

Elijah Lising

English 11 AM

Mrs. Silva

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Project Description

The project is a Choose-Your-Own-Adventure story that holds an ending based on the reader's decisions, determining a better or worse ending. Before the actual writing/coding of the story, the in's and out's have to be figured out first. That involves the project planning, data manipulation, program state tracking, and problem solving, that both partners have to be equally responsible for. There will be a flowchart that will be created for the story, which presents all of the possible paths in the story. Another flowchart will represent the code that will be put into the story which determines the outputs and such; the logic of the code. Then a tasklist is made to know what is done what to finish in regards to the previously stated. The tasklist may be updated throughout the project. This is super important, as skipping this part and writing the code will make the final grade be at most a 65% (not good).

The program will show the reader each part of the story, with another part being added with each choice made by the reader. Prompts, alerts or confirm methods may not be used in order to take/show information. Clickable buttons will be used to advance the story, objects will be used to store story parts, and arrays will store potential choices. The chosen choices will be tracked in the array. For the code, it will have comments, properly formatted with correct indents, the code will use camelCased and descriptive function, binding, and parameter names. Also repetition isn't neat or tidy, so repetitive code will become functions.

ALL operations are on functions, with only bindings being Global. Also do Git daily to save progress. Back to the story, it will progress through the 12 steps in a hero's journey, offer at least 2 options to choose from for a branch, at most 3. Branchless encounters should be limited, and at least 3 unique beginnings and at least 3 unique ends should be made. As the project is worked on, a personal journal will be kept throughout the project.