

Final Project Plan

Tuesday, April 16, 2019 8:52 PM

Project:

The project for this assignment is my studio II project, which is a text-based narrative mobile game. In this game, players can get to talk to a demon through texting, phone calls and other more complicated interactions with their phones.

Techniques in programming:

Services:

- I am going to use services as the main control of the gameplay.
- First, this is a "real-time" narrative game and will last for at least 7 days in real-life. Since it is almost impossible that we let players to keep the app open during all this time, reading the save record and saving the progress become very important. Services system can definitely give game designers more control in this part. It let programmer read all the saving files in a defined order and save all the changes in games before players turn off the app.
- Second, in order to make it easier for designers to playtest, and for players to go though the story faster if they are not patient enough, the game has a speed-up mode in which players don't need to wait a long time before they reach another plot. Services system can adjust this mode switch easily.

State Machine:

- State Machine is used for dealing with all the changes when switching from one scene to another
- The game has very limited scene acting very differently and will be switched frequently, state machine can be a very useful tool to deal with the install and quit of a scene. At the same time, since the number and the use of the scenes will not change much, the game doesn't need the state machine easy for expanding. A traditional state machine can just fit the job.

Manager:

- Manager will be used in any system that may be complicated enough and has several elements that needed to be adjust in the same time.
- Manager can control the cooperation of all elements in a system, providing other systems a reference to these elements and saving important variables for elements to use. The game has several system that may need these features. For example, texting scene need a manager to record all the keyboards, adjusting their behaviors and receiving the informations sent by keyboards.