**Oregon 112 Proposal**

My project is going to be named something along the lines of “Oregon 112” and be a game based off of the classic game “Oregon Trail.” The game will be centered on a small group of friends and fellow students as they struggle through the living nightmare that is 15-112. Of course dysentery isn’t really a thing at CMU (I hope) so there are going to be some major adaptations of features to a more 112-esque game.

In the Oregon Trail, there are several key features which I am replacing: Health, food, towns, and hunting. In lieu of the health of each character, each character will have a grade value which will decrease as a result of various events starting at an A and decreasing until it hits R, at which point the character “dies” (drops out of 112). Food is replaced by energy/stress, which decreases naturally over time and also as a result of special events like homework, quizzes, bugs in code, or other general life events and increase as a result of things like completing homework, acing quizzes or getting extra sleep. You can also spend energy to do things like go to office hours or do individual studying to increase your grade. Towns will be replaced by weekends where you can spend your energy to go to office hours and do homework. At each weekend, there will be a homework task and you get to decide how much energy to spend on each homework for what grade. So say you have 100 energy units, you can spend 5 to almost pass the homework, 10 to pass, and 20 to ace the homework. The hunting aspect of Oregon Trail will be replaced by quizzes which will occur before every town. In these quizzes, you have to shoot down various questions to score points and avoid grade impacts.

The main issue I saw with the original Oregon Trail is that outside of the start of the game, the difficulty choices never really mattered. In my game, there are going to be several classes such as “CS major” and “Athlete” which will open up different opportunities at each weekend. For example, Athletes will have the option to go play sports with friends or work out to replenish energy. In addition, different events will have different energy costs based on the class of the player. An example of this would be that while an athlete class would spend 20 energy units to ace the homework, a CS student would spend say 10 energy units to ace the homework.

My game will not use any modules outside and tkinter. The main reason for that is that graphically, Oregon Trail is not a demanding game and I don’t really need the features which pygame would provide. There is a possibility that I might add background music at some point but at this current point in time that is a secondary feature.

I’ll see you on the trail friend.