

Corey Palmateer

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Intro to Unix

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Lark Project Document

Game Title: Welcome to U*&^@x!

Developers: Corey Palmateer and Trevor Eckhoff

Target Age: 13-99

Purpose of game: To teach players the basics of Linux in game-format.

Narrative: In the golden year of 2020, there is another problem to add to the list. A virus known as Divoc-91 has been detected inside the ember portal and is creating multiple issues within the system. It is up to you, the administrator to fix the issues and eliminate the virus before it ruins your computer and spreads to other's computers.

Instructions:

This game is a single player experience.

- **Purpose:** Eliminate the Divoc-91 computer virus and fix the damage it has done to the user's computer before it destroys it and spreads to others
- **Constraints:** The player plays the game using the command lines and are limited in the commands that they can use. If the user uses any commands that they are not explicitly given, they may potentially break the game
- **Conflict:** The Divoc-91 virus: No one knows who made it or why, but it doesn't matter, because it only has one function: to corrupt and destroy every computer it meets
- **Rewards:** If the players finish an encounter without going down a rank, they will go up one to a maximum of 5
- **Growth:** Over the course of the game, the player will be given multiple new commands to allow for more variety in their arsenal
- **Winner:** The game will have multiple endings based on performance

List of Skills and Concepts Learned:

1. How to display text files using cat
2. Creating files in Linux
3. Moving files to another location
4. Linking data
5. Changing the read, write, and execute permissions of a file
6. Sorting and displaying specific parts of a file.

7. Using /dev/null
8. Using absolute and relative path
9. How to remove objects from a file system
10. How to run files and scripts in Linux

Cut Content:

- Originally planned to have a life system instead of ranks, but we found it would be tedious for players to have to start all the way from the beginning of the game, so we decided to scrap it
- Planned to have kill and jobs be useable commands, but it wouldn't work because the specific encounter they were to be used for was sleeping.
- Also, apropos, vim, and man were suggested, however, we couldn't figure out how to implement them into our game
- Originally, the Divoc-91 virus would have malicious files as its minions, which would act as the encounters throughout the game. However, we found that this did not give us enough variety with the Linux skills and commands, so we scrapped them in favor of puzzle-based encounters