

# Choose Your Own Adventure

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# Description

- Story-based choose your own adventure game
- My game is called "Explore the Spooky Forest"



# Features

- Background images
- Sound button
- Start over button at the end of the game



# Planning - User Stories

- Players can choose a game from the home page so they can play it
- Players can make and submit a choice, which will then redirect them to the next page of the game



# Planning - Database

- Game table - lets you choose which game you want to play
- Storyboard table - has the text for each page, the options, and the ID for the next page



# Technology Stack

- Language: C#
- Visual Studio
- ASP.Net Core MVC
- SQL Server database
- JavaScript, Bootstrap, HTML and CSS



# Demo



# What I Learned

- Data Seeding
- Input audio, wwwroot folder
- Using Layout and ViewStart
- SQL Server





# What's Next

- Electron app for both desktop and mobile
- Fine-tune 'Next' button so it redirects to the current page instead of the Index page if someone clicks it without choosing an option

