Florida Man Design Document

Headlines:

Headlines are now comprised of two Action objects, a string of the required location, a string of the hint, and a string of the full headline.

Actions:

Action class is basically a very simple sentence that describes what the player is doing. It is comprised of a Noun object, a verb string, and a prepositional noun (also a Noun object). Right now, prepositional nouns are only used in item related actions where two nouns must be stored (the item being used, and whatever the item is being used on, the latter being stored as the prepositional noun). Otherwise it is usually set to null.

Nouns:

Noun class just has a string of the word, a bool that says whether it is an equippable noun, and a bool that says whether it is a location the player can go to.

Verbs:

I didn’t make a verb class, the player is just given a list of strings to choose from. There are two lists of these strings: one is of verbs that can be done at any time, and the other is of verbs that have to do with an equipped item (this list is in the item panel of the form and can only be used if there is an item equipped).

Basic logic on “execute”:

First the program checks if it should get the verb/nouns from the top panel or from the item panel. Once it figures that out it starts performing updates of different parts of the form. If the verb is “pick up,” it updates the equipped item text box with the noun if it is an equippable noun. If the verb is “drop” or “throw,” it gets rid of the equipped item. If the verb is “go to,” it updates the location text box with the noun if the noun is a location. Once these updates have been completed, the program starts checking for headline unlocks. The program fills two new Action objects, one with the information from the left side (action 1), and one from the info on the right side (action 2). The program then starts comparing those Action objects to the Actions in headlines. If the either of the player Action objects matches either Action in any headline, the program compares the other user Action to see if they have matched the second action of that headline (unless the second action is empty, in which case it wouldn’t matter what the second player Action is), and if they have matched the required location of the headline (unless the location string in the headline is null, meaning location doesn’t matter).

Important changes for the full game:

* It’s likely that some headlines could be unlocked by multiple actions (for example, if Florida Man just needs to hit something to unlock the headline, there are lots of nouns the player could hit things with). I think we should wait to make sure we need that functionality before implementing it, but I have some ideas of how to do it if it is necessary.
  + Current plan: Headlines would contain lists of possible actions that would work instead of just one action that would work.
  + Please feel free to do something else if you think it would work better. I’m leaving all the programming to the programmers. In fact feel free to tell me “Joe your entire design is shit, I’m doing it my way.”
* We won’t have an “execute” button in the full game, so we will have to find a way constantly keep track of the Actions the player is currently doing. The game could maybe queue up all the player actions in one second or something and then check for headline unlocks.
* Some headlines that have two actions might not require the player to do them both at the same time. For example, in the headline where Florida Man hits someone with a sandwich and a sword, those actions could happen at drastically different times, but the headline requirements would still be fulfilled. There is currently no functionality for this.