Group 7 - Oregon Trail

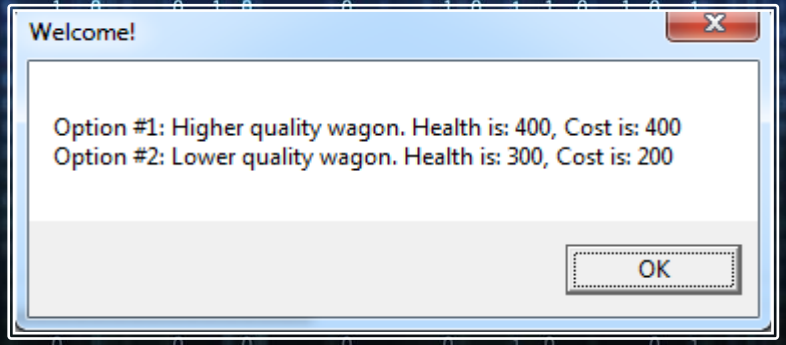
Luke Noramczyk, Quinn Roemer, Nickolas Lohn, Nabil Furmoli, Ahmad Furmoli, Cody Clark

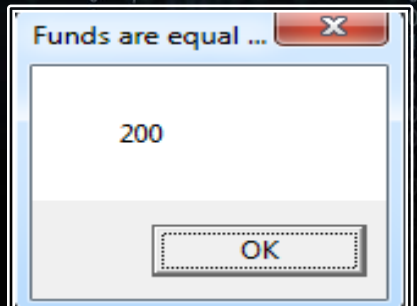
Oregon Trail(GamePlay)

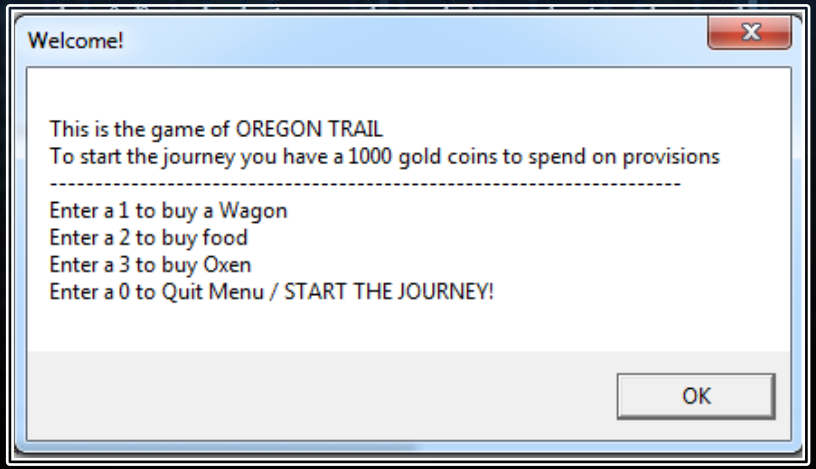
- Player takes on the role of a group of early American Settlers.
- Purchased items derives variables to be manipulated within the game.
- Scenarios determine the fate of the settlers.
- BATTLE against ECX determine outcome.

Main Variables:

- Food
- Oxen
- Quality of Wagon
- People (constant)







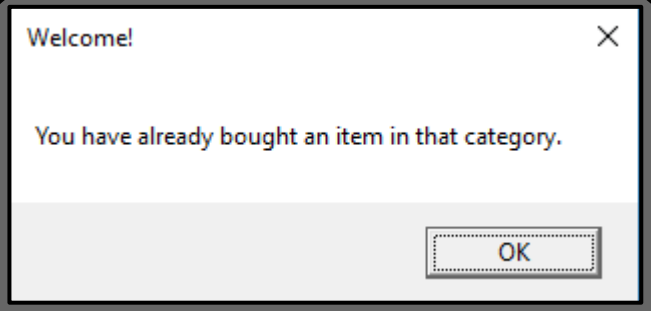
Coding Responsibilities

Input validation for the code menu.

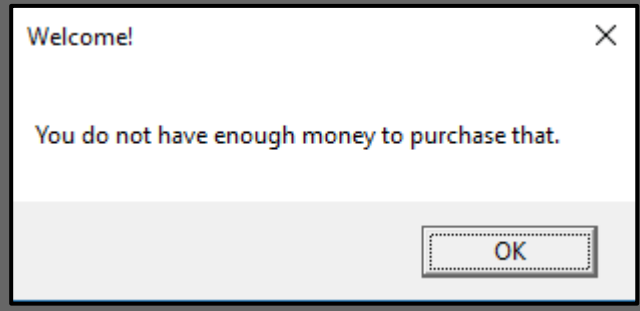
Create the codes framework.

Implement a procedure that can generate random numbers.

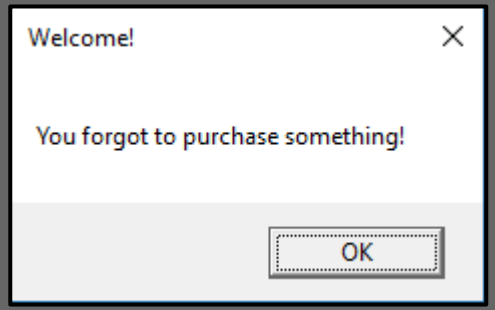
Input Validation for the Menu



Prevents the user from buying multiple items from one category.

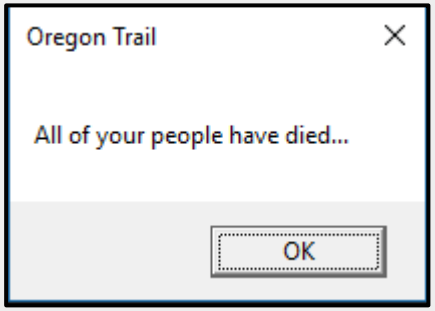


Prevents the user from buying items that are too expensive.

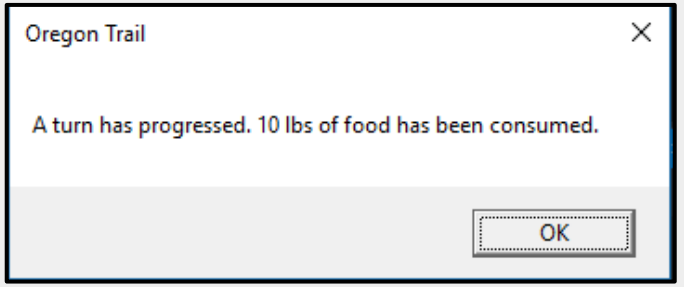


Prevents the user from leaving the menu before buying at least one of everything.

Coding the Framework

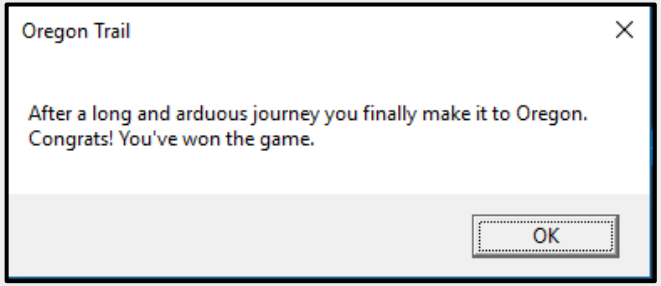


Informs the user that all of their people have died.



Informs the user that a turn has progressed.

Informs the user that they lost the game.

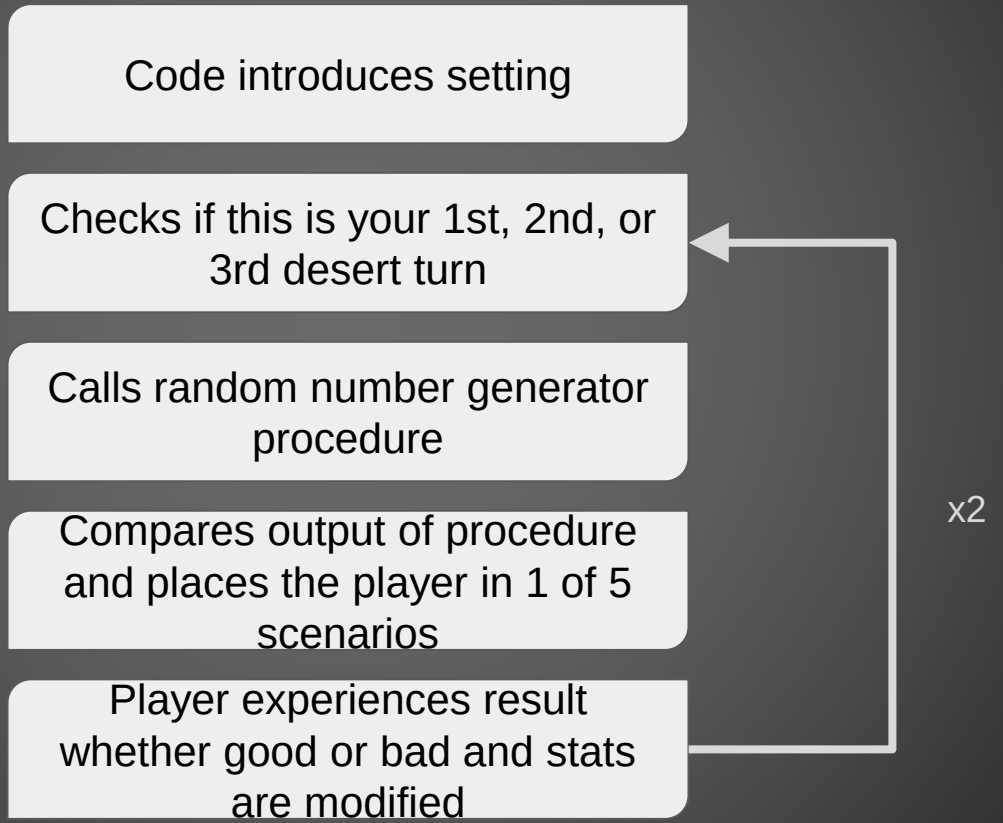


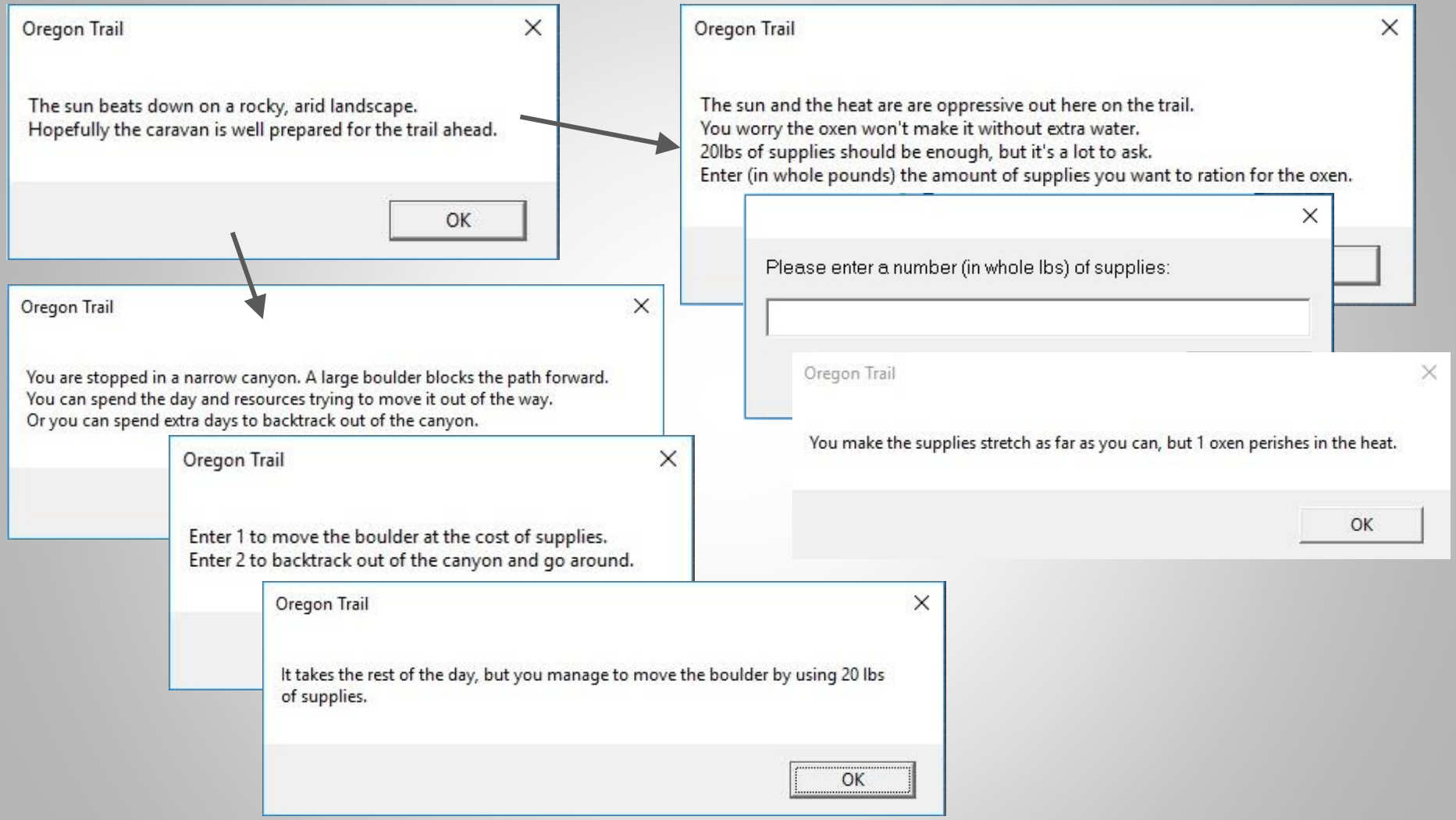
Informs the user that they survived the trip to Oregon and won the game.

Formula = A(Seed + lastRand) % mod

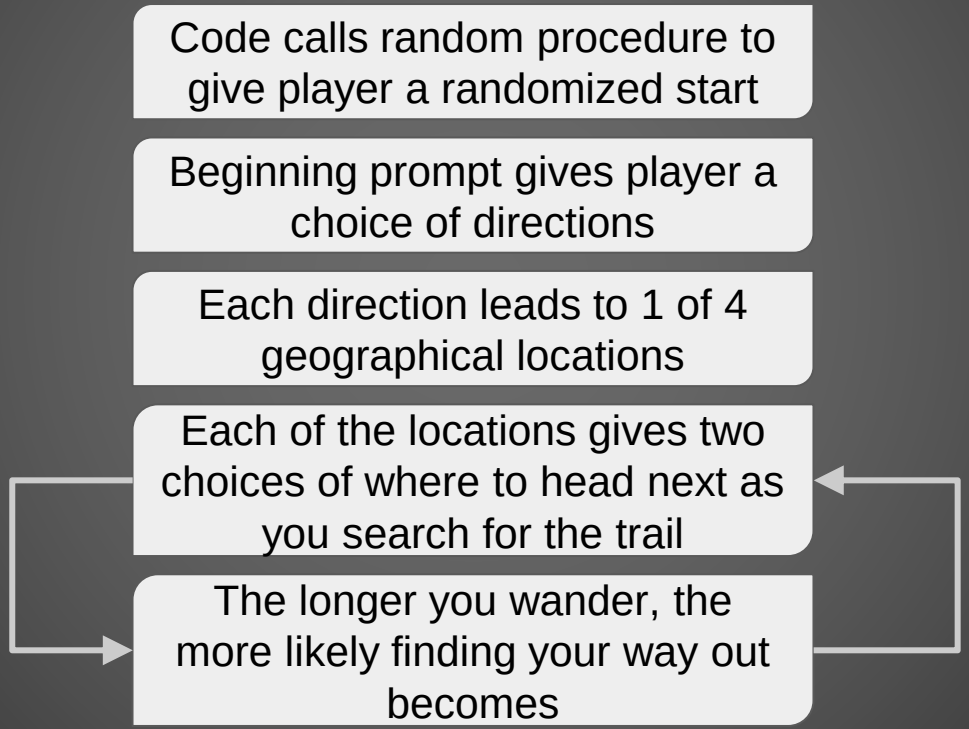
10	6	6	10	4
10	3	4	4	10
6	0	1	7	7
10	9	8	10	8
6	0	2	7	6
8	9	2	1	6
5	3	4	4	7
9	8	9	6	9
5	1	5	4	0
8	2	2	3	6

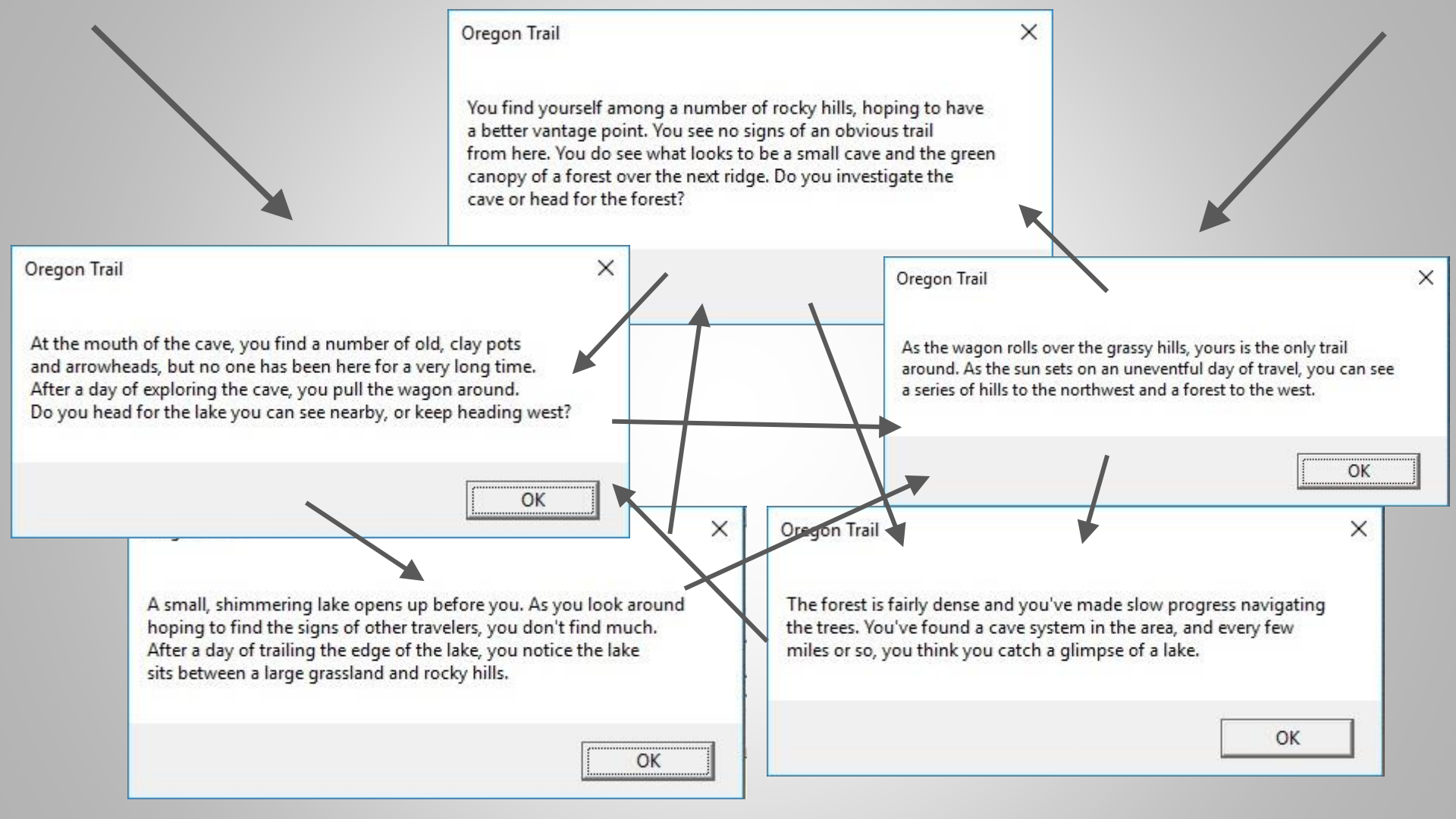
Scenario 0
The Desert Scenario




Oregon Trail
The sun beats down on a rocky, arid landscape.
Hopefully the caravan is well prepared for the trail ahead.
OK
Oregon Trail
The sun and the heat are are oppressive out here on the trail.
You worry the oxen won't make it without extra water.
20lbs of supplies should be enough, but it's a lot to ask.
Enter (in whole pounds) the amount of supplies you want to ration for the oxen.
Please enter a number (in whole lbs) of supplies:
Oregon Trail
You make the supplies stretch as far as you can, but 1 oxen perishes in the heat.
OK
Oregon Trail
You are stopped in a narrow canyon. A large boulder blocks the path forward.
You can spend the day and resources trying to move it out of the way.
Or you can spend extra days to backtrack out of the canyon.
Oregon Trail
Enter 1 to move the boulder at the cost of supplies.
Enter 2 to backtrack out of the canyon and go around.
Oregon Trail
It takes the rest of the day, but you manage to move the boulder by using 20 lbs of supplies.
OK

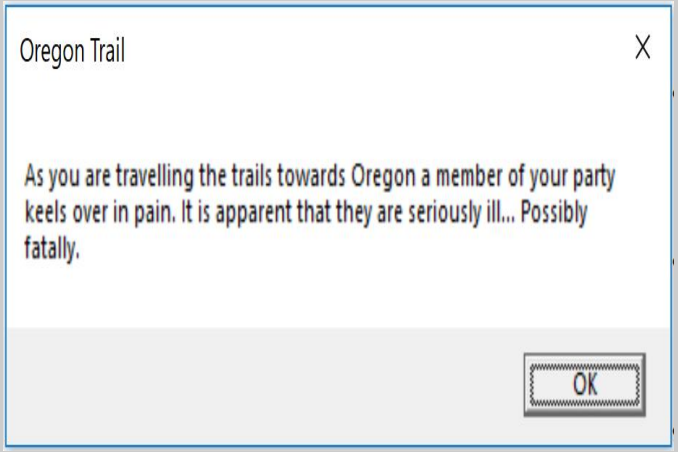
Scenario 5
The Lost Scenario




Oregon Trail
You find yourself among a number of rocky hills, hoping to have a better vantage point. You see no signs of an obvious trail from here. You do see what looks to be a small cave and the green canopy of a forest over the next ridge. Do you investigate the cave or head for the forest?
Oregon Trail
At the mouth of the cave, you find a number of old, clay pots and arrowheads, but no one has been here for a very long time. After a day of exploring the cave, you pull the wagon around. Do you head for the lake you can see nearby, or keep heading west?
OK
Oregon Trail
As the wagon rolls over the grassy hills, yours is the only trail around. As the sun sets on an uneventful day of travel, you can see a series of hills to the northwest and a forest to the west.
OK
A small, shimmering lake opens up before you. As you look around hoping to find the signs of other travelers, you don't find much. After a day of trailing the edge of the lake, you notice the lake sits between a large grassland and rocky hills.
OK
Oregon Trail
The forest is fairly dense and you've made slow progress navigating the trees. You've found a cave system in the area, and every few miles or so, you think you catch a glimpse of a lake.
OK

Human Disease: Ebola

I have developed 4 cases:
Each case is called according to the random number generated.



Case1: successfully overcame the disease and have survived.

Case2. The disease has affected 1 of your partners.

Case3. The disease has affected 1 of your partners

Case4. The disease unfortunately kills 2 partners.

Animal Attack: Wolves Attack

I have 10 cases developed since….

Case1: successfully overcame the attack and ever

Case2. Wolves eat one ox and wounds two oxes

Case3. Wolves eat two oxen and wounds two people

Case4. TWolves eat three oxen and wounds no people

……...

The most dangerous Scenario: Aliens Attack:

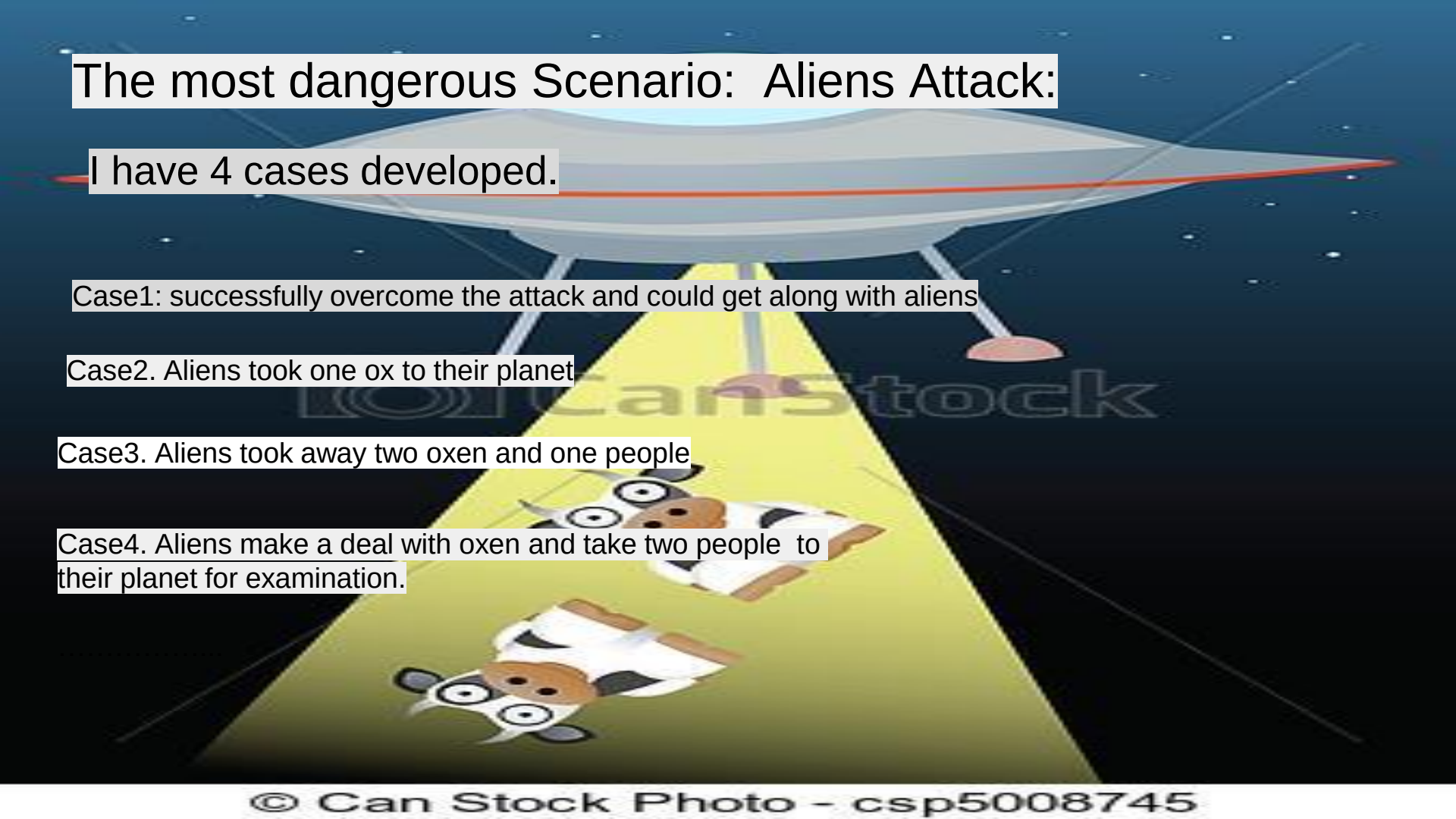
I have 4 cases developed.

Case1: successfully overcome the attack and could get along with aliens

Case2. Aliens took one ox to their planet

Case3. Aliens took away two oxen and one people

Case4. Aliens make a deal with oxen and take two people to their planet for examination.

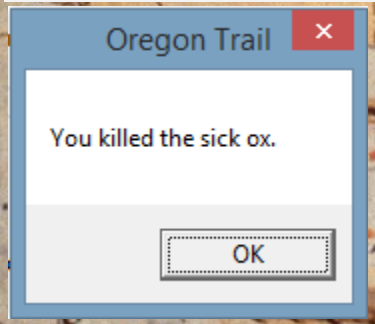


Cody Clark: Scenario 7 and 10

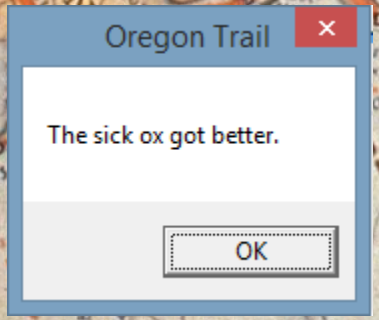
- General Structure is the same for both of these scenarios and emphasizes choice
  - Present player with the start of the scenario and a choice with numbers representing options
  - Input box for player to type 0 or 1 in order to choose what to do
  - Option 0 leads to a “safe choice” which will always have the same outcome and minor penalty
  - Option 1 leads to a “risky choice” which calls the randGen function
  - randGen function results in one of three outcomes consisting of no penalty, the same penalty as the safe choice, or a heavier penalty.

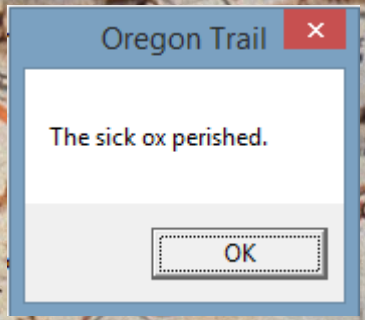
Scenario 7 (sick oxen) outcomes

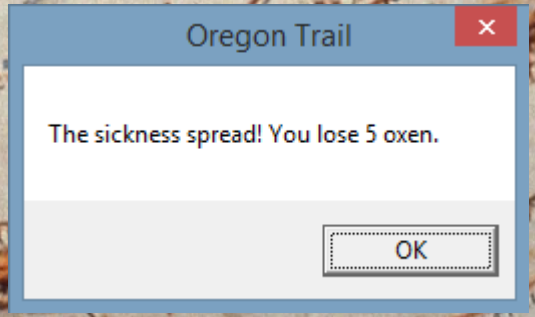
Safe Choice outcome:



Risky Choice outcomes:

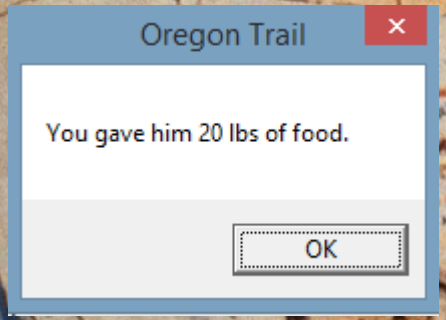




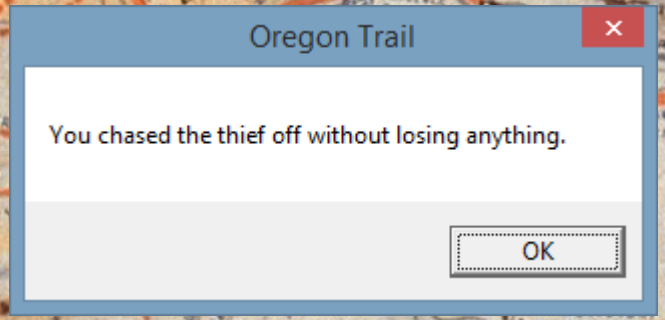


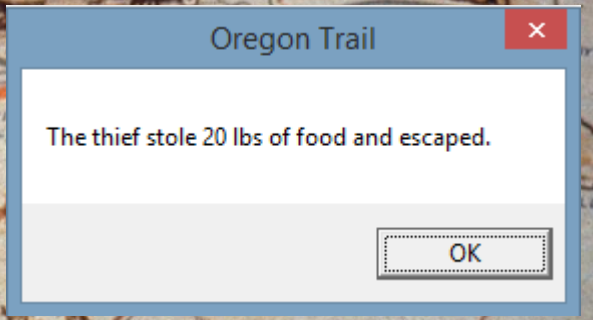
Scenario 10 (thieves) outcomes

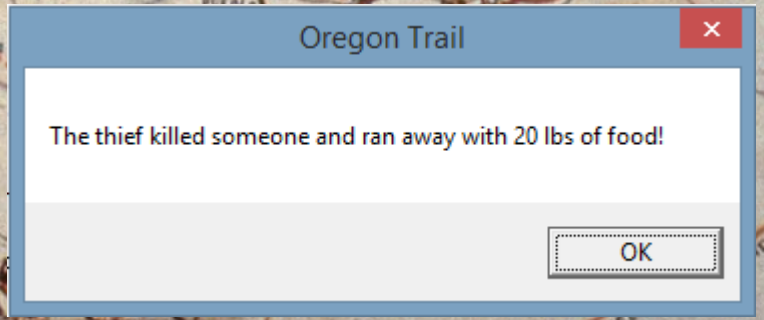
Safe Choice outcome:



Risky Choice outcomes:







Ahmad Furmoli

Will now demonstrate our code

Want to see our Code?

Enter this link into a browser and download it!

Note: Link is case Sensitive.

https://goo.gl/CvzHJm