Button Project

A Project by me, Dominic Wright

What is my project?

My project is literally a waste of time. It serves no purpose other than waste time.

I remember a version of this in an online pokemon battler game my friends and I used to play while we were younger, and in a random spurt of idea I decided to base my little "story rpg" around that small interaction.

I've always loved the idea of this, and I also struggled with trying to come up with an interesting and engaging story, everything I storyboarded felt either really awful or too complex for a text based system.

My motivation is really just being funny. I gave up on the idea of an actual story because it just wasn't fun for me to engage in.

How do thing work.

Well since this was a custom engine that my brother made for me, I was able to ask questions and fully pick it apart. The engine that runs the entirety of this game is essentially held within the 'class' operator. In my basic understanding of a class operator, it simply groups information together. So instead of logging something type, content, and boolean individually, with a class you can store all three of those values together and then search for the individual parts within it. It's like a table of sorts.

What works?

It all works exactly how I want it to work, and again that's because this was tailored specifically to me, there wasn't any extra fluff in this engine. I think it's playable and engaging in an "annoying orange" esque sort of way, so all in all I'm happy with it for the moment.

What doesn't work?

Well something that wasn't thought about was the possibility of having more than two options instead of only two. It can handle one button per prompt, but more than 2 it doesn't like all that much, and by "all that much" I mean it breaks the entire game.

Also, the engine works in "rooms" (it's what we called the containers for each set of dialogue and choice set). But it doesn't handle repeat rooms unless you add the room name to the list of rooms in the game again, which isn't a big deal, but it would be nice to call on the room without having to add it to the global room list again.

Future modifications

CSS - I'd like to find something more from the CSS. I really like these buttons, but it was hard finding the right balance of background without it distracting from what I wanted people to focus on.

Global Rooms - I want to have the program be able to read the room list without duplicates and be able to call on rooms in any order, and maybe even generate rooms.

More options - I want to be able to add a 3rd button, maybe even a fourth.