

CIS 162 Project 5 (Part A)

Game Design

Due Date

- at the start of class on Tuesday, July 14, 2015

Overview

Project 5 is divided into two parts. The first part (Part A) requires you to design an original adventure game. There is no coding required. You will turn in a few pages describing the various components of your game. Part B will be assigned later with detailed instructions of how to write the application. Part A is worth 10% of the project 5 grade.

Adventure Games

You will design and later implement a text-based adventure game. These games allow a single player to move through a virtual world collecting items and performing actions that lead to the possibility of winning.

For example:

- An astronaut moving from one planet to another.
- A Walmart customer locked in a store.
- A GVSU student moving through campus.
- Adapted scenario from a book, movie or video game.

Sample Introduction

- You are at Grand Valley State University. You have to find out where your lab class is. To find this, you have to find the Student Services Building and pickup a class schedule. You then need to find the exam room. If you get there and you have found your textbook somewhere along the way, then you win.
- You are lost in a dungeon. You meet a dwarf. If you find something to eat that you can give to the dwarf, then the dwarf tells you where to find a magic wand. If you use the magic wand in Mystic Cavern, the exit opens, and you get out to win.

Minimum Game Requirements

- At least eight rooms/locations
- At least four items
- At least one item too heavy to carry, 20 units or more
- At least one edible item
- Condition(s) that end with the player winning (required) or losing (optional)

Game Description

Provide the following information for your game using the provided headings in your typed document.

Game Summary

Provide a brief summary of the background and goal of the game. This will serve as the introductory message of the game. An “interesting” game will have multiple locations with a variety of connections between them. Create a maze-like environment that will be challenging for the player to navigate.

Room Descriptions

Describe at least eight rooms/locations with the following information: a description, an optional item, an optional character and zero or more neighbors. Rooms can have an unlimited number of neighbors in unique directions. For example, a room could have neighbors to the “east”, “upstairs”, “outside”, “southwest” or any other direction. Write the description to be preceded by “You are”

Kitchen

Description: “in a kitchen with peanut butter smeared all over the counters”
Item: “jar of peanut butter”
Neighbor(s) “east” to Dining Room
“outside” to Yard

Item Descriptions

Describe at least four items including: a name (one word), a description, a weight and whether or not the item is edible. Write descriptions to be preceded by “You see”

Jar

Name: “jar”
Description: “a jar of peanut butter”
Weight: 4
Edible: true

Basic Actions

The basic game has the following commands. You must create **two additional commands** that make sense for your game

- Help – displays hints and descriptions about the game
- Pickup – player attempts to take the item in the room assuming the item is not too heavy.
- Eat *item* – player attempts to eat an edible item that is currently held. Player will no longer be holding the item after eating it.
- Leave *item* – leave the requested item in the current room. Player will no longer be holding the item but must be holding it to start.
- Show – display description of the current room
- Backup – return to the previous room
- Inventory – display list of all items currently held by the player
- Move *direction* – attempt to move from the current room in the requested direction. There may, or may not, be a room in the requested direction.

Additional Actions – describe two additional commands (of your own design) beyond the basic actions. Perhaps you can throw something? Shrink something? Make invisible? Wave a magic wand? Say a magic word? Jump over something? Swim? Fly? Use your imagination!

“Game Over” Conditions

Describe the condition(s) where the player either wins (required) or losses (optional). For example the player has to be in a certain room holding certain item(s). Your conditions can be more complex.

Game Map

Show a map of the rooms and arrows indicating if they are accessible from each other. Label the arrows with the direction. Your map can be hand drawn if necessary but an electronic version will be more professional. An “interesting” game will have multiple locations with a variety of connections between them. Create a maze-like environment that will be challenging for the player to navigate.



Turn In

A professional document **is typed and stapled** with an attractive cover page that includes your name, a game title and an interesting graphic or photograph related to the game. Provide the subheadings and format described above for each category.