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Mr. Fast

English 12 pm

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### Project interactive story

The presentation for this project will be thursday oct 31 and the final day to turn it in is nov 1. Basically there are games in this world that are very popular among kids of this generation. Such games like Minecraft Story Mode, The Wolf Among Us, The Walking Dead, What do all these games have in common? They are all interactive stories. Meaning and I quote from TaleTell “This game series adapts to the choices you make. The story is tailored to how you play.” Meaning you have two choices. If you make the choice to go inside a zombie infested room instead of a room full of angels the game will update based on the choice you just made. So in the project we have to make a character and there is 3 part introduction into the story. Meaning we have to make 3 options that the beginning of the story can go. And since we have multiple beginnings then we have different choices branching although out the story which leads to a variety of choices. Then we have to write the code for it using a lot of arrays and objects. The object of this project is to create a story following the guidelines of 12 steps of a hero’s journey. We also have to have at least 3 endings that are not linear to the possible beginnings. So beginning 1 can not end with ending 1. We will use arrays in my story as well as objects.

For our requirements we will first, write a summary ( which is what I'm doing.), make a flowchart showing the different possible choices in the story, and a flow chart representing the code steps you used to make the program. You must do this or you can only get up to 65%. In the program you cannot use prompt, alert, or confirm methods to gather or show information. Have clickable buttons to make a choice. Have objects that save the story choices. An array that stores your choices. The code will be commented thoroughly. When a tab needs to be there you shall do so. Have to use the camelCase and describe your function, bindings, and parameter names well. DO NOT REPEAT MYSELF. If your going to perform operations they have to be done within functions. The story will follow the 12 steps of a hero's journey. With 2 or 3 options to choose from. No branchless encounters meaning ... and have 3 different beginnings and endings. Then for our last step we have to keep a journal of everything we did day by day.