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TECH 276 Final Project Proposal

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For my project, I intend to start with a very large idea, giving me plenty of room to implement interesting extra features and to challenge my own programming skill, while also leaving me room to easily downsize if I need to. In order to create a world that I can work with this way, I intend to have some “resources” that follow the player, as well as other “minigames” that have their own local resources. The best situation I can think of where this would be good is a trip to Las Vegas.

The game will begin with an animation showing the backstory: several college seniors deciding whether or not to skip their day of classes to go to Vegas followed by an animation of them piling into a car and driving through the desert. They have to stop and camp for the evening, so an animation of this happening will be shown, followed by a set of choices. This is the “tutorial” phase. The player will be given a short tree of choices, only two-three decisions long, all of which return to the car but each of which provides a unique short minigame, probably basic versions of the minigames available in Vegas.

After the tutorial is done, the drive to vegas continues and then the player and friends arrive at the entrance of a casino. There is a switch statement here, giving a large variety of choices. The main one is “enter the casino”, while the others are things like “check into a hotel”, “buy liquor”, “go to a restaurant”, “get married”, etc. Each of the secondary choices will lead to short events that change “stats” or resources, then eventually lead back to the casino entrance. Stats will affect how later events change each of your resources.

Once in the casino, there will be a relatively complex tree of decisions (probably 3 levels deep), and along those paths there will be the opportunity to play several games. I hope to implement blackjack, roulette, slots, and a wheel of fortune. There will also be non-gambling minigames like shots, darts, flirting, or whatever else I can come up with. Each game will be round-based and allow you to continue or leave each time.

The important elements of the game are the “resources”, which are values connected to the player (possibly for each friend as well, depending on how excited I get). These resources will include money, energy (or awakeness or something), sobriety, food (or hunger), luck, charisma, and maybe others depending on the minigame. Some will be shown (notably money) and others hidden. The goal is to survive the whole night in vegas, and balancing your (and maybe your friends’) resources is essential to this, with consequences for having too much or too little of some of them. Running out of money is the easiest way to win, but it’s a bitter victory.