Trabalho Ficção Interativa

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1. Decidindo a história

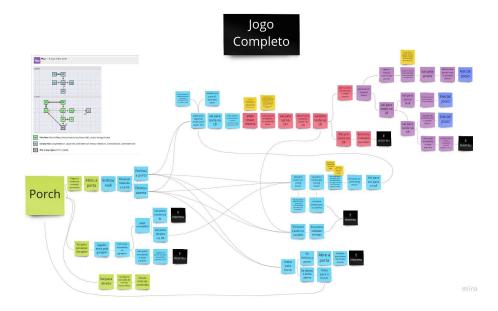
Para iniciarmos o trabalho fizemos uma reunião para fazer um "brainstorm" de ideias com o jogo base dado. Assim, chegamos na seguinte sinopse:

Amestris, 17 de Janeiro de 2101, foi descoberto uma nova fonte de energia limpa e inexaurível. O governo de Amestris divulgou para o Mundo sua nova descoberta. Com isso Shambala, conhecido por sua diplomacia violenta, organizou uma invasão a Amestris para ter o controle da Energia limpa. Durante o ataque a guarda de Amestris participa da missão de defesa, porém você e seu oficial superior, Coronel Nelson, são capturados pelo exército de Shambala na tentativa de extrair informações sensíveis.

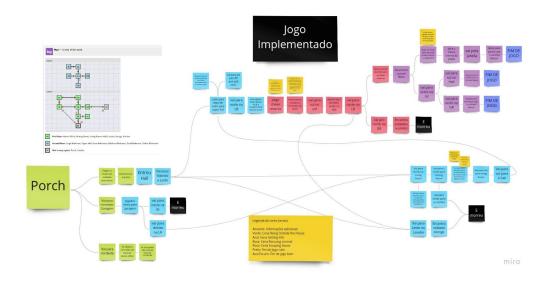
Em um momento de distração do inimigo você consegue fugir, os segue até o esconderijo e espera até o anoitecer. Mesmo sozinho e desarmado, você ainda é a melhor opção para resgatar o Coronel Nelson e salvar Amestris.

2. Fluxo de trabalho

Após decidirmos nossa história, montamos um fluxo de ações no Miro. Separamos o fluxograma em cores, cada qual indica uma cena do jogo. Os *post its* contêm todas as possibilidades de comandos do player no jogo:



Devido a contratempos do time acabamos reduzindo nosso escopo, resultando no fluxo a seguir:



Com isso, começamos a fazer seções de *pair programming* a fim de entender o inform7 e começar a implementar o nosso jogo.Para versionamento, como solicitado no trabalho, utilizamos o <u>GitHub</u>.

3. Comandos

Um das opções de ganhar o jogo está a seguir:

Coming Home
An Interactive Fiction by Geraldo
Release 1 / Serial number 210131 / Inform 7 build 6M62 (I6/v6.33 lib 6/12N)
SD

Amestris, January 17º of 2101, a new inextinguishable source of clean energy was discovered. The Amestris government presented the world it's new discovery: ``This can start a new era for the human race!`` they said excitedly.

By this time Shambala, a neighbor country known for it's violent diplomacy and ruled by a dictator, organized an invasion to Amestris to claim the new energy source by force.

During the attack the Amestris Guard fought bravely to repel Shambala's Incursion **and** it's soldiers, but you **and** your superior officer, Colonel Nelson, are captured by the Shambala army in an attempt to extract sensitive information.

At some point, in a moment of distraction of the enemy you manage to escape and follow them to their hideout. It's an isolated and abandoned house. You wait until night's arrival but you know Nelson's time is running out.

It is time to act!

Even though alone **and** unarmed, you are the best chance to rescue Colonel Nelson **and** your country!

Porch

You can see Garden arc, Garage door, Main door, a Wooden chair (on which is Private1) and bucket (in which are Main key, candle and string) here.

>nw

Garage

The garage door is wide open. It's too dark in here and I don't want to

make any noise. Better **not** touch anything. You can hear Kitchen sounds at north.

You can see Garage door, Kitchen door and Living room door here.

>e

(first opening Living room door)

Living Room

The room is lit only by the muted TV light.

You can see Home office door, Living room door, Dining Room door, Couch and TV here.

You can hear voices at east, one of wich is Colonel's voice.

>s

Hall

You see a dark room at north, stairs **for** the second **floor and** hear sounds like a radio from the Lavabo at east.

You can see Main door and Lavabo door here.

Ok, I'm in. Now, where's Nelson...

>u

Upper Hall

After going up the stairs you reach another hall. In front of you can see an open door, at your right you see a closed door, at your left you can see another closed door **and** behind you there is an open door.

You can see Small bedroom door, Medium bedroom door **and** Large bedroom door here.

>n

Large Bedroom

You can see a bed with some clothes on it. In the right side of the bedroom you can see a closed windows, and on the left side you can see a door and

hear someone taking a shower.

You can see Large bedroom door, Inner bathroom door and Bed (on which are Spare key and Liutenant's Cap) here.

>take key

You hear a huge noise of someone slamming a door and shouting:

``I coudn't get any info from him yet Liutenant, he passed out! You try next! I'm gonna eat something and finish the report!`` And then someone shout back from the room right beside you: ``I'll finish here and I'll be there already. Just a sec!`` You freeze by the proximity of the voice and the only thing you can think about is ``I need to move right now!`` Nelson I'm comming buddy!

>5

Upper Hall

After going up the stairs you reach another hall. In front of you can see an open door, at your right you see a closed door, at your left you can see another closed door and behind you there is an open door.

You can see Large bedroom door, Small bedroom door and Medium bedroom door here.

>d

Hall

You see a dark room at north, stairs **for** the second floor **and** hear sounds like a radio from the Lavabo at east.

You can see Main door and Lavabo door here.

>n

Living Room

The room is lit only by the muted TV light.

You can see Home office door, Living room door, Dining Room door, Couch and

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TV here.
>open Home Office door with Spare Key
You unlock Home office door.
>e
(first opening Home office door)
Home Office
There is a big window that you can see the outside and in front of it there
is big empty table.
You can see Home office door, Big table and Colonel here.
As soon as you enter in the home office you spot the Colonel in a chair
with his hands behind his back.
>untie Colonel
You have untied Coronel
Let's get the fuck out of here!
>climb on Big table
Now I can reach and unlock the elevated window from the inside!
You're on the table.
(first opening Elevated Window)
Garden
You can see an elevated window.
You can see Garden arc here.
>sw
Porch
You can see Garden arc, Garage door, Main door, a Wooden chair and bucket
(in which are Main key, candle and string) here.
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*** Congratulations! You saved Colonel Nelson! GAME OVER ***

Would you like to RESTART, RESTORE a saved game, QUIT or UNDO the last command?
>
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4. Conclusão

Com esse trabalho, pudemos entender o processo de criação de uma ficção interativa e os desafios com a implementação em inform7, por exemplo: mudar descrições das salas depois que uma determinada ação acontecer, o caso de mudar a descrição do Home Office depois de ter salvo o Coronel, o uso de alguns comandos: entering, going from, e, também, precisamos alterar a funcionalidades de comandos, como o climbing on, sitting on e untying.

É importante frisar que montamos diversas formas do jogador chegar ao porch, ou seja, de ganhar o jogo.

No fim, não conseguimos implementar tudo que pensamos no brainstorm inicial devido a contratempos do grupo, porém chegamos a uma versão implementada que apresenta *gameovers*, formas de ganhar o jogo e transparecer a história que bolamos.