

# Trabalho Ficção Interativa

Alexandre Camillo Gonçalves

DRE: 116186679

Bruno Gavarra de Araujo

DRE: 113161280

Cristiano Lopes Santos

DRE: 112093751

Fernando dos Santos Carrasco Filho

DRE: 112047085

Larissa Monteiro da Fonseca Galeno

DRE: 116083017

## 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:



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 17<sup>o</sup> 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 couldn'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 coming buddy!

>s

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**

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.

>e  
(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.

```
*** Congratulations! You saved Colonel Nelson! GAME OVER ***
```

```
Would you like to RESTART, RESTORE a saved game, QUIT or UNDO the last  
command?
```

```
>
```

## 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.