, a version of javac, and the knowledge of how to access the terminal.

System Description, UML diagram



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User Manual

“Castle Zyrosa” is a very beginner friendly game that slowly makes sure that you grasp the game's mechanics one at a times so as not to overwhelm the user. Through the use of help commands and in depth descriptions of items, abilities, player stats, and maps, “Castle Zyrosa” is an easy to pick up game that all users of varying gaming backgrounds can enjoy. To ensure that no errors are experienced, the user must follow the directions presented to them by Steward. Steward is designed to be the rule maker and arbiter of what the user is allowed and not allowed to do. If the user does attempt to break the rules of the game or try to input a command that is unsuccessful, Steward will present them with an error. He will also tell the user some details about the error when one is encountered.

Play Testing thoughts

Throughout the development of “Castle Zyrosa” multiple users of different gaming backgrounds got the opportunity to experience various stages of the application. User A was present throughout the entire development cycle, user B played only the demo version, and user C played only the fully finished version. I took the feedback provided by User A to improve upon and adjust my program so that users B and C would have a better experience. The feedback from user A was mostly about making it so the game had a simple objective, something that most people would not find too strenuous. I then moved on to user B, where the goal of the game was to combine multiple items in a specific room of the castle. User B’s main critique was the lack of guidance that he was given when starting the game and thought that there needed to be clear rules and an explanation of the game presented at the start of the game. With that in mind I created the role of “Steward” who serves as the protagonist to help the player navigate the game world. User C, who only played the final rendition of the program, only critiqued the messages sent from the application, saying that they should be more spread out.

Conclusion

In conclusion, I believe that by incorporating something that I enjoy doing into my final project that doing so will strengthen my passion for this final project. My main goal of designing this application is as a stress manager and procrastination tool for many

students. I have made something that I would be proud to put on an internship or job application.