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CMPT 220

February 6, 2017

<center>Project 2 Proposal</center>

For my project two I looked into things that I was interested in throughout my life. I looked at different games I played or programs I used that stuck out to me and interested me. One show that I loved to watch for the past couple years is The Walking Dead. It is one that always keeps me glued to the screen and I can never wait to see the next episode in the next week. The show is actually about to start up again this next coming sunday and I can not wait. Since this show was such a hit, the created a video game. In the game you are a character who goes through a storyline in the walking dead scenario. However, the one thing that makes this game different is that is most cases, you, the player, are given different choices to make in certain situations. Each situation has a different outcome that changes what is going to happen in the game and even the outcome of it. This means that the storyline is more or less, individualistic for each different player. I would like to do something similar to this for a java program.

Obviously, I would not be able to create a game with all these different types of graphics, but I could do a sort or story with words. Now, I do not want to do just any story adventure game. I want to do a horror text game. In this game, the player will start out either in a haunted house or some scary scenario and they will only be given information about the things they would see around them if the game had graphics. Then, they will be given a series of different options that lead to different places or complete different action. I will have multiple endings

being ones where the player wins and ones where the player loses. My goal is to put fear into the player without showing them something scary. I want to the words and the game to feel so real that they players are actually scared to maybe go down that dark hallway or opening up a coffin in the middle of the woods.