

Space Viewer Video Game

Introduction

The Space Viewer Video Game (SVVG) is a simple video game demo in which the player navigates outer space, interacting with various planets, stars, and other celestial objects using RPG-style text-boxes. This video game does not have gameplay that a typical video game would have. Rather, SVVG is a simple interactive experience which aims to tell a compelling story as the user explores the built-in universe presented by the video game.

Gameplay

The player takes the first person perspective of a non-physical extraterrestrial being. The player uses the arrow keys to move themselves to different "frames" or "pictures", which will present a spaceship, celestial object, or nothing (i.e. looking at the beautiful stars that make up other space).

If there is a spaceship or celestial object in front of the frame the player is looking at, they have a chance to interact with it via the RPG-style text boxes. Text boxes can either be descriptive (i.e. a *description* of the object the player is looking at) or it can provide a prompt. For prompt-based text-boxes, the player is given a YES/NO type of choice to make, which can have lasting consequences on both the object in question and even the universe as a whole.

Celestial objects will always stay in the exact frame that they were generated in, while spaceships will move randomly to different frames each time the user moves to a different frame.

Combat System

When a player engages in combat with an enemy spaceship or planet NPC, a series of random events will occur and be displayed via the RPG-style text boxes. The player must successfully navigate through a series of YES/NO prompts in order to defeat the enemy. If the player fails to do so, the player loses and the game will end.

Controls

Arrow Keys -> moves the player to a different frame specified by the direction of the arrow keys

The "A" Key -> allows the player the arrow in the text-box prompt to choose the left option

The "D" Key -> allows the player the arrow in the text-box prompt to choose the right option

The "ENTER" Key-> Selects the option currently pointed to by the arrow in the text-box prompt

Story

As stated in *Gameplay*, the player plays as a non-physical extraterrestrial being. When the game is launched, the player's alien is born at the beginning of time. In other words, the game starts right at the creation of a new universe.

The player's alien (which I will call the alien) does not need to worry about any of the physical needs associated with being a sentient being (e.g. hunger, thirst, and sleep). The alien does not have a physical form, which is why it can never be seen in this game; the player merely takes on the first-person perspective of this alien. The purpose of the alien is unknown (if it has any), and all it can do is wander and observe the knowable universe, occasionally interacting with events that randomly occur.

Game Objects and Events

Planets: Each type of planet has an equally likely chance of spawning. Moon and Stars are not planets, but for simplicity they will be classified as under the "Planet class" in the source code.

- Desert
 - In-Game Desc.: A planet where it is summer everyday. Although the surface is mostly made up of sand dunes and dust storms, the few oases within this planet are teeming with life.
- Forest
 - In-Game Desc.: A planet that is essentially a huge jungle. Many insects and furry little creatures coincide

peacefully together among the various tall trees within this planet.

- Ice
 - In-Game Desc.: A cold and barren rogue planet. In spite of the lifelessness on its cold surface, various underwater creatures live behind the darkness of the ice sheets.
- Lava
 - In-Game Desc.: The hottest planet that is not a star. No life exists on this planet, but if you are willing to brace the hit, you may find some very precious valuable metals.
 - The player can choose to enter the planet to mine precious metals. If they decide to do so, they can obtain a certain amount of precious metals.
- Ocean
 - In-Game Desc.: The planet has no land surface in sight. Sea creatures thrive here, and advanced civilizations can be found underwater.
- Terran
 - In-Game Desc.: This planet contains all the qualities ideal for sustaining various kinds of life. Both land and sea creatures coexist together within this planet.
- Gas Giant
 - In-Game Desc.: A planet solely made of air. Birds and various other flying beasts dominate the skies of this planet.
- Robotic Planets
 - In-Game Desc.: A planet once teeming with civilized life...until the robots created by its inhabitants took over. Now all that exists are the robots wandering aimlessly as it exploits the last of the natural resources of this planet.
- Moons
 - In-Game Desc.: A satellite that orbits the planets nearby in this peaceful, yet dark, corner of space.
- Stars
 - In-Game Desc.: A powerful planetary object that radiates with immense heat.

Interstellar Objects

- Black Hole

- In-Game Desc.: A black hole that SWIRLS WITH RAGE! What comes in, never comes out.
- Nebula
 - In-Game Desc.: The leftovers of space swirl together to create this beautiful mix of cosmic space energy.
- Spaceship
 - In-Game Desc. Unseen: Just a passing spaceship from a nearby planet.
 - In-Game Desc. Seen Friendly: Just a passing spaceship from a nearby planet...The creatures inside look at you with curiosity.
 - In-Game Desc. Attack: The spaceship has detected you and its targeting computer aimed right at you!
- Asteroid Belt
 - In-Game Desc.: A large field of stray and floating asteroids. The asteroids themselves are made up of the debris, space rocks, and minerals of countless dead planets.
 - In similar fashion to the lava planet, the player can mine the asteroid belt and receive some precious metals.

The Player Class:

Attributes:

- The number of lives the player has. If the player has zero lives or less, then the player's alien dies and the game will end.
- How many precious metals the player has.

Game Loop

1. Player gathers resources
 - a. Mining for precious metals in asteroid belts and lava planets
 - b. Hunting animals and gathering plants in planets
2. Player use resources to buy items and gear
 - a. Can buy items from inhabitants of planets and spaceships using precious metals
 - b. Can fight spaceships and planet NPCS to get items
3. Player uses items and gear to fight spaceships and enemies in planets