**Final Evaluation Proposal**

**Description:**

**Idea/Inspiration:** Animal Crossing, Ruinscape, LPS handheld digital game

Creating a 2d game, the player will be able to use WASD to control a character. Players will be able to enter houses, have an inventory which track items, quests from NPCs, random NPCs on the streets, and a train station. The game may offer sounds affects and music(W.I.P.).

The player will have a house which they can store un-used items in there (and save the game – I might add this)

An inventory which they can access the items right away.

Two different types of NPC

There will be a few, 2-5, quest NPCs whom offers quests for the player to complete, the quests will consist of actions like gathering resources and doing trades with other npcs

There will be a few NPCs, 3-5 randomly decided, when you enter the streets. They are interactable but will only prompt a few predetermined voice lines/text

There will be a train stating which is unlocked by completing a certain amount of quests, the train station will lead to a new play area which (could be fighting monsters, or new quests) offers the players a different type of gameplay other than just collecting and trading items

**Details:**

\*Many of the using functions(def), splicing([x]), variables, control flow(if else) and loops as a base for the game, it will be imbedded everywhere and therefore repetitive to mention it here

* [Loop/Graphics.py] WASD movement will use loops and graphics.py’s getKey()
* [Graphics.py] Everything will utilize graphics.py’s GraphWin to create places
  + When entering a new house, a new window will pop up, displaying the inner of the house
* [Dictionary] Storing items will use a dictionary and have the items as a name and the amount there is
* [Os.py] Saving the game might contain importing os.py, which I will have to learn
* [Dictionary] The inventory will be made using a dictionary, and if statements to limit the amount of item you can store
* [Graphics.py] The inventory will be activated using ‘i’ and it will utilize getKey() from graphics.py
* [Random.py] The quest NPCs will characters will request for a randomized item
  + The NPCs will also test for ur inventory to see if you have the requested item
  + The NPC will take the item using del[item] = number
* [Graphics.py] The random NPCs will have a list of text they will talk about when interacted with, this will use graphic.py’s getMouse()
* [Variable] Train station will be unlock with a quest completion counter

**LPS Hand Held Digital Game** (<http://www.ebay.com.au/itm/LITTLEST-PET-SHOP-LPS-DIGITAL-VIRTUAL-ELECTRONIC-GAME-A/121274164272>)

