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Project 2 Final Write-Up

For my project 2, I decided to create a program that I used to use when I was younger. I created a horror text-adventure game. For this project, I wanted to do something that interested me, which should be obvious to me. It took me some time before I finally figured out an idea that caught my attention. I thought back to different programs and such that I have used throughout my life. One app that I used play all the time was a text adventure game. It was such a simple concept but it was still a lot of fun to play. This is where I got my idea to make my own version. Most of these games were set in the past. I wanted to change this aspect up a couple of ways. The major change was that it was going to be a horror game. When most people think of horror, it normally goes with an image however I wanted to try and put fear into the player's from just words. This allows the players to have their own imagination and create the images that best suit them instead of the stereotypical horror images as not everyone is afraid of the same things. This program consist of many inputs from the user that reacts with the code and outputs different outcomes depending on the user input.

My program is called Into Darkness. This title came to me when I was writing some of the code. I stopped to look at other scary/horror game titles. It seemed that most titles are very short with one to three or four words max. The most popular games had about two or three words. This is when I started brainstorming for the title of my game. I ended up with Into

Darkness by first choosing an action as the first word. Before picking the verb, I chose Darkness. Darkness was picked because it seems that the majority of video game players are on the younger side. As many people know, they are often scared of the dark. This title will already put fear into some players before they even play the game. The game takes place at an abandoned mansion that has a hidden and rare jewel in the mansion. The goal of the player is to make the right decision between two different choices that have different outcomes.

The code consist of one main class that contains all the code for the program. At the start of the program, a welcome message comes up that welcomes the user to the game. Next, it asks for the user's name. Their name will be stored and used throughout the game with different scenarios and the win/loss message. The program then gives the player details on the current situation they are in. It explains why they are where they are and what the goal of the game is. From here, the player chooses between two different situation they can play from for the game at the abandoned mansion. From here on out, the user just makes decisions between two different options they can pick throughout the game. There is one path that the user can choose that allows them to win the game. Every other path is a loss. This means that one wrong decision in the entire programs causes them to fail and loss the game. The system asks for input after each description of where the user is and what their two options are. The input that the user can choose from is in quotes so they know what to type in for each option.

The code for the system is fairley simple in terms of what is used. However, it becomes very complicated with the amount of if else statements that are used throughout the java code. The program consist of about five hundred lines of code. This means that there are many if else statements in each other. A ton of strings were created at the beginning of the code. These strings

are used to identify each different situation where the user has a choice for the input. This allows different if else statements to be called upon that are not right after another. In these if else statements are a series of system out print lines. These statements are what print the lines of text that the user reads and makes a decision off of. The coding is not too complex. This means that any system can really run it in the console. As long as the system has a the java code and a console to run in, it can be run.

There are many different products out there that are similar to the system I have created. One product is the game made based off of the walking dead. Its called The Walking Dead: a Telltale game. This again uses the system that the player has to choose between different options and it changed the output of the game. There are also many different apps on the IOS application store that are based on the user decision. Most of the other games are based on a time period that is in the past or in the future. My game is different because it takes place during the current time period. It is also different because of the genre it is. The game is a horror text-adventure game. Almost all horror/scary games have some sort of picture image that is supposed to be scary. My game is different because it only uses text to scare the user/player.

The system works based on if else statements. Based on two different situations, the user has to input one of the two choices. If the player picks the first situation, they some text will be displayed and the if else will be displayed. If the first choice is not picked, then the else statement will be executed. This is the basic construction of the system. The only guideline for the system is that for everything besides the name, the user has to input exactly what is in the quotes when picking the option they want. If they do not put in one of the options, then the

program exits and it has to be run again to play. There is also no saving so the player has to remember what choices they made to get back to where they were.

All in all, my program is a horror text-adventure game. This game is based off user input and can be run on any system that has the ability to have java files and a console to run the program. The system consist of many if else statements inside of each other that allow many different outcomes to one story. The story consist of the user being at an abandoned mansion that has a rare jewel hidden inside it. Their goal to get the jewel and get out alive. This is very similar to many different apps on the IOS apps store. It is also similar to the Walking Dead: Telltale game on the xbox. However, my game is different than the others because it is text only and is one of the only horror games that does not use images to scare the players. That is what makes my program special.