

Apocalyptic Merchant Navigation/Dialogue Scenario

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“Main Menu”

Upon starting the application, the player is greeted with the main menu for Apocalyptic Merchant. The options presented to the player include “New Game”, “Continue” and “Quit”. If the player is new to the game, they can start a new playthrough by selecting “New Game”. If the player is returning to the game, they can continue their playthrough right where they left off by hitting “Continue”. When the player is finished playing the game, they can close it from the main menu by simply pressing “Quit”.

“Navigation Scene”

The player opens the map and sees a big map available for them to navigate. They can left-click on the map to move their caravan towards their chosen point. The caravan uses fuel to move around, even if it’s moving to a non-interesting point, so the player must move purposefully to not waste fuel. The caravan also has a weight and speed attribute so the player must take these variables into account as well. The caravan can be upgraded over time when the player enters certain dialog options.

The player’s view will not be able to see the entire map, but more of a zoomed-in version so that they can focus on the area around them. There will be randomly spaced-out events that appear on the map that the player can click on to move to. The player won’t be able to view all of the events happening in just their starting view. To look towards other areas, the player can right-click to drag their view around the map.

Once the player’s caravan arrives at a destination, they will press the “get out” button on their screen to leave the caravan and transition into the dialogue (event) scene. While the player mostly wants to get out of the caravan at the points of interest, they may choose to get out at any time but may not have interesting events.

“Dialogue Scene”

Upon entering a destination, the player will be greeted with a dialog scene. The scene consists of 3 sections laid out vertically. The first section is a background image indicating/unique to the location they are at. As you interact with NPCs at the location, they will appear on top of the background. The second section is the dialog box meant for character dialog. Within the box, there will be bold text for the character name, followed by the actual dialog in regular text. Since the player is not immediately interacting with NPCs upon entering a location, the initial state of the dialog box will be the location name followed by a short description of the area in italicized text. The third section is the options menu, which provides a list of interactions the player can have while at that location. Some interactions include having conversations with locals, scavenging for goods/materials, selling items in your inventory to customers, and purchasing items from local vendors/merchants. Depending on a user’s progress or possessed items at the time of interaction, some interactions may fail or not be possible. The menu should also provide an option to “leave”, which exits the location and brings the player back to the overworld map where they can then continue exploring new locations.

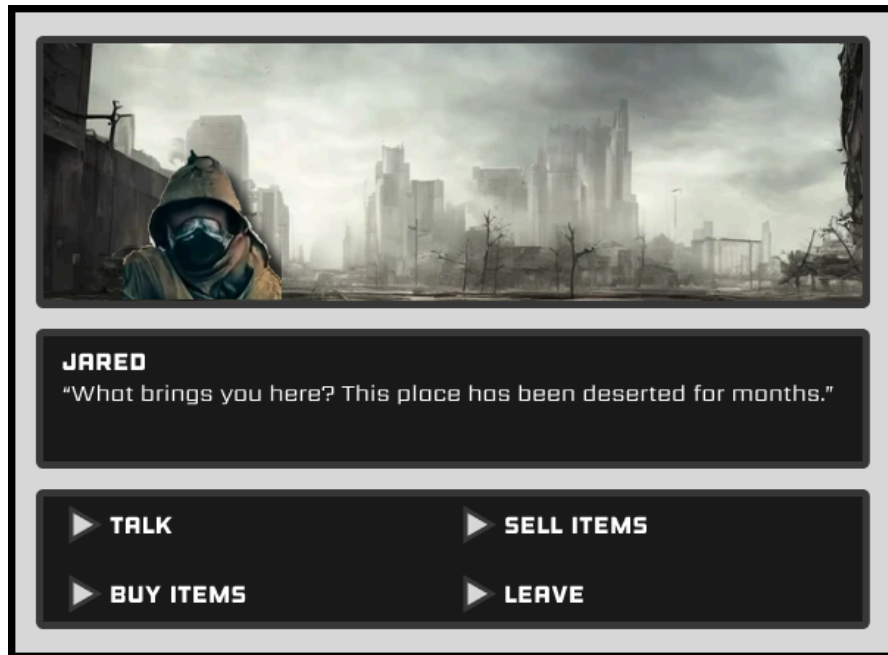


Figure 1: Dialogue Scene Layout