Project Description : World of Gphy

Groupe 5
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Our COOPOO project is to create a game, named "World of Zuul". This world must have rooms, which the player can run through. The code must be written in Java and follow the rules of the object-oriented programming. The game must have a graphical interface, and will be based on the "point and click".

We decided that the story was taking place into the B2 building. The story is as follows : You play a fictional character belonging to the M1 Gphy group. But you quickly learn that a COOPOO exercise is to be done in the day. Your goal is to carry out the subject with your group. But the day will be full of stressful problems…

We decided that the player has a choice between three characters. Each of them has different stats : intelligence, strength, eloquence, stress, energy. Each stat can be increased or decreased, between zero and ten.

Intelligence, strength and eloquence are not important statistics. There are many ways to improve these stats, but there are several ways to lose them too. It can be a player choice to try to finish the game with the maximum statistics.

The stress and the energy (stamina), statistics are the most important statistics of the game. Because of them you can end up with a game over.

There is three way to have a game over :
- when the stress stat reaches ten, the character gives way to panic and faints.
- when the energy stat reaches zero, the character becomes so weak that he faints too.
- when you answer a non-player character very badly.

During certain events or discussions, the character may become more stressed.

Each of the three characters has a special "power" :
- Pierre-Alphonse, the first player, has a lot of random event
- Elie, the second player, can walk without noise and so has less random event
- Luc is lucky, his special power is : being a normal character

The graphical interface

The graphical interface is composed of different frames.

- In the center, the picture of the room in which we are located is displayed.

- To the left are displayed intelligence, strength and eloquence stats.

- At the bottom left, there are 3 buttons :
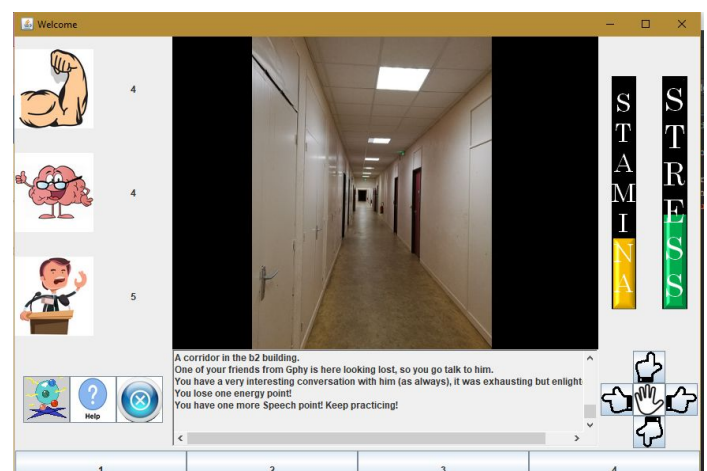
- ● "power", allowing to des/activate the character's power,
- ● "help", giving help to the player, but also displaying quests which are completed or in progress.
- ● "quit", to leave the game.

- At the top right, you can see 2 bars that display the stress and the stamina stat
- At the bottom right, there are 4 buttons allowing to move through the rooms, if possible. There is also the "interact" button, allowing to interact with objects and people.
- At the bottom, there are 4 buttons allowing to choose which items we want to interact with.

When the player interacts with a NPC, the picture of this last one is displayed on the screen :

room "toilet"

interaction with the NPC Nolan

Quests

There are several quests that the player have to perform. A quest can be "finished", "in progress", or "unstarted". The player may have more than one "in progress" quest at a time.

Very often, when a quest is complete, it unblocks another, and activates certain events (A non player character changes room / A new discussion is unlocked / New interaction with an item / etc).

Non player characters (NPC)

NPCs are considered as items, with which the player can interact. All NPCs have at least one list of sentences. There are two types of sentence lists :

- random sentences : these lists are called for some useless NPC (making the game more alive and attractive), or for important characters, when they have nothing more to say. Then, a sentence is taken from the list randomly.
- main sentences : these lists are called during quests, and include all sentences that can be said by a NPC.

Events

There are several events in the game, which may appear randomly each time the player moves to another room. For example, an event can be the advent of a NPC. An event can change the stats of the character.