

Game Explanation

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Story Rough Draft

Start in woods where Alice finds weapon under water. Follows rabbit who appears only after Alice has found the weapon for class chosen. Fights bat while falling in hole. Bat drops a key. Test all doors for key. Key works on third door. Alice is too big. Search room, take key with because don't want to lose it. Find drink me on table. Check for poison. Drink and shrink. Key is on table. Find cake on ground. Eat and grow. Too big. Cry. Rabbit runs by again, sees Alice, drops little gloves and fan. Alice pick up gloves and shrink. Swim in tears to door. Go left or right. Left is race. Right is caterpillar fight. Blows smoke. Defeat and he drops mushroom (can now grow or shrink on command). Continue in forest, find Cheshire cat, get extra life. Move on to queen. Fight guard. Drops paint brush. Paint used as disguise to sneak up on queen and hear evil plan to turn all citizens and creatures into cards to be her servants (you realise the card guards were once creatures of the forest). Rabbit runs in, you notice a spade forming on his forehead. He tells you the only way to stop her and turn the cards back is to defeat her in a fight. If you defeat her, you become the rightful queen of the forest and can banish her. She overhears you talking to the rabbit and she turns her staff to him and immediately he becomes a card. He can no longer talk. The queen is angry and challenges you to a duel. You defeat her. The rabbit and all other cards turn back to their original form. You take the staff from the queen and have the choice to turn her into a card or banish her from the forest. You then ascend your throne and are crowned and the game ends.

Changes made to initial story

- Alice chooses class from her sister's book
- Key is found on a table in the hallway instead of being dropped from the bat
- Alice crying and Rabbit's gloves are omitted
- Caterpillar and Caterpillar fight are omitted
- Guard fight omitted
- Conversation with rabbit is omitted, he is briefly mentioned at the end of the story instead
- Instead of fighting the Queen, Alice plays her in a game of croquet
- Player doesn't have the option to banish the Queen after defeating her, she just runs off into the forest out of embarrassment
- Extra hearts can now be found throughout the game

Text Files Explained

There were five text files created for this game, (Bank.txt, RabbitHole.txt, Hallway.txt, Forest.txt and Castle.txt) one for each scene. These files contain any larger amounts of text for those scenes so that the code itself wasn't as cluttered with the story. The text files were read in at the beginning of each scene and each paragraph of the text was put into its own element in an array to keep the text organized and easy to use. After each scene, the previous text file was erased from the array before the next one was read in, so as not to use too much memory or overflow the array.

Gameplay

The game is designed so that users choose from a list of options instead of giving any option they want. This way, the game moves quicker because the user doesn't have to guess what their options are. I also wanted it to be easier to test for different answers, so I figured if I at least pointed the player in the right direction, I would have a bit of an idea what their answer might look like and I could then narrow the possible responses down to a few answers.

Classes Explained

I chose to make slightly different classes from what was listed in the requirements, as these were the categories that made the most sense to me at the time I started the project. I kept the game, locations, control, and inventory classes, but characters and actions were somewhat combined into the weapons and enemy classes.

Here's a brief description of what each of my classes does:

- WonderlandGame - This is the main class for this game. It creates a Locations object and deletes it when the game is over.
- Locations - This class holds the majority of the switch statements that determine which action to take based on the user's answer. It then calls the appropriate methods in the Control class.
- Control - This class contains the majority of the methods called by the Locations class. These methods are more specific to certain situations.
- Inventory - This class implements the bag and heart storage. All items collected in the game are stored here.
- Weapons - This class holds the weapon creation methods and the attack method.

- Enemy - This class holds enemy health and attack methods, as well as information about the enemies, such as their names.

Other Design Elements

- Hearts: The player starts with three hearts. These can be taken away in fights or by making a character unhappy. Hearts can be found in the tree at the beginning of the game, on one of the tables in the hallway, by winning the race in the forest, and by bringing the Cheshire Cat his name tag that can be found behind the bush above the rabbit hole.
- Fights / Mini Games: There is a fight between Alice and a fire-breathing bat while she is falling down the rabbit hole. This is a chance-based fight and the only action required from the player is to press enter after each turn. There is a race in the forest that can be won by answering all three math questions correctly. This will gain Alice a heart. At the end of the game, Alice can play the Queen of Hearts in a game of croquet. This is won by guessing the correct random number the computer has chosen, three times.