

CPSC 2720 FALL

# Youth.txt



Altair

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# Introduction

“\*Whoosh\* You are a young man/woman in highschool. The modern world has been hard on you and you have had to transfer into a new school on your last year of highschool. This is your last chance to make the most of your precious youth before it is all gone in 20XX. Get good grades, make friends, and find romance the sky is the limit. However anything can happen at school and your choices may lead to a fulfilling life or a bleak future.”

That is our summary story of our game called Youth.txt. It is a slice of life-esque, role-playing, dialogue-based game that involves social simulation scenarios throughout each day(turn) in order for the created character to become the ‘perfect’ student against time management. It also incorporates a touch of dating simulation, trivia, and non-fictional lifestyle as the game is set on a modern setting, adding the real-life atmosphere to the game.

## Installation

The programmers at Altair have offered multiple ways for users to install Youth.txt. This section will go over the two ways to operate Youth.txt. The first way is to download codeblocks version 17.12. Below are detailed instructions on how to accomplish this goal.

- 1) Open up a browser and type [www.google.ca](http://www.google.ca) in the URL address bar.
- 2) We will now put codeblocks download in the search section



codeblocks download

- 3) Proceed by selecting the first search result. This should be “Downloads-Code::Blocks” at <http://www.codeblocks.org/downloads>
- 4) We will continue by selecting the “Download the binary release”
- 5) For simplicity we will be selecting the “codeblocks-17.12mingw-setup.exe from sourceforge.net
- 6) Finally we follow the installation wizard for completion

The second installation is for the unix environment.

- 1) Go to the path that the game is stored. For me this would be the following Documents/text-based/Altair
- 2) Now just type in the command “make compile”

## About the Programmers

Aldrin Azucena, William Hughson, Brian Cruz came together to form Altair. Each individual is currently post-diploma transfer students for an assortment of colleges from across Alberta. While attending the University of Lethbridge each student was enrolled in Practical Software Development. This course required team Altair to construct a text-based adventure game. Therefore, the resulting project resulted in the construction of Youth.txt.

## Basic commands

| Command          | Example  | Description   |
|------------------|--|---|
| ENTER            | “Welcome to Team Altair’s game called youth.txt” | The game is designed to give the player the ability to read the game a sentence at a time. The enter key will be used to move onto new sentences.                                   |
| Choose yes or no | “Do you want to go outside?”<br>“Yes”<br>“No”    | The game will have a lot of choices that will require the players input. It will print out the valid choices and the user will be required to select one of the choices to move on. |

## New Game, Load Game

At the start of the game the player will be prompted with the following sentence “To start either type “New game” or “Load Game. Of course if you’re not feeling up to it you can just say Exit”

- 1) If the user inputs New Game this will create a new game

2) If the user selects Load Game it will load the saved file

## Save Game

At the end of each turn the user will be prompted with a sentence asking if they would like to save the game or not. If they choose yes this will save the game. If they choose no the game will not be saved.

## Getting Hints

While in Youth.txt the user will be facing many problems. Therefore, Altair has implemented the ability to get a hint on what the user should do. However, this is only offered at certain sections of the game. This is because we still want the user to experience the game and not be dependant on the hints throughout the game.

## Quitting the game

The users will have the ability to quit the game by entering ctrl-c or typing in 'Exit' when prompted at the beginning of the game

## End Note

Good luck student! We hope you choose well and study hard. We at Altair have complete faith that you will be able to conquer the school system.