



Welcome to my T1A3 Game!

Hi, Jacob here!



Introduction!

The game will introduce its basic concepts, ask the user to play a specific youtube music track in the background as well as asking to please take the time to open the game in full screen as in minimized mode it has word wrapping issues.

It then goes on to tell the user how it would like the users responses because the interactions will be multiple choice and the response is a single digit from that list, the only other time a user is required to type something else is when they are entering their name.



Features!

Interactive game play!

Each choice greatly affects the story and outcome!

Resource juggling!

Keeping track of your resources while playing is important and is how you progress in this game, keep an eye out for how to accomplish that!

Branching story, with elements that change over time!

#SPOILERS##Assessor please go play it before spoiling it! Pretty please!## The game loops so every time you get a higher new game+ and elements and characters in the game will change as well as a few options opening up



Overview of the game!

As it states in its introduction the game is a semi horror choose your own adventure game, its fantasy based and it intends to bend the users thoughts and question them as well as challenging the user to figure out the ways to progress and to find the hidden objective/puzzle in the game.

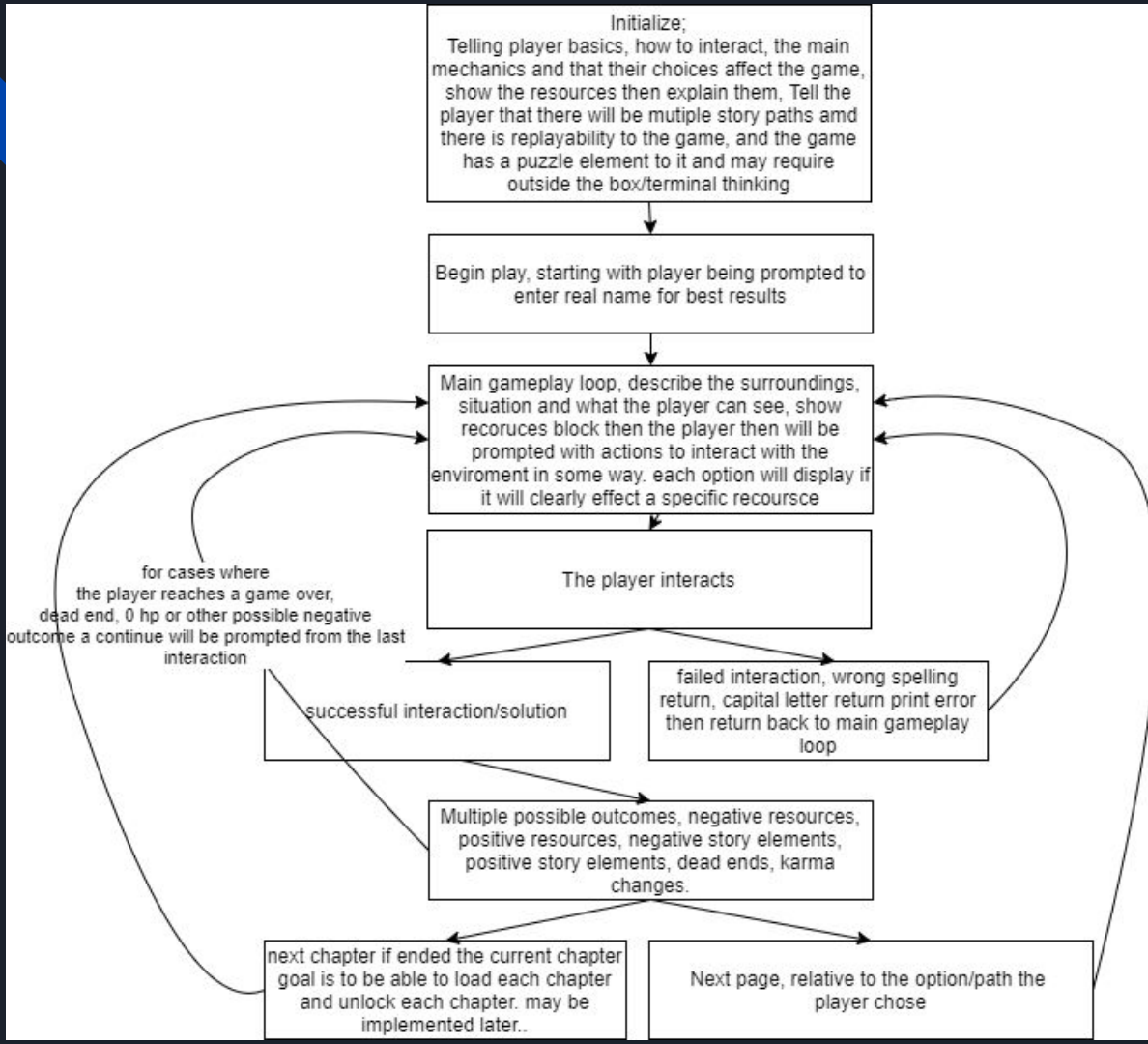


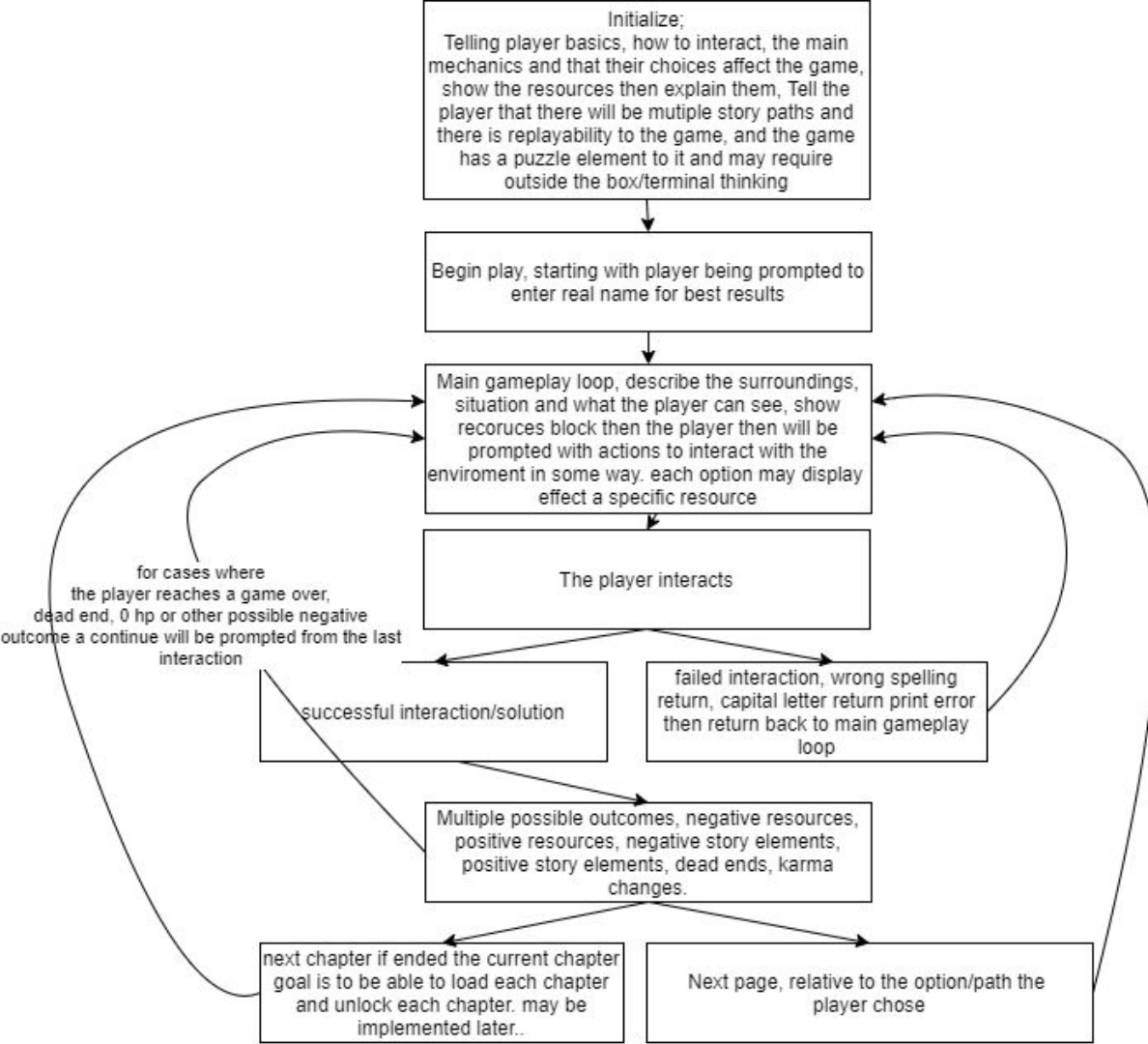
The Code!

The code in my game is a lot cleaner than my usual work it's quite streamlined however, I could have definitely redone it much more efficiently than current if I were to redo it.

Basically main.rb imports the player and chapters, it then starts a loop after some basic things and clears system to give a clean working space, prints the players object's stats, then checks the current map against the index, passing in the player into the chapter with calling the players perform method. The basic layout of the chapter is a intro, npc, npc voice, options after the intro then consequences after the player picks a option, this varies from chapter to chapter with extras in between. The player has all the used resources and makes methods to adjust, check and change them outside of player(most of the time that being in the chapters consequences).

Expected control flow





Expected flow is the same as actual, changed some spelling and don't specifically tell the player about each interactions resources cost/effect



Game walkthrough! #Spoilers LADS#

The progression in the game is based on mana collected, the stats or integers from each death carry over into the next loop on the first death the game should reopen from welcome to #%^\$%# to then show welcome to Hell_loop. On the first tavern scene its probably best to go for the coffee option #5 because it gives you 10 mana, in the second chapter you will want to hone the mana you have received +50 more mana, immediately you will be able to use the second mana milestone that required 50 mana to select on each repeat if maximizing efficiency it will only take 1 loop for each tier from 10 mana, 50 mana, 320 then 1000 to get to the ending.

However this is just for efficiency, please enjoy the game check out the side notes and lines and what its all hinting towards. Hopefully I can add the last bit of zest to the game before submission!



Coding review!

This was a really fun project for me, I had a great time with it, lots of little issues, but every time I code everything gets a bit more ingrained and making sure that it doesn't just dissolve away after I stop using it, only really had one major issue that I received assistance for and resolved, all the other bits and pieces were falling into place over time. Currently I don't have a fully working loop for the game to complete it however that is very soon!

Major ethical issue I encountered was allowing the use of any string for a name, I attempted to enforce a blacklist of words to use for the name, however it was placed on the backburner due to other features requiring attention first!