



Over Night Express

ONE

Team Members:

**Jack Carr (jac26@hood.edu)
and Rich Williams (rcw5@hood.edu)**

Date: 3/28/2023

Repository URL:

<https://github.com/Rcw5atHood/Senior-Project>

The Project

A visual novel that takes the player to different destinations around the world, with intriguing games along the way.

1. A Travel Agent arranges Travel for the player- around the world - over night.
2. The destinations are randomly selected: "By Magic."
3. Mini Games vs the computer along the way
4. Game Can be replayed a multiple times before arriving at the same destination.

Cont.

- Single player
- Visual Novel graphical interface
- Controlled by clicking the mouse
- No saves
- Mini-games - CPU vs P

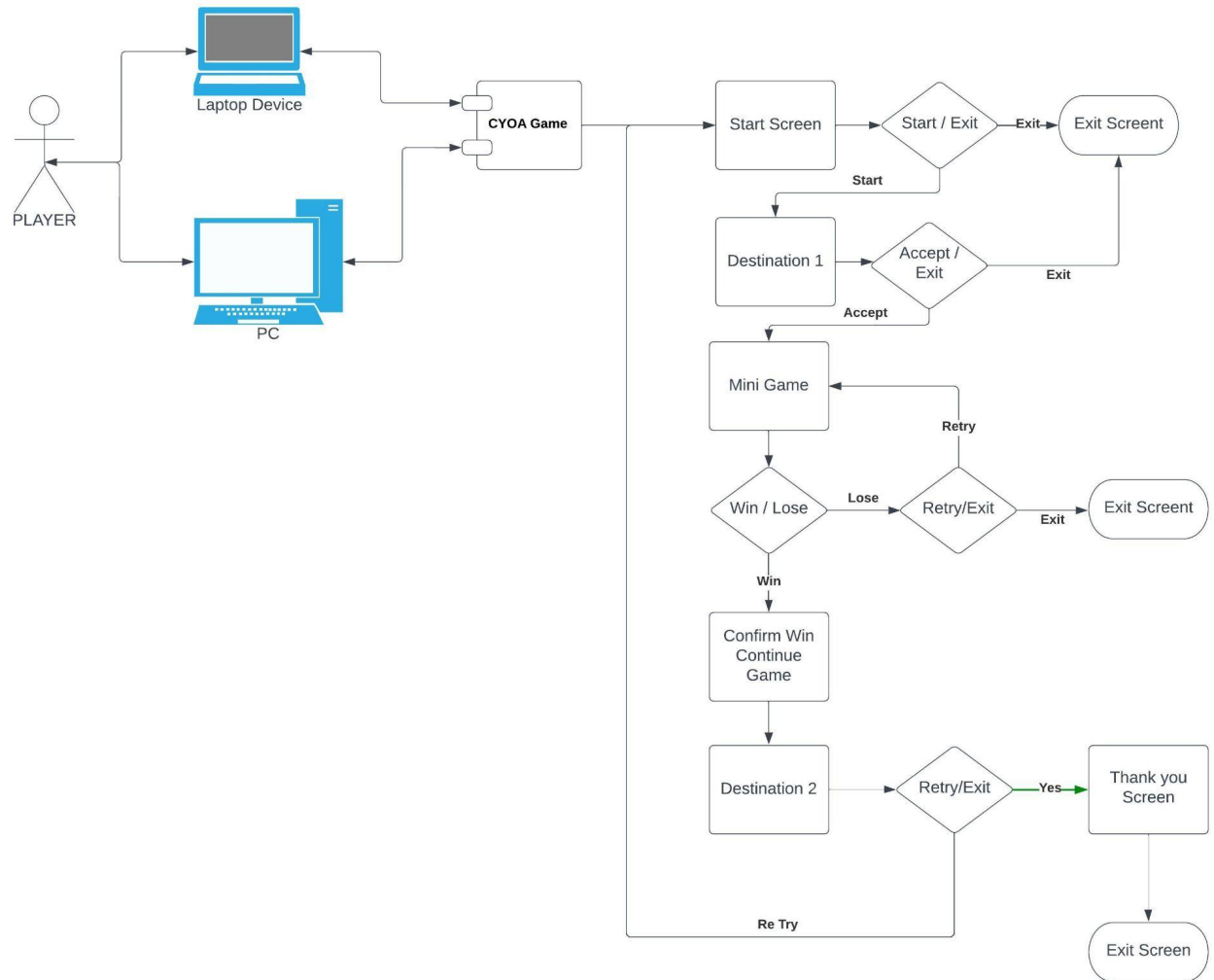
Background & The Plan

- Prior work - Had the backbone of a CYOA from past lessons
- Prior solutions - Basic understanding of how the steps are layered
- Plan - Create a visual walkthrough of different points of the world in a CYOA style



Technical Description

Game Overview

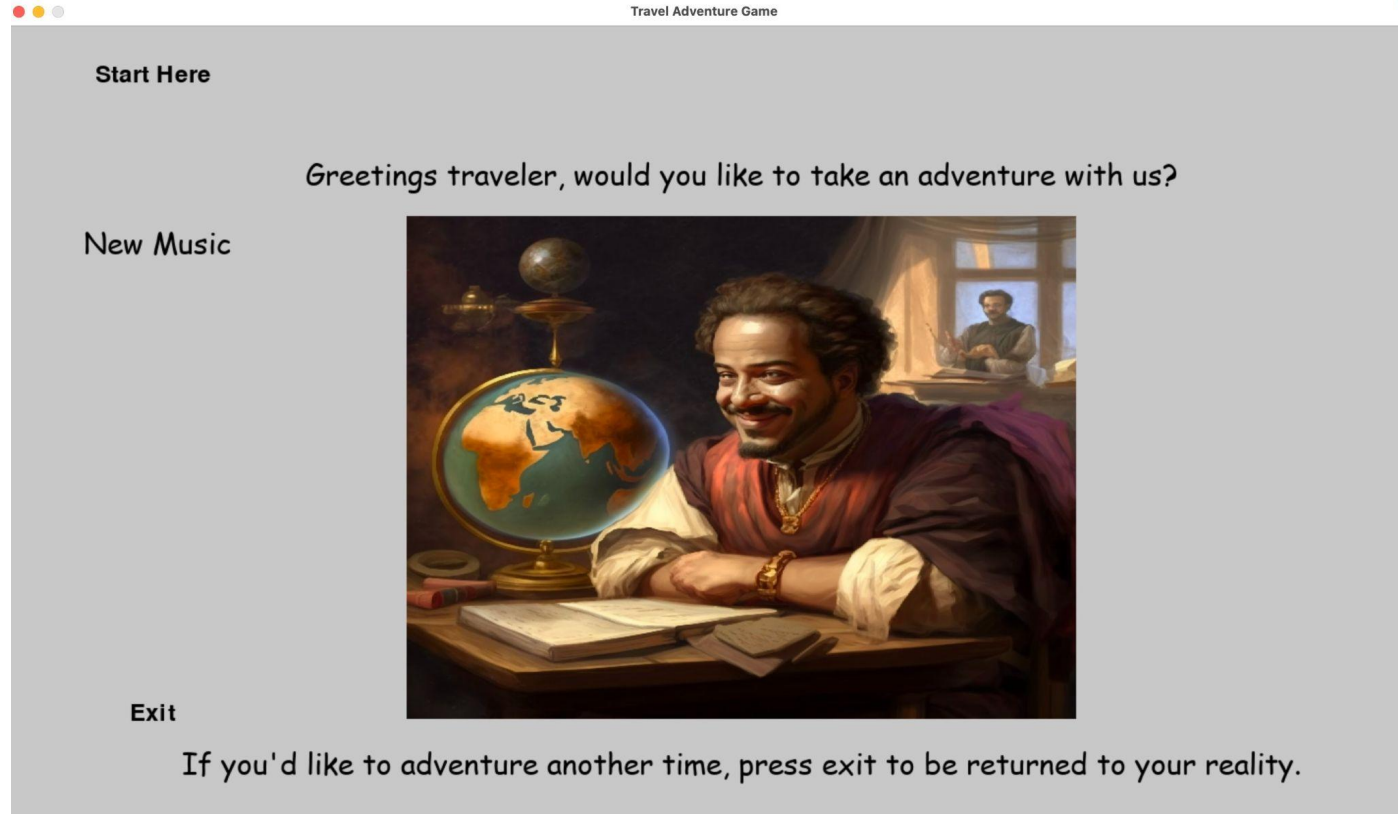


cont.

- Built in Python 3.8
- Pygame library
- `pygame.mixer` to play different soundtracks.
- `pygame.font` to handle various text appearances.
- `pygame.display` to manage the game window.
- `pygame.event` to handle different user interactions (clicks, key presses, etc).
- `pygame.image` and `pygame.Surface` to manage various images and screens in the game.
- `pygame.time` to control the game's frame rate and add delays when necessary.

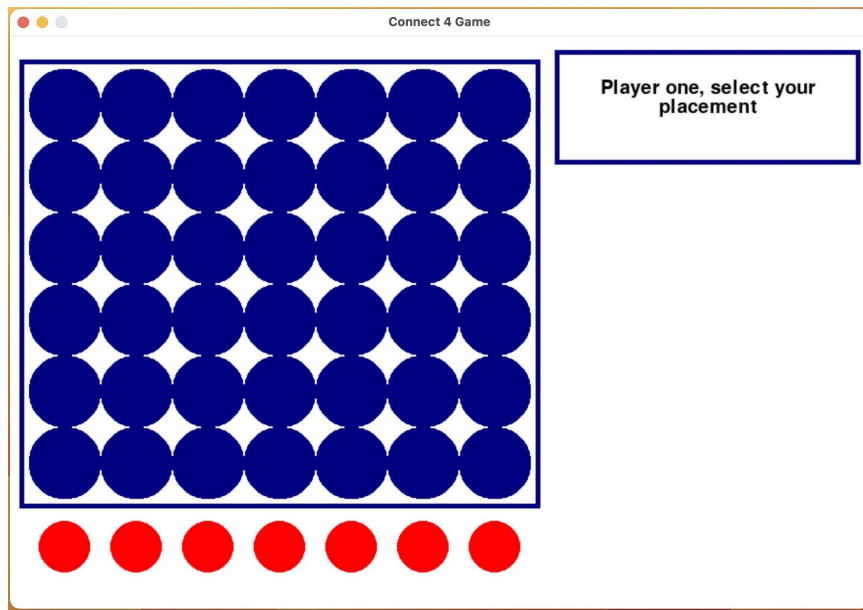
Screenshots of Game Play

The Start Screen



Screenshots of Game Play (cont)

Minigame example: Connect 4



Lessons Learned

- The Good:
 - The choice of Language -Python- was the correct choice. Available libraries and helpful documentation.
 - “Clear” path of story in beginning.
- The Bad:
 - Ensuring Developers machines had the appropriate versions of software and IDE. A Lot of time was consumed dealing with version support of software.
 - Having too many ideas as to where each team members wants with pacing of story.
- The Ugly:
 - Save-points in work effort and VCS. Significant amounts of Re-Work was accomplished that could have been avoided.

End