**CS 242 Final Project Proposal**

Title: Text Game – Untitled yet

Moon Seop Kim (kim186) - Moderator: Donggun Kim

1. **Abstract**
   1. **Project Purpose**

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

* 1. **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.

1. **Technical Specifications**
   1. **Platform:** Windows, hopefully web and android too
   2. **Programming Languages**: Java, but I may port to HTML and Android
   3. **Stylistic Conventions:** Commenting, CamelCase naming conventions
   4. **SDK:** Java SE
   5. **IDE:** Intellij
   6. **Tools/Interfaces:** Google Chrome, Android phone for porting
   7. **Target Audience:** Text game fans
2. **Functional Specifications**
   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
  1. **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

1. **Timeline:**
   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.
  1. **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
  1. **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
  1. **Week 4 – Create a good-looking GUI**
* Make the GUI pleasant to look at graphically with boarders and etc.
* Resize images so that they fill the screen well
* Make the text appear in a stylish way with a better font and size
* Loop background music continuously until user moves on to the next point
* Refactor the GUI

1. **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.