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A Journey Through the Metaverse

Intro:

The Metaverse is a dangerous place. Filled with deadly bugs and hidden glitches. Invisible to the naked Oculus, these threats could crash your session, or worse destroy your whole profile. Can you traverse the dangerous trails of the Metaverse to order Panda Express on time to feed your metamate. May the odds be ever in your favor.

Classes:

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| *Threat* |
| - damage: int  + doDamage(): int  + getDamage: int  + setDamage(int): void  + getInfo(): string |

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| SilverPhish : *Threat* |
| - level: int  - speed: int  + getLevel(): int  + setLevel(int): void  + getSpeed(): int  + setSpeed(int): void |

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| RabbitHole : *Threat* |
| - depth: int  - topic: string  + getDepth(): int  + setDepth(int): void  + getTopic(): string  + setTopic(string): void |

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| GreatVines : *Threat* |
| - type: string  - location: string  + getType(): string  + setType(string): void  + getLocation(): string  + setLocation(string): void |

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| MrBeast : *Threat* |
| + tryEscape(): bool |

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| Player |
| - name: string  - username: string  - level: int  - battery: int  - metamateHunger: int  + getName(): string  + setName(string): void  + genUserName(): void  + getLevel(): int  + setLevel(int): void  + getBattery(): int  + setBattery(int): void  + isAlive(): bool  + isMetamateAlive(): bool  + getCharger(int): int  + saveData(): void  + loadData(string): bool |

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| NPC |
| - name: string  - role: string  - level: int  + getName(): string  + setName(string): void  + getRole(): string  + setRole(string): void  + getLevel(): int  + setLevel(int): void |

Relationships:



Functionalities (Save and Load):

At the start the User is given 2 options:

1. Create New Account:
   1. User is asked for a name and a password
   2. A Player object is instantiated
   3. The User’s username is generated [name + password]
   4. The info is saved
2. Load Old Account:
   1. User is asked for their Username
   2. If it exists,
      1. A Player object is instantiated from the data
   3. If not,
      1. A new Player object is instantiated and saved

Then the game starts…

This is an adventure, Oregon-Trail style game.

The Player needs to fight through the different dangers, except most times, the player doesn’t even know they are in trouble. The Player, at each turn, can learn more about the phenomenon their encountering.

Mr. Beast is the most dangerous Threat, if you encounter him and fail the saving throw, you die instantly and your data is immediately erased.

The player’s metamate’s hunger increases over time.

After a certain point, the hungrier the metamate gets, the harder the game gets