## horizontal line

Choose Your Path

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Team: The Lovelaces

Members:

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# Overview

The game we will be developing is called “Choose Your Path”. There will be three different pages for the project. The game will be set up in a choose-your-own adventure style, where the user will sign in using a username which will be implemented into the game. When the user first creates an account, the user becomes the character that is in the story. Depending on the choices the user makes it will affect the rest of the adventure and eventually the end. The user will be able to leave their game at any point and will be able to return to the same spot in the story when logging back in. After finishing the story the user will have an option to move through the story again or “delete” their user account. They can always return and create another character to move through a new story of their choosing.

# Goals

1. Create a dynamically interesting and unique experience for the user to play.
2. Allow the user to feel integrated into the story based off their user name and other information provided at the beginning of the game.

# Specifications

The game will store the username of the player, along with the place the player ended their last game. Allow customization of the username, and some other information about the character created, with the data integrated into the game for extra details.

The pages for the website the game will be on will have a Homepage, an About page, along with the page the game is actually played on.

# Milestones

## Week 1

Have the main frame of the site built, have a plan for CSS for all the pages.

## Week 2

Have the About page finished, with CSS implemented into it. Begin writing the game.

## Week 3

Develop how functionality of the site, and the game. Ideally, have the storylines mostly written out, while implementing functionality to it.

## Week 4

User testing, look for bugs in the code.

## Week 5

Polish this beautiful game we will be spending so much time making.

