Proposal

What will (likely) be the title of your project?

Solve a Sherlock Holmes Mystery

In just a sentence or two, summarize your project. (E.g., "A website that lets you buy and sell stocks.")

A game that follows the story of one of the Sherlock Holmes short stories (most likely The Red-Headed League) and makes it interactive.

In a paragraph or more, detail your project. What will your software do? What features will it have? How will it be executed?

I plan on making a game that turns one of the Sherlock Holmes short stories into an interactive game. For example, the player will be given a list of noticeable items in the room, and when they pick the one that Sherlock actually takes notice of in the story, the story progresses. I might use an engine like PyGame to give it a visual aspect, otherwise it'll just be text-based. I chose Sherlock Holmes because his stories are in the public domain and the short story I'll be going with is probably The Red-Headed League.

If planning to combine 1051's final project with another course's final project, with which other course? And which aspect(s) of your proposed project would relate to 1051, and which aspect(s) would relate to the other course?

N/A

If planning to collaborate with 1 or 2 classmates for the final project, list their names, email addresses, and the names of their assigned TAs below.

N/A

In the world of software, most everything takes longer to implement than you expect. And so it's not uncommon to accomplish less in a fixed amount of time than you hope.

In a sentence (or list of features), define a GOOD outcome for your final project. I.e., what WILL you accomplish no matter what?

A good outcome of my final project is that it allows the player to interact with a Sherlock Holmes story and feel like they're solving it on their own.

In a sentence (or list of features), define a BETTER outcome for your final project. I.e., what do you THINK you can accomplish before the final project's deadline?

A better outcome would be to give it a visual aspect using something like PyGame.

In a sentence (or list of features), define a BEST outcome for your final project. I.e., what do you HOPE to accomplish before the final project's deadline?

The best outcome would be to do all of the above and turn the clue-finding portion of the stories into mini-games.

In a paragraph or more, outline your next steps. What new skills will you need to acquire? What topics will you need to research? If working with one of two classmates, who will do what?

The next steps would be to look a bit more into game development, since I have never designed a game before. I have to deconstruct The Red-Headed League into digestible chunks and see which parts can be made interactive. I will also look into PyGame and other engines to see if I can successfully make the game visual as well, and how that will fit into the controls.