

# Framing and Preparation

<https://sd2020spring.github.io/assignments/final-project/architectural-review.html#before-the-architectural-review>

# Background and Context

Our idea as of now is to create a “choose a Softdes partner” simulation. The beginning of the game will have the player create a character by asking for a name, grad year, and then possibly a mini-quiz that will determine the characteristics of the character.

After that, the player will be able to interact with students (receive some fun dialogue) and maybe some other object. To save/choose a partner, the player can interact with the prof and will get an ending based on the partner choice. As of now, we are looking to see if we can implement the “marriage problem” as a way to select an ending, as well as the best way to determine characteristics of the character.

# Key Questions

- What would be the best way to select characteristics?
- How should we implement the idea of the “marriage problem”?
  - Do you think it's possible with the current idea?
  - How would we save created characters into a database for future players?
- What would the best way to be to set up the class environment and game window?
- How would we structure and organize a code for all our in game functionality?

# Agenda

- Talk about the current idea/architecture of current idea (3 min)
- Get input/feedback from audience (7 min)

# Architecture Review

Find your perfect Softdes Partner!

# Gameplay (Currently)

User accesses game



Game asks for your  
Name & class year



Makeshift personality  
quiz



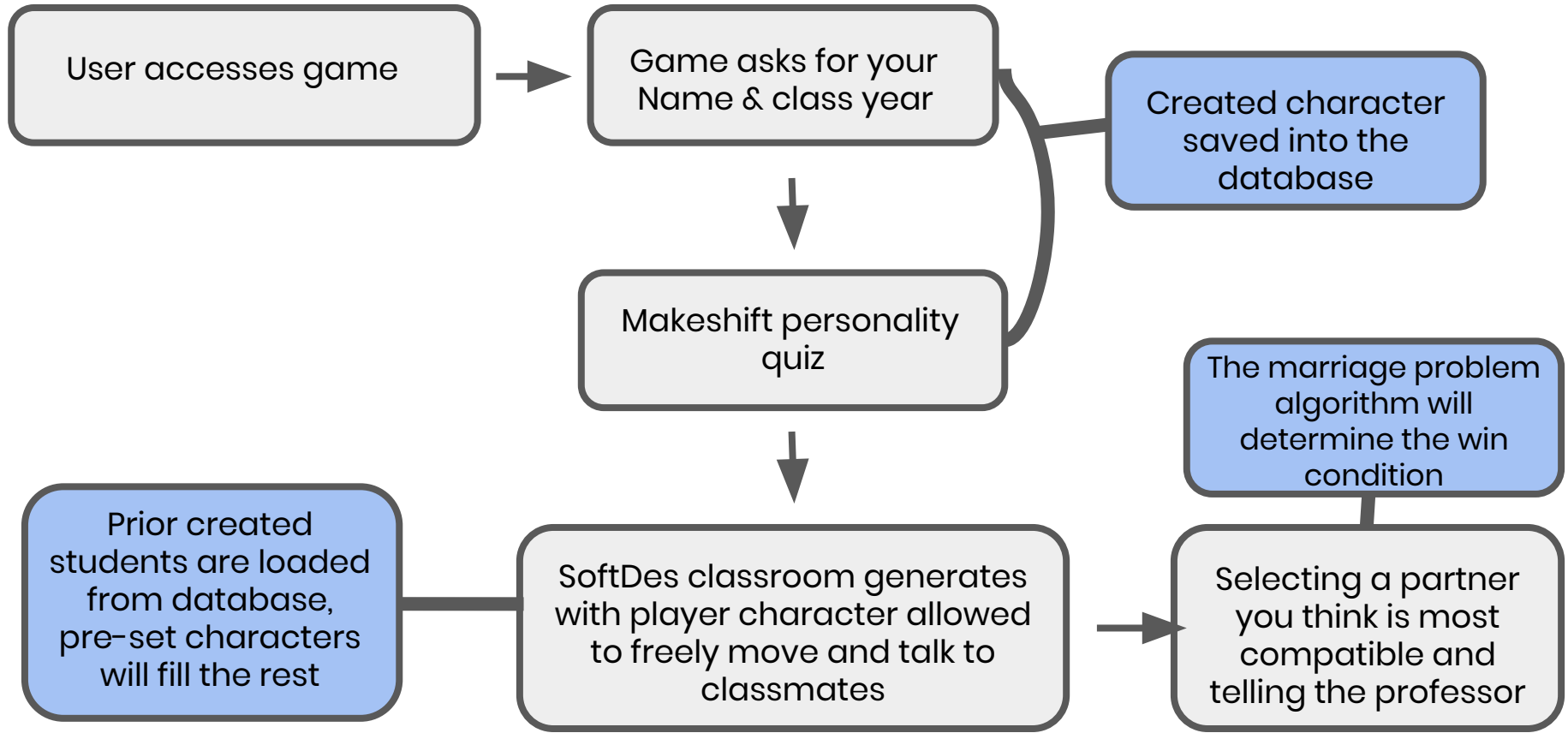
SoftDes classroom generates  
with player character allowed  
to freely move and talk to  
classmates



Selecting a partner  
you think is most  
compatible and  
telling the professor

## The End

# Underlying (Currently)



# Goals

- Create a fun and interactive game for others to enjoy
- A way to use the skills we've gained
  - Classes, Databases, etc.
- Implement the idea of the “marriage problem” and use the solution to get the unique ending for that runthrough.



# Technology

- Currently, we are writing the game in python with the intent of using pygame as the main way to run the game.
- Our game is split into three different files.
  - One file is the main file with several classes such as the Student/Menu/Tables/Player Character, etc.
  - The second file details the visuals of the classroom, and how the student moves through the classroom as they walk (it draws itself in as the player character moves)
  - The last file is the controller file, with the different keys/movements that are attributed to the player character in the game.

# Discussion/Main questions

- What would be the best way to select characteristics?
- How should we implement the idea of the “marriage problem”?
  - Do you think it's possible with the current idea?
  - How would we save created characters into a database for future players?
- What would the best way to be to set up the class environment and game window?
- How would we structure and organize a code for all our in game functionality?
- Is pygame the best platform for our game? Is there another platform?