

# Stuck in Outer Space

Player “x” crash landed on an unknown planet! They need to explore to find the parts/tools needed to fix their spacecraft and continue their journey



# Requirements

- Use JAVA
- Console-Based. No GUI. 100% ASCII.
- Displays a description of the current scene
  - Displays text/dialogue
- Players enter a phrase that consists of a Verb + Noun to interact with the story (Text Parser)
- Game must be a unique I.P., not an existing I.P.

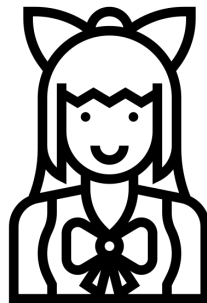
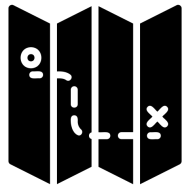
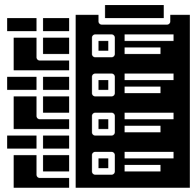
# Epics/User Story

The background of the slide features a composite image of space. On the left, a portion of the Moon is visible. On the right, an astronaut in a white spacesuit is shown from the waist up, floating in space. The bottom of the slide shows the blue and white horizon of the Earth, with a bright light source creating a lens flare effect on the left side.

As a Player, I want a text adventure game that plays like one of  
those old-skool games

As a player, I want a game where I can interact with the story  
using text

# Features

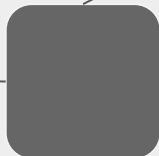


The background is a solid dark purple color. It features several large, organic, wavy shapes in a lighter shade of purple, creating a layered, topographical effect. These shapes are distributed across the frame, with some appearing as broad, flat areas and others as more defined, rounded forms.

**Design**

# Where to Start?

- What's the story idea? (Who are you? What's the hook? How does it end?)
- *Player x is on a mission to the moon. His ship crashes and he lands on an unfamiliar planet. He needs to collect the items/tools needed to get his destination (Fuel, ). Game ends when player finds all items and repairs his craft.*
- What are the locations? (How are they connected? What makes them interesting?)
- *Hub, Ancient ruins, Mission 1, Mission 2*
- What characters can you interact with? (Where are they located? How do they interact with the main character?)
- *NPC's with text hints- help, located at the hub, guarding engine(ancient ruins), guarding fuel(mission 2). "Him"/Boss (ancient ruins)*
- How do you navigate between locations? (What are directions to get around? What are the synonyms?)
- *from menu, user will be able to choose their next location from what is available*



Mission  
#1

Mission  
#2

# Scenes and Items

The Hub

Ancient  
structure

Explore

Main story

Items:  
oxygen

Items:engine  
,

Items:

Items:



# Outline

- Starts in main hub
  - Can go to ancient structure from menu item
  - narration , what the hub is
  - Take user input
    - Items? Inventory displayed; new items will be added as found
    - You have “” in your inventory, would you like to use
  - Defeat
  - Missions 1 & 2
    - Goal 1 : explore and discover items needed to go back to ancient ruins to get engine
  - Alt ending? Alien captives?
    - Goal 2: optional. However, if user does not complete, they can not leave (not enough fuel)

# Backlog

- Translate story and notes from today into class diagrams
- Game play and script
- Maps , locations
- Conditionals