

Alexander Levinson

Keith O'Hara

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Making a Game like Oregon Trail

I wanted to make a text-based adventure like Oregon Trail in TIC-80 using Lua, however making the story about creating a simple melody and harmony. I want the user to make choices of melody notes using the number keys. Depending on what keys the user presses, they will be taken to different game states. What path they take will be recorded and in the end, they will receive a harmonization (based on the recorded path) to the melody that they created.

When starting, the user will have two choices: to be

1. The Bad Music Student
2. The Good Music Student

(Spoilers)

The Bad Music Student will receive a random harmonization to their melody, regardless of what path they take giving them a very small chance of creating a nice-sounding piece of music.

At the end of the path of The Good Student, they will receive a tonally correct harmonization of the melody that they create.

I am using a state system (such as "if state == 145 then ...") which reacts to the keys that the user presses when creating their melody code.

I believe that most of the challenge of creating this project will come from me creating a tonally correct harmonization to a Good Student's melody. Top down future plan for this process:

- Iterate through the given code

- If an element matches a 1 (chord list?), return I chord

- If matches 2, return II chord

- If matches 4, return IV chord

- If matches 6, return VI chord

All returned values are put into a list and outputted.

Have the Bad harmony student's melody go on until they press 3?
(which will stop the progression).

Assign a random order of the available chords matching the length of their melody?

Problems:

I ended up running into a problem with button presses; having the state change when a button is released rather than pressed in what I had to aim for.