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CMPT 220

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Death Calculator: Milestone

My original concept for my Java application was a simple program that would take a set

of user input, and would return results back to the user at the end of the process. This concept

was scrapped because it was two simplistic of an application that wouldn't have much

complexity to it. The new concept is to create an interactive experience for the application's user

by putting them in the world of the Death Calculator, and thus a text-based adventure is born.

There is still a lot of needed work to be done on this game, but there are the necessary

basics, such as user input where they are able to input any name they want for their character.

The name is saved as a string object, and there are other String objects that I have created that

aren't guaranteed to be put into the final project, these include when the player is empty handed,

the Death Calculator, and a compass for navigational purposes. I created a method that can be

called by occurrences that would affect the integer count. An example of a scenario is "What will

you eat for breakfast...You choose chocolate chip cookies." "The number on the Death

Calculator reads" + DeathCalc. I still need to implement the addition of numbers to the current

integer count on the calculator.

There are still a lot of implementations that I have to put into code. This includes a

creation of locations for which the player will be able to access immediately, and what they can

only access after a reaching a certain point in this game. I'm still considering ways to make

meaningful events that I will later implement through the use of code. I have an unfinished

object for the Death Calculator, and I need to figure out if object-oriented programming with the

calculator will be useful to the complexity of this game. The calculator is used as a life meter that will end the program when it's integer count reaches ten or more than ten.

It's a slow beginning to the text-adventure game, but I believe it will become a powerful application over the course of time. There are a lot of things that I can learn to apply to a text adventure that is about raising and lowering an integer count that can terminate the game.

Death Calculator
-userName : String -DeathCalc : Int -myHand : String -myOtherHand : String
+ Calculation()