# CIST 2742 Python Project Proposal

**Name:** Mickie Blair

**Date:** February 14, 2020

**Industry Area:** Games

**Subject Area:** Adventure Game

**Proposed Question – You want to answer, solve, or support:** How to recreate the game Oregon Trail using Python and the Appalachian Trail.

**Description:** Oregon Trail was a text-based game with simple graphics. The game depicted the journey of a group of settlers traveling to Oregon from Missouri in 1848 in a covered wagon. Throughout the game, the player is required to manage inventory supplies, adjust the speed of travel depending on health and deal with random events which affected the wagon and members of the party. The game ended when the player reached Oregon or died after exhausting resources or succumbing to sickness/injury.

For this project, I will be writing a game like Oregon Trail which will allow the player to attempt a hike of the Appalachian Trail which runs 2193 miles from Georgia to Maine. The single player game will follow a series of waypoints along the trail. The player will be required to manage supplies and monitor their health while encountering random events which affect the player's progress. The game will continue play until the player reaches the northern terminus on Mt. Katahdin in Maine or is forced to leave the trail due to depleted funding or encountering a severe health problem/injury.

The program will do the following:

- Allow the user to select an initial list of items to take on the journey
- Use a list of waypoints along the trail to progress the gameplay
- Use a list of random events to affect the players progress/health
- Use a list of resupply points to allow the user to maintain adequate food/equipment
- Allow the user to choose daily stopping points
- Adjust the player's health in accordance with miles traveled daily and encounters with random events
- Track and adjust the user's available funding based on resupply purchases and other delays such as rest days.
- Display images of landmarks along the trail as milestones are reached
- Gameplay will end when the player has reached the northern terminus or is forced to leave the trail
- Display game statistics at the end of each game, such as travel days, rest days, funds used, etc.