# Castle Dookenstein

# Html 5 RPG

# Contract

## General Description

Castle Dookenstein is going to be a browser based HTML 5 choose your own adventure game.  The target audience will be switch users, with text to speech enabled so that blind children may also play.  The game play will be quite simple with the user being presented some text about their current place in the story and then given a set of choices that they may choose from. The choice you make dictates how the story will proceed from there.  The user is given an inventory of items, gold, and starts with a certain amount of health.  These attributes will be kept until the user starts the game over or reaches a dead end and is forced to start over.  Because of physical limitations no part of the game will involve the need for the user to do things quickly so that users who have any kind of impairment will not be excluded from the ability to play Castle Dookenstein.

## Participants

Developers: Richard Allred, Jonathon Jackson, David Marron, James Mighion

Client: Gary Bishop

Professor: Diane Pozefsky

## Requirements

* Game must be fun!
* Game must be playable by a switch user
  + Only has access to two buttons
* Game must be playable by a blind person
  + Text to speech enabled
  + No need for visual queues
* Game will not involve 3rd party plugins and will be playable in all major browsers
  + Google Chrome
  + Firefox
  + Not Internet Explorer
* Game will run efficiently and will be open to extending with new content

## Constraints

* There will be no reliance on speed of play

## Deliverables

* Browser based HTML5 game that is accessible to the visually impaired and/or users that use a switch

## Resources

* Nginx
* JSonic

## Meetings

* We will meet with Gary every Wednesday morning at 8 am unless otherwise specified.
* We will meet with Professor Pozefsky every Tuesday afternoon at 3:30 pm unless otherwise specified

## Risks

* Not make the game playable by a user that is both visually impaired and uses a switch.

## Milestones

* First test with a user that is visually impaired and/or uses a switch to get feedback on how accessible the game is.