

## CMPS 112 Final Project Proposal

**Team:** Eggy Interactive

**Team Members:** Yunyi Ding, Brian Lin

### **Project Description:**

The purpose of this project is to compare the implementation and viability of text adventure games in different programming languages. We plan on implementing RPG elements as well as randomization, such as random areas and random encounters, so the gameplay won't be linear. The purpose of this project is to explore the possibilities of making games in different languages and to discover which game features were better implemented in which language. We've decided to use Haskell and Java for implementation. If we have extra time, we will also implement in JavaScript (through conversion from Java, not from scratch) to make it interactive through webpage using HTML.

### **Time Budget:**

Because this project has a creative aspect, a part of the work time will have to be put into writing the gameplay/story. This is estimated to take probably about fourth of the work time. We also predict that implementation in Haskell will be more difficult and therefore take more time than implementation in Java. We plan to work 6-10 hours a week both together and individually, resulting in 30-50 hours in 5 weeks.

### **Timeline:**

**Week 5:** Plan out features, gameplay, and story.

**Week 6:** Implementation in Java and Haskell simultaneously

**Week 7:** (continued from last Week 6)

**Week 8:** Polishing the game and writing the report

**Week 9:** Buffer time and/or JavaScript and webpage implementation

### **Risks:**

- Certain features may be extremely difficult or impossible to implement in one or more languages. - We will have to decide whether to cut the feature or not.
- We haven't planned out the actual game, so we might make the scope be too large or too small.
- Bugs - those that we can't fix as well as ones we miss