Crowned Voyage

# Project Overview

Crowned Voyage is an adventure game with 2D graphics with 3 levels. Each level has a different difficulty and enemy (mob). The protagonist in this game is attempting to find the Legendary Golden Crown that their father had previously lost. They spend the journey fighting monsters and trying to retrieve the Crown. At the beginning of the game, the main character meets a bunny named Mushu that owns a traveling cart. He is the sole character that the player can converse with. The user can buy health potions (coffee) from him, with the Julles (currency in the game) that one wins by defeating the enemies. During the first meeting between Mushu and the protagonist, Mushu gives the main character one free health potion. It is also discovered later on in the game that Mushu is trying to create a potion that enhances the strength of the person who drinks it.

The user starts off the game with 100 HP, while the mob’s HP is randomized. Each round, the range of the mob’s HP increases. The health of the user carries over after each round, so if in round 1, they lose 25 HP, in round 2, they would be left with 75 HP (100 HP-25 HP) for the second battle.

During the battle, the protagonist can choose between 2 options: attack and heal. Regular attack takes out between 20-30 HP from the mob, whereas the critical hit, which arrives every two rounds, takes out between 40-60 HP. However, the main character must wait 3 turns before initiating this type of attack (power attack). The mob’s attack power increases after each level; level 1 damage is randomized between 3 HP and 8 HP; level 2 damage is randomized between 12 HP and 22 HP; level 3 (boss) damage is randomized between 15 HP and 35 HP.

In the first level, the user fights against a bunny (mob) which attacks with its limb. If the protagonist successfully defeats the bunny, the bunny is shown dead while the main character is rejoicing. If the bunny defeats the protagonist, the graphic shows the character lying on the ground dead while the bunny stands over him. In level two, the user fights against a fish, which attacks with a jet of water coming out of its mouth. If the protagonist defeats the fish, the fish is shown dead with X’s for eyes. If the fish defeats the main character, the user is shown drowning in water headless while the fish is eating their head. In the final level (boss), it is discovered that Mushu is the one that possess the Legendary Golden Crown. He drinks the potion he’d been working on to enhance his strength. He extends his face

to attack the protagonist like a boomerang. If the main character defeats Mushu, the boss is shown as a slime puddle due to the fact that the potion is defective and the one who drinks it ends up melted as a puddle. If the user is defeated, Mushu is seen eating the protagonist’s leftover arm.

# Project Reflection

In this ongoing project, the group has made significant progress in completing majority of the goals and tasks. The first goal was to finish all tasks listed in the Gantt Chart, which includes Brainstorming, Coding, Graphics, Report, and Dialogue. The group, as of June 7th, 2017, has completed the Brainstorming and Graphics tasks. Alex and Olivia are presently working on the Coding and Dialogue, while Gladys and Carina are working on the Report. All tasks are to be completed by June 14th, 2017. The program is set to be finished by the 13th, while the Report is set to be finished by the 14th. The other tasks such as the Brainstorming and the Graphics was finished earlier than expected. The Brainstorming was supposed to be finished within 7 days (1 week), however the team finished in 4 days. The Graphics, which was supposed to be an ongoing task, was completed within 11 days (less than 2 weeks).

During the Brainstorming session, the team planned to use numerous features and functions for the program. For example, the functions were supposed to be used only for the Graphics, but are now also used for various statements. If-else statements are now used throughout the program, whereas during the Brainstorming, the team had stated that if-else statements would be used just for the user’s choice between attack and power attack in game. For loops are being used for the same purpose they were assigned to (counting between power attack), as well as different interactions between the character and Mushu depending on the amount times they choose to visit the travelling cart. While loops, which was only supposed to be used for the HP of the user and the mob, is now being used throughout the entire game. List is still being used only for inventory (ex. HP, balance, etc.). String is now being used for Dialogue. The 2D Graphics (in function), which were originally supposed to be simple, eventually became very detailed.

Altogether, the team made changes that overall improved the creating process of the program. The group is extremely satisfied with the completion and the progress made in regards to their goals.

The team had plans to expand the game if there was time left over, however, as of June 9th, 2017, they are unsure on whether or not they will be able to accomplish it. The expansion of the game includes adding more levels (2), adding the choices of buying different weapons (from Mushu), having the enemy drop specific items with a percentage to the amount of times they are dropped, etc.

# Documentation

Having invested a significant amount of time in Crowned Voyage, the team has numerous ideas to how they can provide a future direction for this game. A few ideas include: enabling the user to level up, allowing the user to fight the previous mobs, and allowing the user to save their progress. The group would also like to make the files for the program much neater and more efficient (adding more functions, etc.).

In regards to the overall structure of the program, there will first be a tutorial/level 1 as to how the user can play the game. Afterwards, the user is introduced to Mushu and the travelling cart, where the character will receive a free coffee (HP). The user is able to return back to the travelling cart after each fight. After being introduced to the travelling cart and Mushu, the user enters the level 2 battle, where they discover a boat; they then set sail. While at sea, the protagonist encounters an extremely large fish (mob). They then proceed to fight, and depending on whether they lose or not, they either continue to the travelling cart, or they have to restart the game. If the main character wins the battle against the fish, they return to the travelling cart to discover that Mushu is gone. Mushu then reappears and voices his true intentions/his backstory. It appears that, in Mushu’s past, his village was attacked by the protagonist’s father’s army, who was searching for the Legendary Golden Crown. Even though they had failed to do so, Mushu has sworn revenge against the descendant of the leader who controlled that army. Since then, he has been gathering information from hunters/customers who stop by his shop/travelling cart. The protagonist and Mushu then proceed to fight, where Mushu drinks a potion that enhances his physical strength. Depending on whether or not the main character wins or not, the protagonist either gets the crown, with Mushu melting into a puddle due to the drawbacks of the potion, or Mushu ingests the user into his stomach.

In terms of any ongoing maintenance issues, Alex and Olivia have not added any comments to either files as of June 9th, 2017. As of June 13th, they have been completed. They are also planning to add the comments once the program is completed. For suggestions which can improve the future development of Crowned Voyage, Gladys and Carina can proceed to help in the Coding and Dialogue, now that they have finished the Graphics and Brainstorming.