Directoropolis

Name of Game

Directoropolis

Name of Developers

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Target Age

High School and Older

Narrative

You, Linus, are a very heavy sleeper. You wake up and at first everything seems normal, but as you start moving around and perceiving the world around you, you see it is in ruins. Unbeknownst to you, Godzilla has ravaged the city of Directoropolis that you and your friends call home. As you talk to the people in your town, they are willing to teach you all the commands you need to rebuild their homes and businesses and get life back on track. Finally, it is up to you to take on the beast himself to protect Directoropolis once and for all.

Instructions

1. Type ". start" in order to start the game, it will set everything up for you and take you to the starting area.
2. Use "ls" to see what is around you, and "cat ______" in order to read things.
    - Running scripts and reading with "cat" are the basics, you should learn them quickly.
3. Enjoy, have fun, and learn some Linux!

Traits of the Game

Purpose

To introduce people to using a Unix environment to navigate the file system and make basic changes such as adding, modifying, deleting, moving, and restricting files, all in an environment where this learning feels like a game, while still being a genuine terminal.

Constraints

We had to confine the entire game to that which can be displayed and inputted on a typical Unix terminal, as we assume the user has nothing other than that. We also had to design it for beginners. The only assumed knowledge is enough to move the file into their directory (or locate it if it is already there) and to read the README file.

Conflict

The main source of conflict in Directoropolis is the wreckage created by Godzilla prior to the start of the game, the rebuilding of the town after that, and then the boss battle against Godzilla at the end of the game. This allows us to tie all the components of the game into each other.

Directoropolis

Reward Structure

As the player progresses through the game, they will be rewarded for successfully completing tasks by being allowed to move on to the next stage of progression through the use of Non-Player Characters (NPCs). Additionally, we implemented an achievements system to accompany the player and to track significant accomplishments, which will hopefully motivate the player to continue progressing. And, of course, the boss battle at the end is a reward for having learned all of the tricks in the game.

Growth

The player learns more commands by progressing through the game and talking to NPCs. Each one has a certain area of "expertise" that is taught to the main character to help him overcome specific challenges. He must then implement those skills in order to solve the problem that part of the town is facing. After successfully solving problems, new areas will be unlocked and NPCs will offer new information, thus allowing progression.

Winner

In our game, the player always wins as long as they progress, complete the tasks as required around the town, and can defeat Godzilla in the battle. If not, they can go back and try again, assuming they didn't break anything.

Concepts Learned

1. cat
    - To read signs and gain static information
2. cd
    - To move between rooms, streets, and parts of town, and to find specific places.
    - To create new files
3. Run scripts with .
    - To trigger NPC interactions and complete achievements
4. ungz (alias of "tar -xcf")
    - To untar rubble, which "rebuilds" destroyed buildings
    - Ungz is the alternative for "ungunzip" but also represent "un-godzilla" in the game
5. mkdir
    - To build new building complexes
6. Tab Autocomplete
    - To simplify interactions with lengthy names
7. mv
    - To move buildings back to where they belong
8. rm
    - To remove files, and eventually Godzilla
9. chmod
    - To change Godzilla's file permissions to allow you to defeat him