TEXT BASED GAME IDEA PRESENTATION

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MILLIONAIRE

Idea 1

OVERVIEW

- Based on the TV Game Show "Who Wants to be a Millionaire"

- Objective is to get as many points as possible by answering multiple choice questions

RULES

- Total of 15 Questions

- Each question harder than the last but also carries more points

- Player Loses the game if he/she answers a question wrong

- Player Wins the game if he/she answers 15 questions correctly

- If a player is unable to win, he may set a high score that he or another player may beat

GAMEPLAY MECHANICS

Text is Printed on Screen using functions like gotoxy(),setw(),etc to print in an attractive way


```cpp
#include<iostream>
#include<iomanip>
using namespace std;
int main()
{
    cout<<setw(10)<<"Hello"<<setw(10)<<"World";
}
```

E:\DevC++\setw.exe

```
    Hello     World
--------------------------------
Process exited after 0.08071 seconds with return value 0
Press any key to continue . . .
```

GAMEPLAY MECHANICS

Questions are generated randomly using a function to print an element from an array of text elements

Array 3
300 Points

Question 1	Question 2	Question 3	Question 4

Array 2
200 Points

Question 1	Question 2	Question 3	Question 4

Array 1
100 Points

Question 1	Question 2	Question 3	Question 4

For question one,
Function(Array1[random(3)])

GAMEPLAY MECHANICS
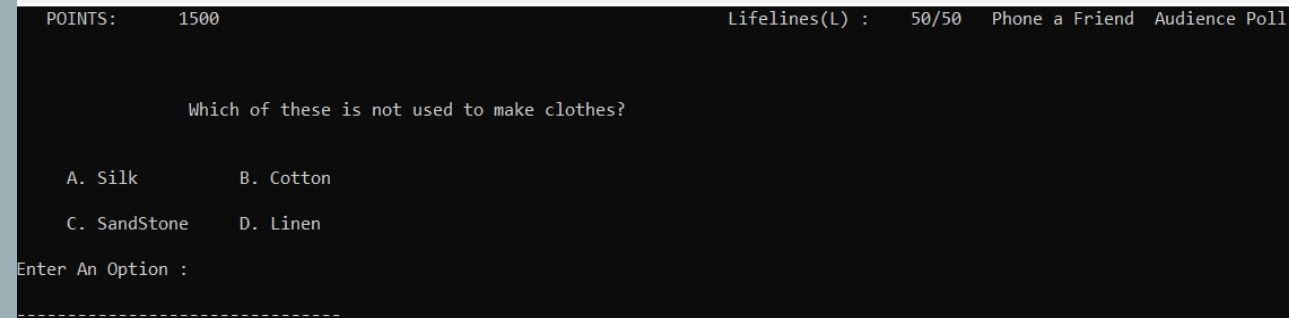
Example Screen

Image of TV Show

Image of Game

QUESTIONS?

HANGMAN

Idea 2

OVERVIEW

- Based on the Sketch and Paper Game of the same name
- Objective is to guess the name of a country, one letter at a time
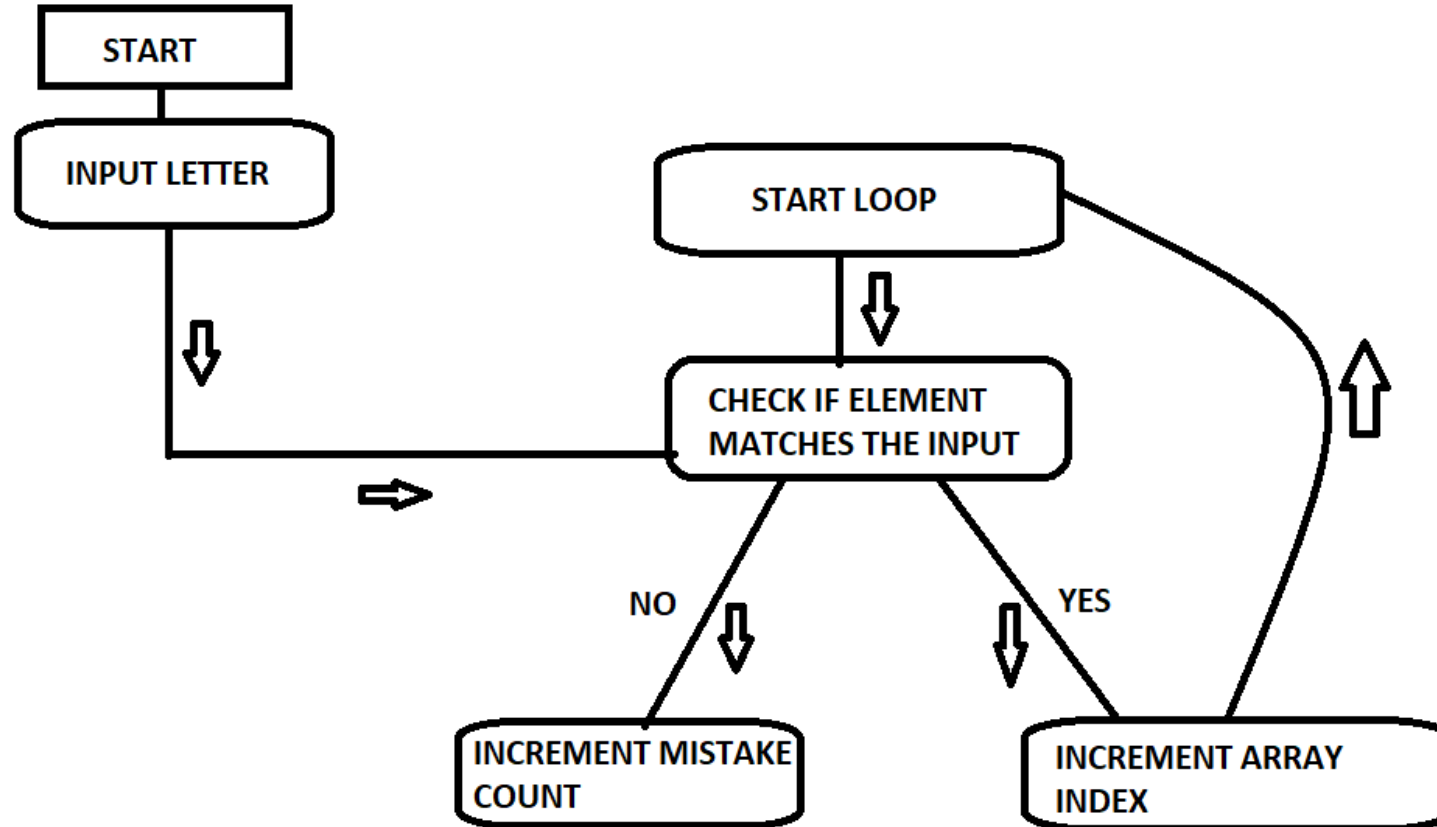- If the Player guesses a letter 5 times, he loses the game

RULES

- Player has to guess the name of the country, one letter at a time
- Every time a player guesses wrong, his/her avatar moves one step closer to being executed
- Player can make 5 mistakes before being hanged
- If the player can guess the word before being hanged, he/she wins the game

GAMEPLAY MECHANICS

- A country name is generated randomly from a structure which contains character arrays that contain Country names

- When the player enters a letter, the program checks if that letter is in the country name using loops.

- If the letter does not exist in the name, a mistake point is awarded and the character is one step closer to being executed

LOOP LOGIC

START

INPUT LETTER

START LOOP

CHECK IF ELEMENT MATCHES THE INPUT

NO

YES

INCREMENT MISTAKE COUNT

INCREMENT ARRAY INDEX

QUESTIONS?

FRESHERS' DAY

Idea 3

OVERVIEW

- Story-Driven Gameplay

- Inspired by the famous text based game "Hitchhiker's Guide to the Galaxy"

- Objective is to gain the trust and appreciation of fellow Classmates and Teachers

NARRATIVE

- The story takes place on the first day of college

- Player meets new people, and attends classes

- Classmates and Teachers form an opinion of the Player based on the Player's interactions with them and the performance in class tests

- Story ends at the end of the day, when class is dismissed

GAMEPLAY MECHANICS

- Variables are used to store the current "Appreciation value" for each character in the game

- Switch...Case is used to offer multiple ways for the player to interact with a certain character or deal with a specific situation

- Class tests are Performed through implementing Logical and Mathematical Operators (Eg: To solve math Problems)

- Performance in the Class tests also affect the Appreciation Value of certain characters (Especially Teachers)

- Final Score Determined by considering the Appreciation values of every characters at the end of the day

QUESTIONS?

THE END

Thank You!