This game is an adaptation of the classic Oregon Trail game for 15-112. The main issue I saw with Oregon Trail when I did my competitive analysis was that the player didn’t have enough of an influence on the game. To solve this, for my game I put a lot more emphasis on passing each Quiz and QuizX.

So all of my classes are broken into separate files. The Quiz file contains the quiz class which generates, draws, and handles all of the Quiz’s. The same is the case for the QuizX file. The disease file contains the handlers for the various events that can occur while traveling. Finally, the character file contains the character class which draws the characters, keeps track of their status and also contains the method to decide whether or not each character gets a “disease.”

So if you look at my UI you can tell that it’s not the best UI in the world. The reason for this is that I wanted to maintain as much of the nostalgia of the original Oregon Trail as possible and one of the ways in which I was able to do that was by maintaining the relatively blocky and simplistic graphics characteristic of Oregon Trail.