

# External Documentation for Assignment 2

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## Description

The game is to escape a spaceship based on the player making the decision to go left or right from a node. There are three decision levels for the player which means there are eight possible outcomes that the player can achieve. Out of those eight outcomes only one of them is the positive outcome that is winning the game.

## Version History

I pulled the version history from github using the shell command:

git log --pretty=format:"%h - %an, %ad : %s"

You can also find it at: <https://github.com/graydon-armstrong/Graphics_Programming_Assignment1/commits/master>

If you want better readability.

7ec4c61 - Graydon Armstrong, Thu May 23 21:40:13 2013 -0400 : Removed testing print statements

aebcd3d - Graydon Armstrong, Thu May 23 21:36:28 2013 -0400 : Added more Internal Documentation

fe7351c - Graydon Armstrong, Thu May 23 21:06:46 2013 -0400 : Added comments to the code

06e1c48 - Graydon Armstrong, Thu May 23 21:02:25 2013 -0400 : Added sleep time between the messages

ce893f4 - Graydon Armstrong, Thu May 23 20:16:45 2013 -0400 : The textfile I used to plan my decision tree

39c5a4c - Graydon Armstrong, Thu May 23 20:15:07 2013 -0400 : Major functionality done for v2, moving to version 3

53ddcd1 - Graydon Armstrong, Thu May 23 20:12:13 2013 -0400 : Finished the outcomes with the winning outcome

86b63c3 - Graydon Armstrong, Thu May 23 19:56:53 2013 -0400 : Added another node and losing outcome

c8d0bdd - Graydon Armstrong, Thu May 23 17:47:53 2013 -0400 : Added another node and 2 outcomes

3305cb5 - Graydon Armstrong, Thu May 23 16:55:04 2013 -0400 : Added two more losing outcomes

9fa8ae5 - Graydon Armstrong, Thu May 23 16:43:43 2013 -0400 : Added another node of story

ed483c3 - Graydon Armstrong, Thu May 23 16:35:59 2013 -0400 : Added the second losing outcome

85a0da4 - Graydon Armstrong, Thu May 23 16:33:11 2013 -0400 : Added the first losing outcome

35734ef - Graydon Armstrong, Thu May 23 16:28:42 2013 -0400 : Added two more locations

668653f - Graydon Armstrong, Thu May 23 16:19:08 2013 -0400 : Added the story for the first decision

5c7489e - Graydon Armstrong, Thu May 23 15:58:12 2013 -0400 : Renamed source files in opening comments

4560e89 - Graydon Armstrong, Thu May 23 15:56:38 2013 -0400 : Major Functionality done for v1, moving to version 2

1152c22 - Graydon Armstrong, Thu May 23 14:54:55 2013 -0400 : Changed location from a global variable

30621ec - Graydon Armstrong, Thu May 23 13:33:00 2013 -0400 : Renamed file to assignment1v1

4aa71f4 - Graydon Armstrong, Thu May 23 10:48:51 2013 -0400 : Changed location numbers to compress code

1204040 - Graydon Armstrong, Thu May 23 10:42:58 2013 -0400 : Compressed the amount of times I needed to call that the game was done

4bcc807 - Graydon Armstrong, Thu May 23 10:33:33 2013 -0400 : Testing Decision Tree

76e74e3 - Graydon Armstrong, Thu May 23 10:25:39 2013 -0400 : Fixed casting issue and put a placeholder for all the decisions

f6c22bd - Graydon Armstrong, Thu May 23 10:13:37 2013 -0400 : Changed to make sure I was checking string to fix a bug

9a7df4c - Graydon Armstrong, Thu May 23 09:24:10 2013 -0400 : Added global location to methods using the variable

4fb4faa - Graydon Armstrong, Thu May 23 09:14:19 2013 -0400 : Added checkLocation method and a game loop for moving around

c08eff6 - Graydon Armstrong, Thu May 23 09:08:50 2013 -0400 : Added basic comments

9f2770f - Graydon Armstrong, Thu May 23 09:06:28 2013 -0400 : Added Location for the decision tree

d8c4b8a - Graydon Armstrong, Thu May 23 08:48:50 2013 -0400 : Added basic game loop in main

8382f0c - Graydon Armstrong, Thu May 23 08:40:51 2013 -0400 : Added choose direction method

b272131 - Graydon Armstrong, Wed May 22 20:35:25 2013 -0400 : Created the intro message for the game

7679d4c - Graydon Armstrong, Wed May 22 19:43:54 2013 -0400 : Added Basic Internal Documentation

2a4c64f - Graydon Armstrong, Wed May 22 19:36:48 2013 -0400 : Initial Commit for the Program

## Decision Tree

0 Bridge

1 - Med bay

3 - Barracks

Outcome 1(7) - Lose

Outcome 2(8) - Lose

4 - Gym

Outcome 3(9) - Lose

Outcome 4(10) - Lose

2 - Engineering

5 - Cargo Bay

Outcome 5(11) - Win

Outcome 6(12) - Lose

6 - Escape Pod

Outcome 7(13) - Lose

Outcome 8(14) - Lose

To get to the next level of the decision tree mathematically you have to multiply the current levels By 2 and then add 1 for left or 2 for right.

This method works for because there are always two different directions you can go from a preceding level.

## Detailed Game Description

Going by the numbers in the Decision tree above which correspond to the location variable in the program I will explain what happens at each node.

### Nodes

1. You start at the bridge and have the choice to go towards the med bay or engineering to try and escape your ship
2. In the med bay you come across an alien and try to run away by going to the barracks or the gym.
3. In engineering you hear aliens coming from behind you and have the choice of going to the cargo bay or the escape pods.
4. At the barracks you come across some marines and have the choice to fights the aliens or hide.
5. At the gym you lock the door and come across an alien you will have to fight, your choices are to go for a gun on the ground or a sword off to the side.
6. You enter the cargo bay and hide among the containers. You can try to sneak away to the kitchen or move towards a group of aliens.
7. You go to the escape pods and two are remaining which you must choose between.

### Outcomes

1. You can the marines die trying to fight the aliens.
2. When you try to hide in the closet with the marines the room violently decompresses and you die.
3. You go for the pistol to fight the alien in the gym but it is empty and he kills you.
4. You go for the sword to fight the alien, when you think you have him beat, you are killed by a second alien you didn’t know about.
5. You go towards the group of aliens in the cargo bay, they move off and you escape in an alien boarding ship that breached the cargo bay and escape victoriously.
6. You make a run for the kitchen from the cargo bay and trip over your own feet and die hitting your head on the floor.
7. You go for the escape pod on the left and when leaving the ship are shot by alien ships outside.
8. You go for the escape pod on the right and are killed by an alien hiding in it waiting for survivors trying to leave.