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## Team Rigel

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# <Adventure Game>: Mid-point Check

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## SUBMISSION CONTENTS

Included in Mid-Point Check:

- <Adventure Game>: Mid-point Check (TeamRigelMidpointCheck.pdf)
- <Adventure Game>: Game Guide (Game Guide.pdf)
- Code for <Adventure Game> (TeamRigelCode.zip)

## PROJECT STATUS

Team Rigel has now completed what we refer to as the “base game”. The base game is the foundation and overall structure of our game. It possesses full functionality in all components and features required for complete game operation.

This includes:

- The mechanics for player movements
- The generation of and interaction with rooms, objects, items, menus
- The generation of and interaction with separate windows all within the same console window, each with its own content and user accessible and inaccessible content
- Test suites for all existing objects
- The developer console, called at the tester’s discretion, to track the details of gameplay and system responses during manual testing

In the remaining weeks we will implement what we refer to as the “Expanded Game”. This is essentially the interior decorating to the structure of our base game. The expanded game possesses unique rooms containing puzzles for the user to solve. The expanded game is the final product which allows the user to truly enjoy gameplay rather than simply pilot the mechanics of the structure of the game.

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The features of the expanded game include:

- Finalizing the overall plot
- The creation of 15 unique but co-dependent rooms to makeup the world map
- The creation 4 additional unique items. Examples may include...
  - Bombs
  - Portals
  - Trapfinders
  - Invisibility Cloak

## HOW TO COMPILE AND HOW TO PLAY

Instructions for the methods necessary to compile <Adventure Game>, as well as instructions for gameplay, may be found in Game Guide.pdf . This document also contains descriptions and other details about the base game.

## MILESTONE ACHIEVEMENTS

As previously discussed, Team Rigel has completed the Base Game. But, what does this mean in comparison to the milestones we set in the Project Proposal? Let us review these milestones for completion:

- **COMPLETE:** In-depth plan for executing <Adventure Game>.
- **COMPLETE:** Establishment and implementation of team member's coding environments for compiling and running C++11 code and g++ in Linux, group GitHub repository as well as use of git for version control and code coordination, Google Docs repository for non-code related project tools and resources.
- **COMPLETE:** Four unique windows displayed in one console. In fact, we have five. Each window has different content and varying degrees of user interaction. The user may switch between the context of the World and Inventory window, as well as see in real time the changes game play makes on the contents of the Narrative and Status windows.
- **COMPLETE:** A playable character which can be moved with user input in at least a single space, with at least one item object, and at least one world object.
  - **COMPLETE:** World Window Milestone. Tiles which are accessible and inaccessible to the player, world object which may be interacted with, and items which may be picked up and dropped with the item's appearance appearing and disappearing in real time.
  - **COMPLETE:** Inventory Window Milestone. Items may be picked up and dropped, appearing or disappearing in the listed item in the inventory window in real time.

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- **COMPLETE:** Narrative Window. Textual information is displayed when the player enters or moves around a room or interacts with a world object. Also provides details of items when the Inventory Window is the current window.
  - **COMPLETE:** Status Window. Displays the equipped item and Player's HP.
  - **PARTIALLY COMPLETE:** Movement between various spaces by means of doors is complete. There are three out of three world objects and four out of eight unique item objects completed.
  - **INCOMPLETE:** Puzzles. The puzzles are the fun, actual "game" part of <Adventure Game>. This is what will be the primary focus of our remaining weeks.
  - **PARTIALLY COMPLETE:** Game Manual. Attached with this document is the Game Guide. It contains instructions for compiling and running <Adventure Game>, as well as a controls guide. We will be adding to this with the description of the goal of the game and walkthrough in the coming weeks.
  - (Optional) If we desire, we may also implement independent object movement in the form of either a timer which is not dependant on player movement or a world object (such as an enemy) which moves independent of the player. These are stretch goals which are not milestone but rather feature that we are interested in pursuing is time permits.

As you can see, although the puzzles and the related unique rooms and additional items required to implement the puzzles are still awaiting development, Team Rigel has completed over half of our required milestones. This puts us in a solid position to continue development of the expanded game and complete the final game before the assignment due date.

## WHAT'S NEXT?

In the remaining weeks Team Rigel will:

- Build 15 unique rooms
- Create 4 additional unique items
- (Optional) Pursue stretch goals
- Finalize Plot
- Finalize Game Manual
- Create Project Poster
- Create Final Report
- Create Project Demonstration

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## RESOURCES

### Mid-Point Check Formatting

[Hula: Mid-Point Check example provided by Instructor](#)

### ncurses

[ncurses library](#)

[Creating an Adventure Game with ncurses](#)

### C++11

[C++11](#)

[Makefiles](#)

[G++](#)