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Adventure Game Design

Our game idea is for you to start somewhere on campus and have to find all of things that you need for class before making your way to class. Some locations will require you to have found certain items to enter(i.e. a locked dorm, or card entry rec center) and certain items will be need before others can be collected (i.e. backpack).

A singleton class for the world

Another singleton class for the player

Our game would have 2 Base Classes, buildings and School Supplies :

Building

Functions(enter, exit, search)

variables(location(how do we have this variable), hasBeenVisited(bool), isLocked(bool), itemFound(bool), hasItems(array) )

7 Derived Classes

Library

functions( getCoffee )

variables( )

Campus Center

function(eatAtBean )

variables( )

Moody

functions( worship )

variables( )

MBB

functions( goToClass, isOnTime)

variables( )

Rec Center

functions(workOut )

variables( )

Barrett Hall

functions( sleep )

variables( )

School supplies

Functions( pick up, examine )

variables( is owned )

Derived Classes

Text Book

functions(open, close)

variables( title(string), text(string), author(string) )

ID

functions( )

variables( name(string), banner(int))

Laptop

functions( IsDead, browseWeb, charge )

variables(batteryPercentage(int), OS(string)

Backpack

functions( isEmpty, get, place, contains)

variables( size(int), contains(array) )

Charger

functions()

variables( isPluggedIn(bool))