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| Macintosh HD:Users:AldrinJerome:Projects:DocumentTheDragon:company_logo.pngRaidrin |
| The Lost Vessel |
| **Underwater Journey** |
| Version #01  All work Copyright © 2013 by RaiDrin Games.  All rights reserved. |
| **Aldrin Jerome Almacin** |
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| May 18th 2013 |

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**Version History**

### May 19, 2013

[**Merge pull request**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/4d6abe53712124784ead1f6b3d263547880aa123)[**#1**](https://github.com/aldrinalmacin/DocumentTheDragon/issues/1)[**from aldrinalmacin/feature/csv\_test\_files**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/4d6abe53712124784ead1f6b3d263547880aa123)[**…**](https://github.com/aldrinalmacin/DocumentTheDragon/commits/master)

[**Test data csv file is added. The test is now run 1000 times divided i…**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/8838ac136402423e9a7f4a4b45243232bf9fd480)

[**The file to test the random chances of winning the game is set**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/c13de2f6aa6c4f4b7180864d8141c9390ef048b2)

[**Added date modified**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/d78b33acf5a2aecacc9999c188122fcebc71b94e)

**May 18, 2013**

**[Fixed the bug concerning the the selection of 3 outside node 2](https://github.com/aldrinalmacin/DocumentTheDragon/commit/195dbf98ce4d9e044fd773050ca96f18184351f7)**

[**The story line all changed**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/c0a7d50811067e34adc416a4390dfcf5ddc6d791)

[**The story when selected the back of the ship is updated.**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/68e0ea179ee3ed127e266f1fa9f7895740617d9b)

[**Changed name of template. company logo added**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/b34eb6e9deb4791a2b5a73f5f59cb02faff432c8)

**May 17, 2013**

[**Removed unneeded files**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/f4397909bfabee0e475d520798c8f52d3cc248a4)

[**Internal documentation done**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/d57063f8b846ae0843cc8abdc2605d3dd08af1cc)

[**Added extra comments**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/d1639938cbb1a710b141637392ad135ffe1883ba)

[**Comments comments comments**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/d0f363b73f40bcf2b7c185126e843e86e5787d22)

**May 16, 2013**

[**The user can now go back from node 2 to node 1**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/748c7f0bf17a6fc6dd97f468e970c0ecd70a02e4)

[**Uncommented commented lines that are part of the program**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/5de68e0904a6642600989a33cf18f759f4a7357a)

[**Version 3 added. Refactored the get choices.**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/5dffd446a3149f4e3fc67715eb2aaf1b466ff08b)

[**Renamed the files**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/9146f7c51c0f1e4d339ee0f83994be3c6731740c)

[**Added header for 2nd version**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/dda561c5f13e0f632d800d8e914fdaec34d4eed5)

[**Added program header**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/923ed56c807d7911c7f44fc8b3213a56c74b4514)

[**Before changing the choices type**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/a5f15317d8151f35af652593d36d168be11ff516)

**May 14, 2013**

[**Added set dragons method**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/c2aea9fe12c62f85f808874909e6631be58b37a0)

[**Changed the final message to a narrate**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/4efeefd2448296930d85332cbabc384707980e7f)

[**File name of dragon3.py changed to theShipGame**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/ff4befae904a31bc0d2933f9c3622cb437ac31e6)

[**Added more into the stories**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/7a30972fee20bfce2f479d7fffb8a410a57fc0eb)

[**Added positive and negative endings**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/c46f9e07630df161b1eb77628838e437e2419d13)

[**Changed array initialization to avoid confusion**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/315ff5740a0ceb542f6168afa7cfb8a1ecca7f77)

[**Added story line**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/1f108742f7637c38d4ac7cbf65d827bb96148655)

[**Finished the arrays**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/b9f0ea0ed23387419d05e2712199040d12e478a1)

[**Cut the 2 line print into 1**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/1f639f1299864a724d3db414a32faf247d32b783)

[**The While loops are changed so that an assignment is not done before …**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/7e43879084f5d8d39afcc3c67838f4285eb1d58a)[**…**](https://github.com/aldrinalmacin/DocumentTheDragon/commits/master)

[**Dragon program now working**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/eeb3919647f36c39e58f49bb19341f1f68cbdac5)

[**Changed how the dragon program is implemented**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/8e001e5dda8a791fd4133a7a96dd946b1dbaca35)

**May 13, 2013**

[**Added a space on prompt**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/91c6f9cb8a1431c2e518715a45ea05498519b9eb)

[**Changed story and game style**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/31b67c692dd22888c9224ce5235dbb051fe92095)

**May 11, 2013**

[**Added templates provided.**](https://github.com/aldrinalmacin/DocumentTheDragon/commit/ef42b6f4b69bb54c57cfe5a654dbc17d7e75a0a9)[**…**](https://github.com/aldrinalmacin/DocumentTheDragon/commits/master)

**Game Information**

1. **Game Overview**

*The lost vessel is a game where the user is a scuba diver looking for a lost vessel. The user is faced with scenarios in which he needs to decide on what to do next. His decision will affect the outcome of the game. There are 8 possible outcomes in this game. Seven of which are negative outcomes. The negative outcomes cause the user to lose the game while the positive outcome makes the user win the game. Every time the game is played, the user always has 12.5% chance of winning the game (1/8). The reason that the positive outcome is randomly assigned is to make the game unpredictable.*

1. **Game Play Mechanics**

*The user is always given an option depending on the scenario. Whatever the user decides to choose will be used to determine what the outcome is. When the user is deciding for the second decision (after getting in the ship) he has the option to go back outside the ship. But after the third decision is selected, the game will then be over and the outcome will be shown.*

1. **Story Index**

*The story is about you as a scuba diver in search of a lost vessel in the middle of the Pacific. The game begins after you found the vessel that matches the description you are looking for. You then decided to investigate the vessel. And this is where your adventure begins.*

1. **Future Features**

*Add an actual GUI for this game.*

*Add more decision nodes.*

*Add special items that can be used to help the user win.*

**TEST INFORMATION**

1. **The ship testing**

*Used to check how many times the user wins the game. The main purpose of this file is to make sure that the user gets a fair chance of winning the game after randomly setting the positive outcome. It shows how many times the user may win the game after 100 tries.*

1. **Test-data file**

*A CSV file where the data generated when the test is run is saved. Each time the test is executed, the contents of this file will change. The reason this file is added in Github is to show real data to anyone who wants to look into how many times a user will win the game.*