**Summary Report**

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Functions

* Choice() [Choice.cs, line 11]: Allows us to make a choice in the story
* Clothing() [Clothing.cs, line 69]: Allows us to choose a type of clothing from the wardrobe for the character to wear.
* InportStoryfile() [GameData.cs, line 31]: Takes a text file and puts it in the narrative section of the game interface
* initilizeGlamorHobosAdventure() [GameData.cs, line 52]:
* initilizeStory() [GameData.cs, line 79]: Initializes the story with the correct files
* Hero() [Hero.cs, line 21]: Creates characters in story with all of their attributes
* starterOutfit() [Hero.cs, line 82]: gives the user a default outfit
* addToWardrobe() [Hero.cs, line 151]: Adds new clothes into the user’s usable wardrobe
* dressHero() [Hero.cs, line 172]: Puts clothes on hero
* updateDrawImage() [Hero.cs, line 216]: Draws hero with current outfit
* changeShirt() [Hero.cs, line 228]: Updates shirt image on hero
* changeClothing() [Hero.cs, line 237]: Updates clothing image on hero
* Item() [Item.cs, line 13]: Makes a new item
* Minigame() [Minigame.cs, line 19]: Initializes a new minigame instance
* start() [Minigame.cs, line 27] [Story.cs, line 209]: Begins minigame; returns true if won, false if lost; begins story
* Occurance() [Occurance.cs, line 10]: Initializes an occurance with a name, description, and image
* Main() [Program.cs, line 15]: Begins game
* Story() [Story.cs, line 17]: Initializes the story with story text, choices on or off, and images
* updateImageArraySizes() [Story.cs, line 30]: Makes arrays to hold different aspects of the game
* addMiddleCharacterImage() [Story.cs, line 52]: Makes character image visible
* addBackgroundImage() [Story.cs, line 67, 75]: Inserts background image
* addForegroundImage() [Story.cs, line 81, 90]: Inserts foreground image
* imageArrayVisibleLoop() [Story.cs, line 95]: Adjusts position of image on background
* addOccurance() [Story.cs, 126]: Creates occurrence in story
* next() [Story.cs, line 223, Form1.cs, line 81]: Progresses through story text, checks for minigames or occurrences, checks for image change
* last() [Story.cs, line 227]: Ends story
* findItem() [Story.cs, line 303]: Makes occurrence where item is found
* branchStory() [Story.cs, line 318]: Branches story
* addMinigame() [Story.cs, line 329, StartPage.cs, line 101]: Starts new minigame
* Form1() [Form1.cs, line 23, 30]: initializes Form
* Form1\_Load() [Form1.cs, line 41]: Loads images into the form
* checkForImageChange() [Form1.cs, line 113]: Positions or changes image along with the story
* occuranceSwitch() [Form1.cs, line 176]: Makes popup widow when occurances occur
* showMultipleChoiceRoutes() [Form1.cs, line 186]: Makes popup window for story branching
* selectNextStory() [Form1.cs, line 238]: Lets us select a new story when there isn’t actively one running
* StartPage() [StartPage.cs, line 22]: Initializes game components
* DressUpContest() [DressUpContest.cs, line 18]: Initializes dress up games
* fillClothingSectionBox() [DressUpContest.cs, line 42]: Shows clothing user has in wardrobe in listboxes
* changeIndividualClothingItems() [DressUpContest.cs, line 90]: changes an individual clothing item on the character

Screenshots