

CS 242 Final Project Proposal

Title: Text Game – Untitled yet

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1. Abstract

1.1 Project Purpose

I want to build a game that incorporates my skills in Java programming.

1.2 Background/Motivation

I always wanted to make a game because I am a huge gaming fan. I have never made anything related to games other than Chess. I hope this project can enhance my java skills and also fulfill my desire to build a working game.

2. Technical Specifications

2.1 Platform: Windows, hopefully web and android too

2.2 Programming Languages: Java, but I may port to HTML and Android

2.3 Stylistic Conventions: Commenting, CamelCase naming conventions

2.4 SDK: Java SE

2.5 IDE: IntelliJ

2.6 Tools/Interfaces: Google Chrome, Android phone for porting

2.7 Target Audience: Text game fans

3. Functional Specifications

3.1 Features

- GUI with text, pictures and music
- GUI that interacts with the user's mouse clicks
- A flowchart/tree structure that guides the user through the game
- Ability to save, load, and review their progress in the game

3.2 Scope of project

- Pictures and story, music will not be the main focus of the project, thus they will not be very elegant and may be used from other sources

4. Timeline:

4.1 Week 1 – Set up GUI and design the data structure

- Set up a static GUI that has two sections: a section that can load text, and a section that can load images.
- Design a flowchart/tree structure that can be read by the GUI in pseudo-code.

4.2 Week 2 – Implement data structure

- Implement flowchart/tree structure into the GUI
- Set up the GUI so that it plays music, displays texts, and images at certain points of the game by reading information from the flowchart/tree structure

4.3 Week 3 – Implement interactive GUI, save, load and review functions

- Set up an interactive GUI that interacts with the user's mouse
- Implement save, load and review functions

4.4 Week 4 – Port the program to the Web and/or to Android

- Port the program to the Web, keeping all the existing functions

5. Future Enhancements

In the future, I hope to implement more interactive functions like having a character move in the GUI, collect and loot items, interact with NPCs within the game using a keyboard or a mouse. I want it to be less text-based and more visual if possible.