Drink Up, Ya A**hole!

Overview:

This game is a drinking game that mixes the ideas behind Russian Roulette and the Wisest Wizard. The user can play with many people or by themselves. Before playing the game, the user must have present beer, some kind of whiskey, and a delicious liquor of their choice. The game progresses in a fashion similar to the Wisest Wizard where there are a number of levels and the player must beat each level and after a given number of levels there is a boss that the player must fight. Each level consists of a Russian Roulette style of level where you have a number of options with hidden consequences under each option. Each progressing level will make it harder for the user to choose a 'lesser evil' from the options and therefore should get exponentially drunker as the game moves on. Each boss will come every 3 or 4 levels and will be composed of a number of multiple choice style questions of varying difficulty that should also become more difficult as the user consumes more beverage from previous levels. Basically, a player wins if they can make it to the end and beat the final boss; actually, anyone who plays is a winner in some sense. So, DRINK UP, YA A**HOLES!

Scenarios:

Scenario 1:

Steven Ronaldson is a college graduate student is in need of some brilliant idea to change the world. He has heard that drinking alcohol can give people really intelligent and impulsive ideas. Steven is willing to give this theory a try. He has heard of this really cool drinking/video game combo that is quite the rage with all the cool kids right now called 'Drink Up, Ya A**hole!'. Steven hops on his computer and heads over to Github and pulls the repository of the project and compiles the Jack code onto his archaic PC that's running on the HACK CPU. He fires up the game and gets the necessary beverages ready for his epic game. Steven then embarks on a two hour long journey though the game. By the time he finishes the game (as well as getting a Top 10 score), all sorts of great ideas are flowing through his head; he heads over to his fridge and writes down the best idea of the night on the 'to-do' whiteboard and passes out. He wakes up the next morning and sees what could possibly be the most awesome idea of all time scrawled across his 'to-do' list: "Make a beer and sammich machine!". And thus, the Beer-N-Sammich machine was created.

Scenario 2:

Arnie Dadrink is a very irresponsible college student who'd rather get wasted than write code for a virtual machine. Right around the time his classmates are pulling all nighters to hack out code, he's browsing the web for new exciting drinking games. He happens to stumble onto a game written by two very very responsible students that would entertain him and get him boozed up. He decides his schoolwork isn't that important and starts the game. He gets a screen with the name of the game (Drink Up, Ya A**hole!), and a set of instructions that informs

him to go acquire some beer, whiskey, and a liquor of choice. He gets so excited as he runs to his "beer 'n' sammich machine" (<= which is the best invention of all time) he trips over his school books. After obtaining the necessary "equipment" he begins the game. After choosing a multitude of options and a few boss fights later he beats the game to become the wisest wizard of them all. After all the intense game play Arnie becomes hungry. Knowing he is way to inebriated to get up from his seat he remembers that his beer 'n' sammich machine can be remotely controlled to deliver sammiches. After eating what he thinks is the greatest sandwich in the world he passes out and fails to wake up in the morning to go to class.

Screen Specifications:

Intro Screen:
A set of instructions and rules are displayed, there is a text box for the user input a name, and there is a button start the game.

Level Pages:
For each level there will be a set of "tiles" for the user to select from, each one with a different consequence that the user will have to do when selected. The user must complete whatever the tile tells the user to do before they click the 'Level Completed' button. When they press this button they get to move onto the next level or boss.

Boss Pages:
A group of 3 or more questions are displayed, after a few seconds multiple answers will be displayed allowing the user to select what they believe the answer to be.
On correct answer, the user gets a point added to their score.
On incorrect answer, the user receives no points.

Once all three answers have been answered, the cumulative score (between 0 and 3) from the boss determines the severity of the amount of drank needs to be drunk in order to beat the boss. The less points you score the more the player will have to drink.

Scores/wrap-up page:
After the game is beaten, this page will display the high scores (number of drinks consumed??) of other players as well as a button to replay(not usually advised unless user can still read the buttons), and a quit button.