Tarantino Observers  
Project Scope

January 21, 2022

# Overview

## Project Description

Tarantino Observers is a text-based action RPG that allows the player to play as a freelance observer of the Tarantino family, who explores certain biomes to research mythical monsters such as witches, Wendigo, etc. The more monsters they find, the more information that the player can view later on. The main twist of this game is that some monsters that the player runs into, the player has the choice of either peacefully negotiating with the monster or attacking and killing them if communications do not go well. As the player befriends these monsters, they will join the player’s party, being able to utilize their special ability. The player will start in a hub menu, in which they can choose from three areas to observe: Desert, Forest, and the mountains. Each biome brings its own sets of mythical monsters for the player to interact with, some being harder to befriend than others.

## Project Members

## Project Format

Due to Tarantino Observers being a text-based adventure, the game would strictly be Windows Form, Web, and …

## Deliverables

For monster dialogues, multiple flow charts will have to be delivered to better convey how each monster interaction will play out depending on the player’s choice. Also, a word document would be needed to show off all the weapons, artifacts, and items that can be found at each level.

## Database

There is no database in use for this project at the moment.

## Learning

After completing this project, I hope to gain a better understanding of how to develop multiple dialogue trees that give the player a different experience with every playthrough. Video Game replayability, personally, is the most vital aspect of any video game.