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IST 261

Ceres

Spring 2019

Solo Project Proposal: Text Adventure Game

**The project I want to work on is:**

I plan to create a text adventure game with a GUI using Java Swing. I’m still trying to decide whether I want to do an Indiana Jones-esque story or come up with an original one. I’ll probably do a little bit of both.

**I want to work on this project because:**

I recently watched Black Mirror: Bandersnatch which is a make your own adventure movie based on a kid who wrote text adventure games in the early days of video games (think commodore 64). I’ve also always wanted to make a text adventure game since they seem simple to create, but hard to refine. I think it will be a challenge to make something fun and engaging for a user who is only given button and text controls.

**To successfully complete the project, I will need to improve my Java skills in these areas:**

I’m not a habitual coder, as evidenced by my submissions for the first couple assignments in this class, so I will need to hone what skills I have in order to complete a project like this. I’ve never had any formal education regarding data structures, so I will need to improve my understanding of them before I can successfully implement a “Map, Set, or Queue”.

**I will need to learn new Java skills in these areas:**

Somehow, I have never actually used Swing. I know that at University Park, most of the early 100 and 200 level coding courses in IST teach Java in conjunction with Swing, but I transferred here from Penn State Abington, where we did not use Swing.

I plan on learning and using Swing throughout my project to make a clean GUI for my game.

**I will have the following challenges to overcome in implementing my project using the MVC design pattern:**

I’m a little rusty on what elements of a project should be contained in each of the Model, View, and Controller classes, but once I iron that out and apply it to my text adventure game, I think it will be smooth sailing.

**Explain whether and why you will use Swing or Fx to complete your project. How familiar are you with Swing and Fx? (Realize that if you use a GUI editor (e.g., the one in NetBeans for Swing or SceneBuilder for Fx) that you are own your own as far as help goes.)**

As I mentioned above, I will be learning and using Swing for this project because I think it will be easier to implement and modify, and it fits the theme of a text adventure game a lot more closely in my opinion. I have a lot of experience with FX, but I believe it’s time to learn something new.

**Why should I believe that you can complete the project you propose on time, with working code that demonstrates the features you will promise for each deliverable?**

Because I want to get a decent grade and graduate this semester.