# 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

* Primary
  + 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
* Secondary
  + Game will run efficiently and will be open to extending with new content
  + Gameplay will be customizable for each user including
    - Text color
    - Background
    - Sound volume
    - Text to speech voice
    - Reading speed
* Stretch goals
  + Be able to save the game
  + Have a GUI for extending Content

## Constraints

* There will be no reliance on speed of play
* Everything must be able to be done with no sight and/or only two buttons

## Deliverables

* Browser based HTML5 game that is accessible to the visually impaired and/or users that use a switch
* Documentation on extending content with our engine and text input files including the Input file syntax

## Resources

* Nginx
* JSonic
* HTML5
* JavaScript
* Gary’s Server space
* DOJO

## 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.
* Make a game that is too complicated for target audience
* Game becomes too violent

## Milestones

* Checkpoint 1
  + First test with a user that is visually impaired and/or uses a switch to get feedback on how accessible the game is.-10/15/10
  + Get working demo up on Gary’s server-10/15/10
  + Get mini-games working inside game framework-10/15/10
    - Lock picking
    - Maze
    - Safe
  + Include a working combat system-10/15/10
* Checkpoint 2
  + Have an easily traversable options menu with only two buttons-11/10/10
  + Have options for text to speech voices
  + Clean up the GUI and make it more informative11/10/10
  + Ensure that content is fully written 11/15/10