TEKSTBASERET EVENTYR

Modulopgave 4

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dat18C

Indhold

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Business vision:

To create a text-based adventure game.[1]

Business mission:

To create a scenario of our text-based adventure game.[2]

SWOT[3]

Strengths:
Making system requirements for the game, which can be included in the game.
Casual gameplay expands the business opportunities, e.g are long immersive games not suited for people who only play mobile games.
Innovation in comparison to the riddles and how they are solved.
Cross platform release and development due to Java.
Flat organization (everybody is equal), makes everybody is involved and gives a good overview for the employees.

Weaknesses:
No possibility for 3D elements because java Swing is not developed for that.
The game is local (can be cracked)
No anti-piracy measures
Java is required

[1] Thias
[2] Thias
[3] Alex, Thias

Slow development due to few employees.
Low initial capital

Opportunities:
Easy to get into the market, since there is a lot of free platforms to release the game and get it distributed to the costumers.
e.g - lots of indie games development platforms
- online or co-op
Cooperate with other developers.
Add advertisements to receive income.
Sponsors.

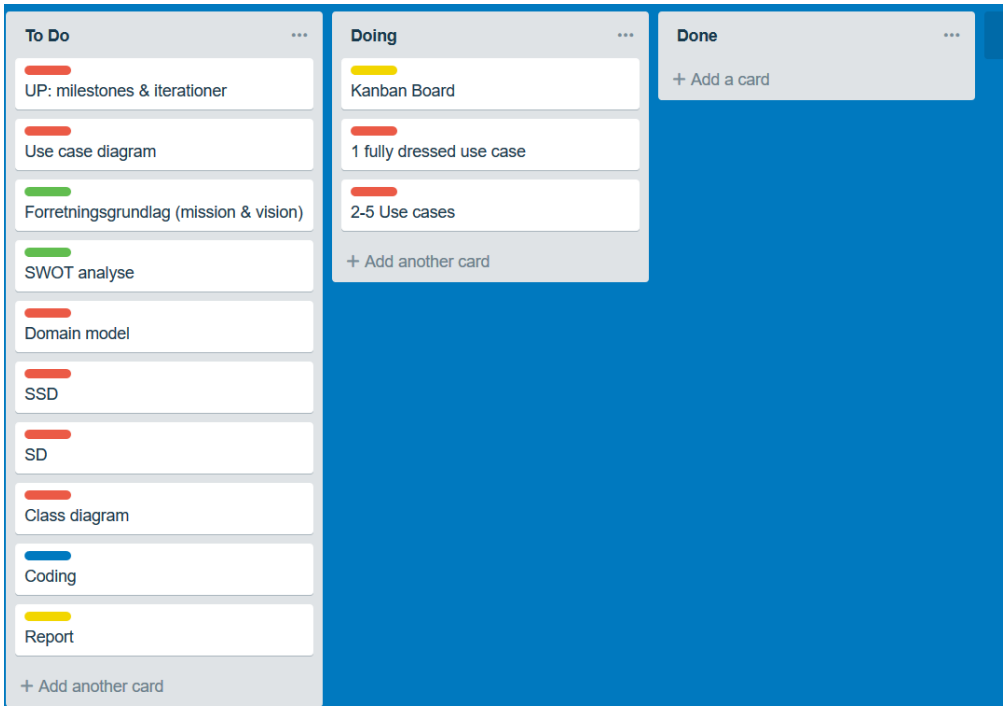
Threats:
Countless games take all the attention away from potential customers and established franchises.
Suppliers in the game market, such as steam and sellers of steam keys, have monopoly.
Other developers steal our code.
Users of our game getting hacked.
Defamation - other people changes our game and releases it with viruses on it.

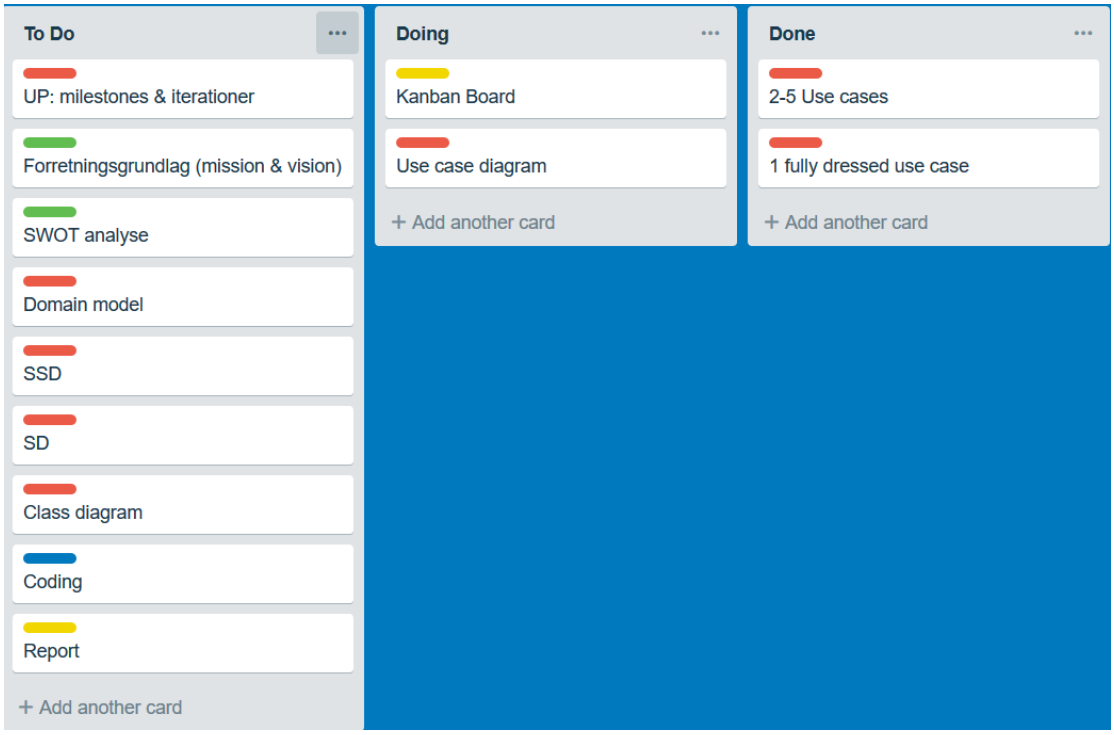
Boundary:[4]

Since we have a limited time, we have focused on making a demo of our game instead of a full release. We have focused on the main mechanics of the game, such as inventory and movement.

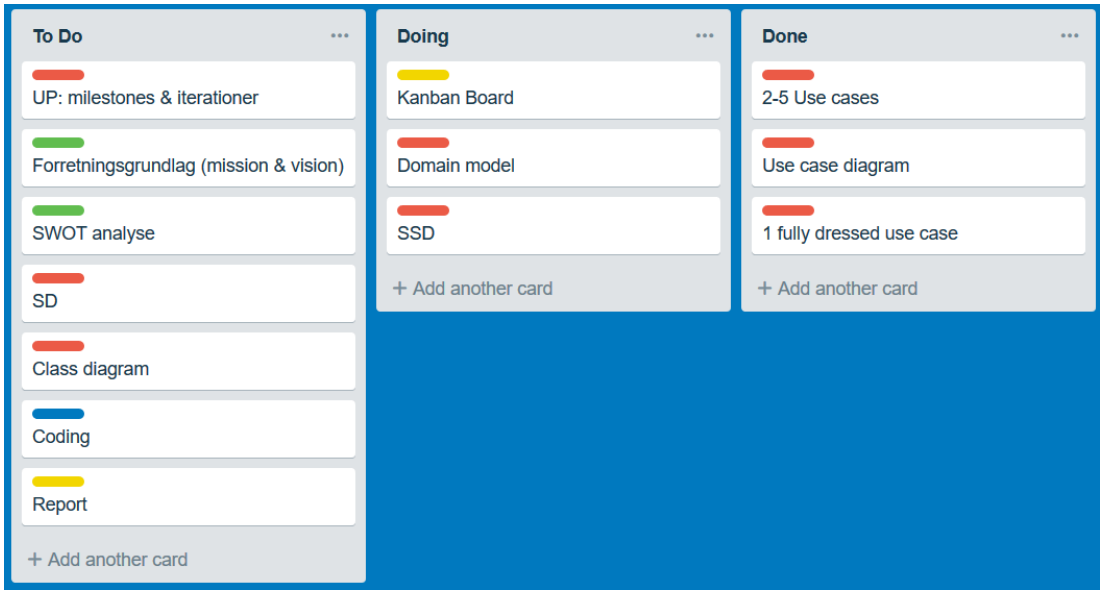
[4] Thias

Project Management:[5]





[5] All


To Do
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Forretningsgrundlag (mission & vision)
SWOT analyse
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Class diagram
Coding
Report
+ Add another card
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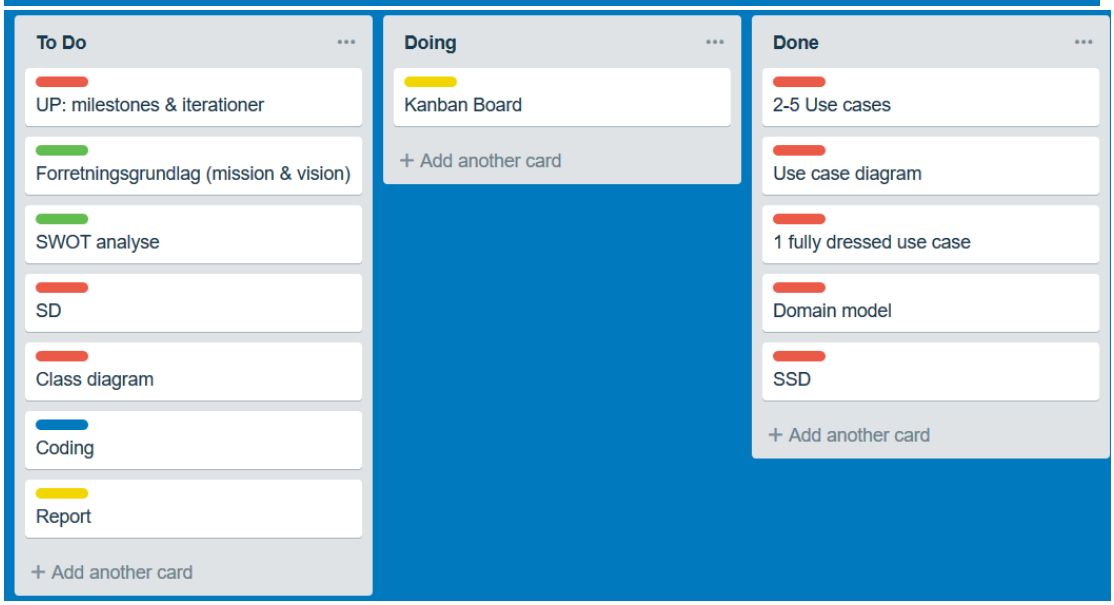
2-5 Use cases
Use case diagram
1 fully dressed use case
+ Add another card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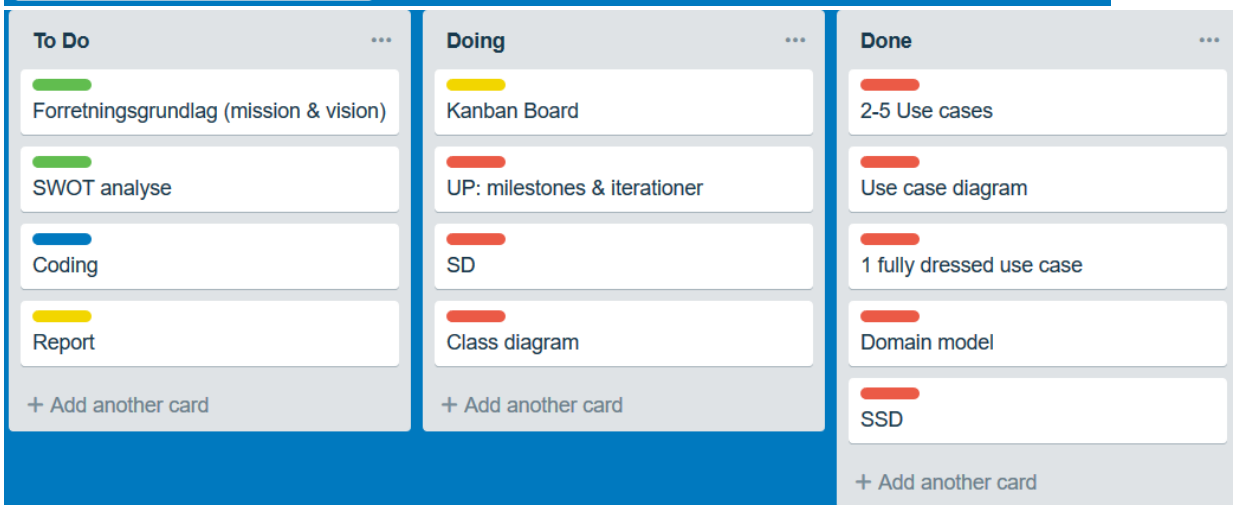
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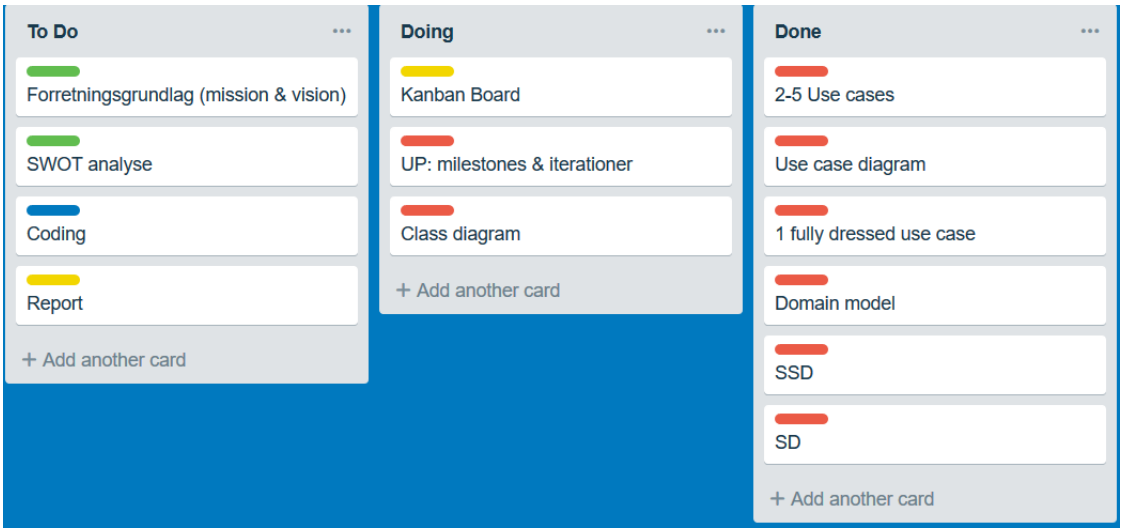
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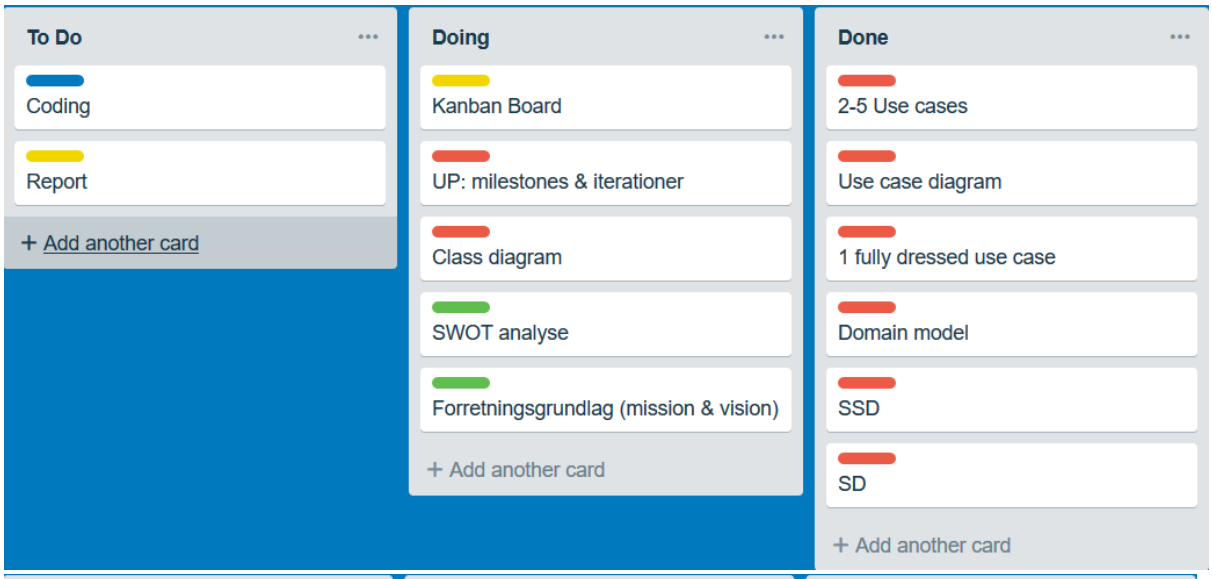
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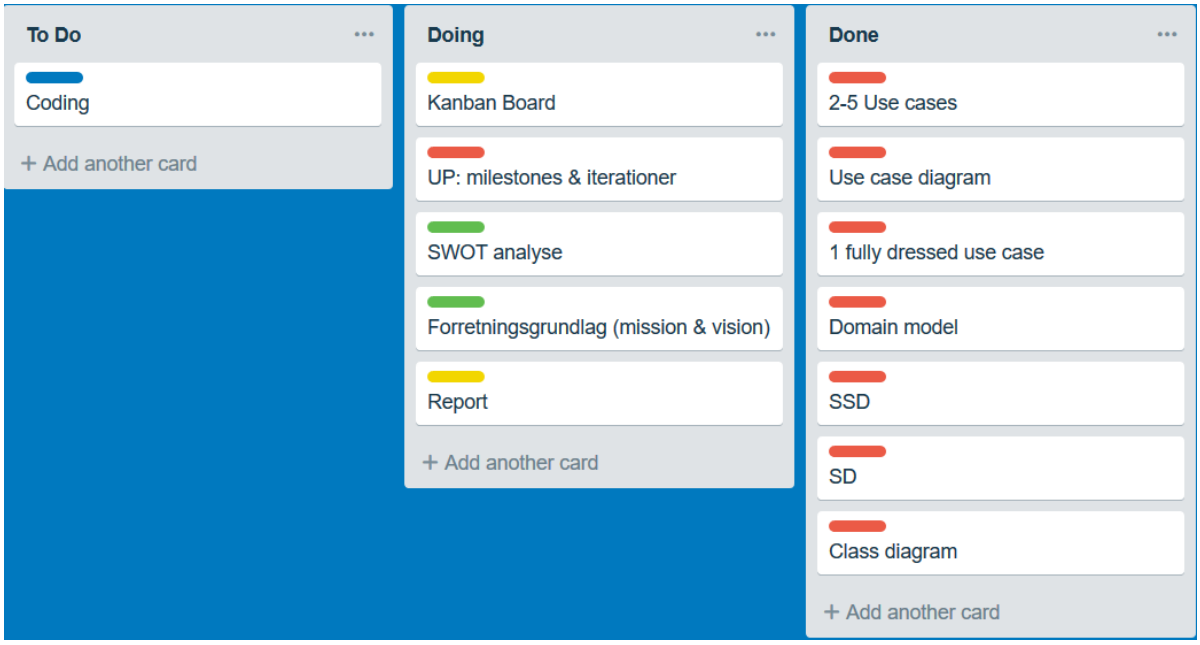
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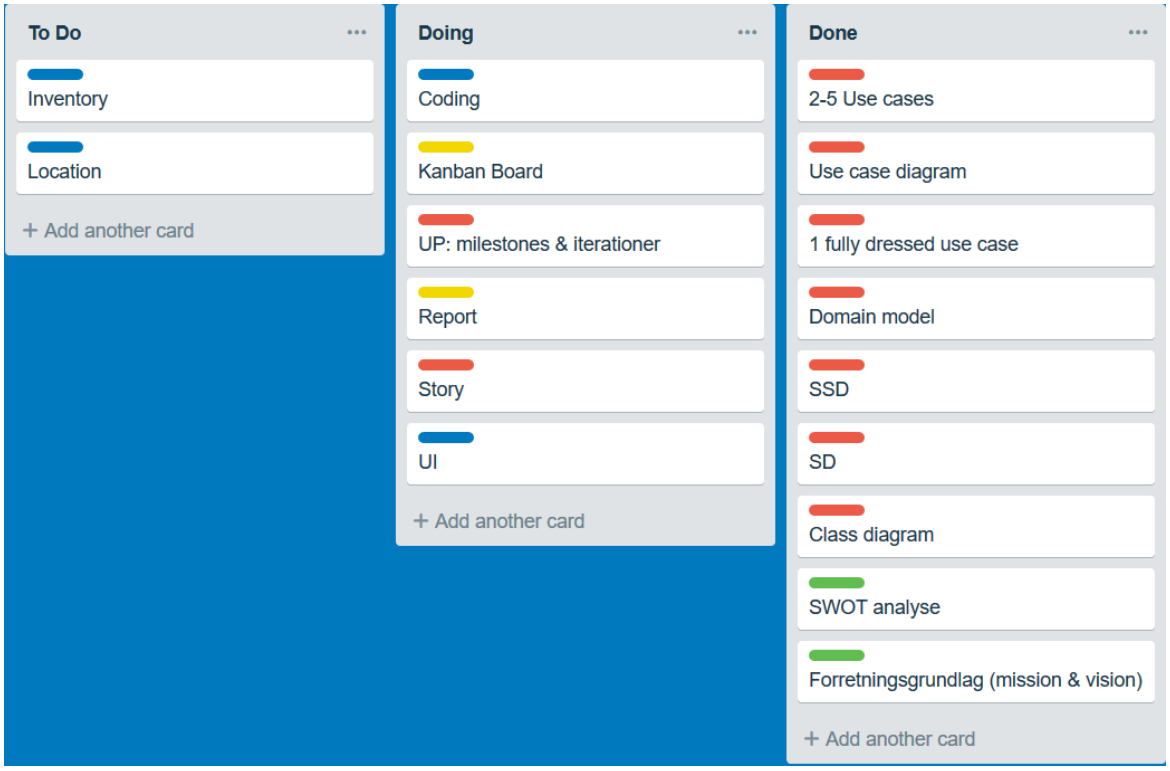
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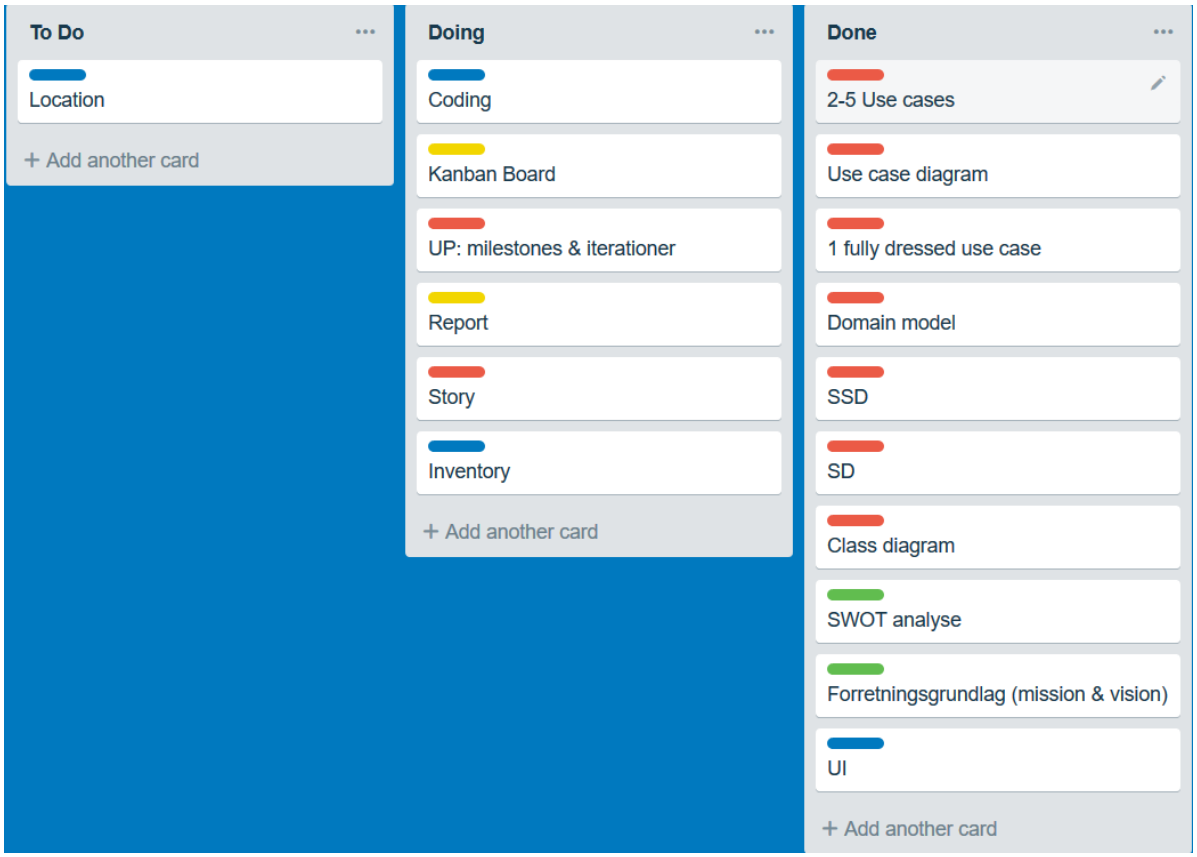
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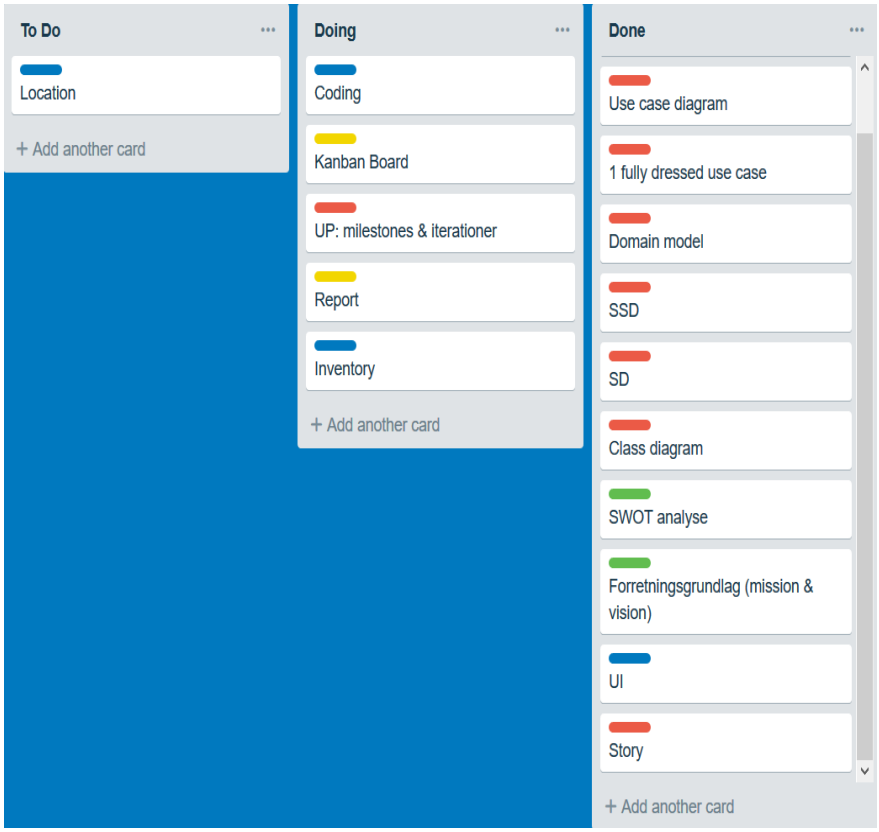
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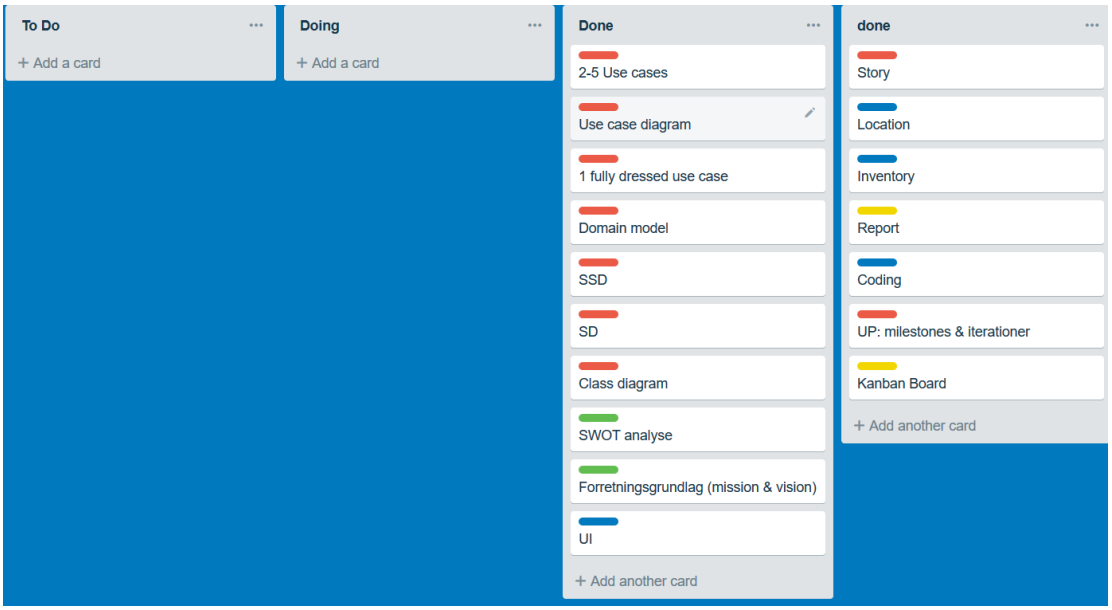
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Requirements:[6]

Person:

- User gets control of their character.
- They play through a narrative.
- Must be able to see based on lighting.
- Can move north, east, west, south.
- Move or pick up objects based on weight.
- Move between rooms.
- Dialogue support (choosing options).
- Player can move between buildings.

Rooms:

- Can be dark or lit.
- Must be navigable.
- Contains interact-able items.
- Items can be visible or invisible depending on environment.

Player:

- User can read a description of the environment and which choices they have.
- Can interact with the world.

Brief use cases[7]

Use case #1 - Start menu:

- Start and quit the game.
- Choose a name for the character.

Use case #2 - Inventory:

- Equipment.
- Items.
- Add/remove

Use case #3 - Movement:

- Pick up item.
- Inspect.
- Move.
- Go back.

Use case #4 - Combat:

- Damage.
- Fight or flight.
- Use items (use case #2).

[6] All
[7] All

Use case #5 - Enemies:

- Description.
- Stats.

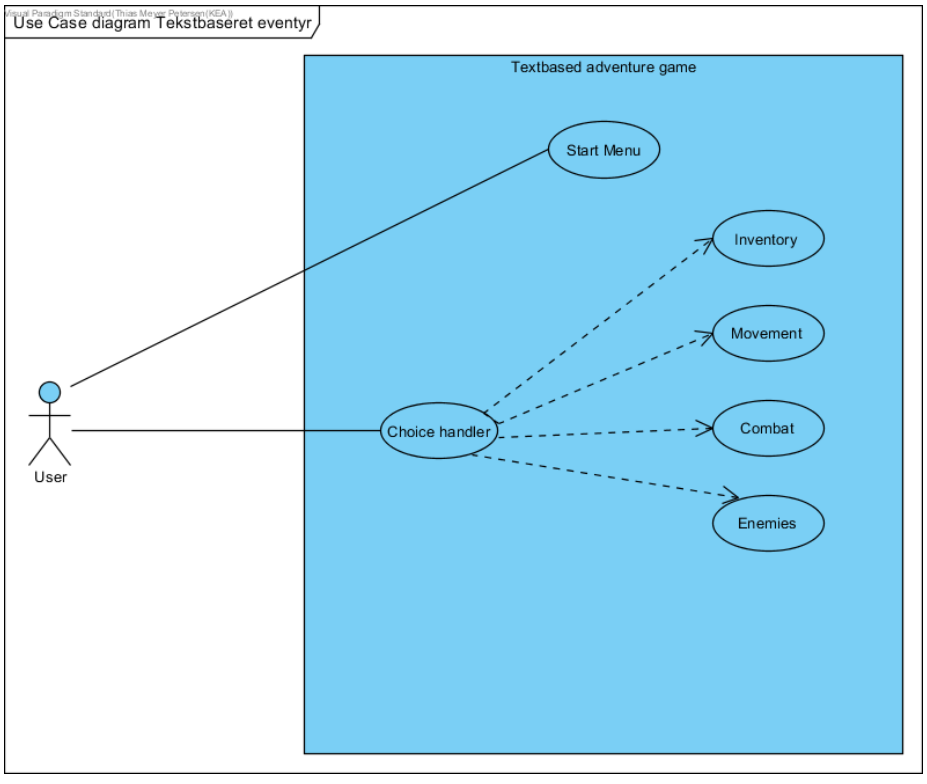
Fully Dressed[8]

Properties	Description
Use case name	UC #6 Choice Handler
Scope	Interaction menu
Level	User goal
Primary actor	The player who plays the game.
Stakeholder	The player - The player wants a functional game, and the choice handler will be the main focus of the game. The game developers - have a strong interest in the game functioning as intended, and the choice handler is a big part of the game.
Preconditions	- Choice handler allows movement. - Choice handler has to work in tandem with the inventory system (UC#2). - Choice handler Has to work with the combat system (UC#4)
Success guarantee	- Scenarios load correctly. - Game must know the player location.
Main success scenario	- The choice handler will send the player to the right location. - Allow for items to be picked up and added to the inventory.

[8] all

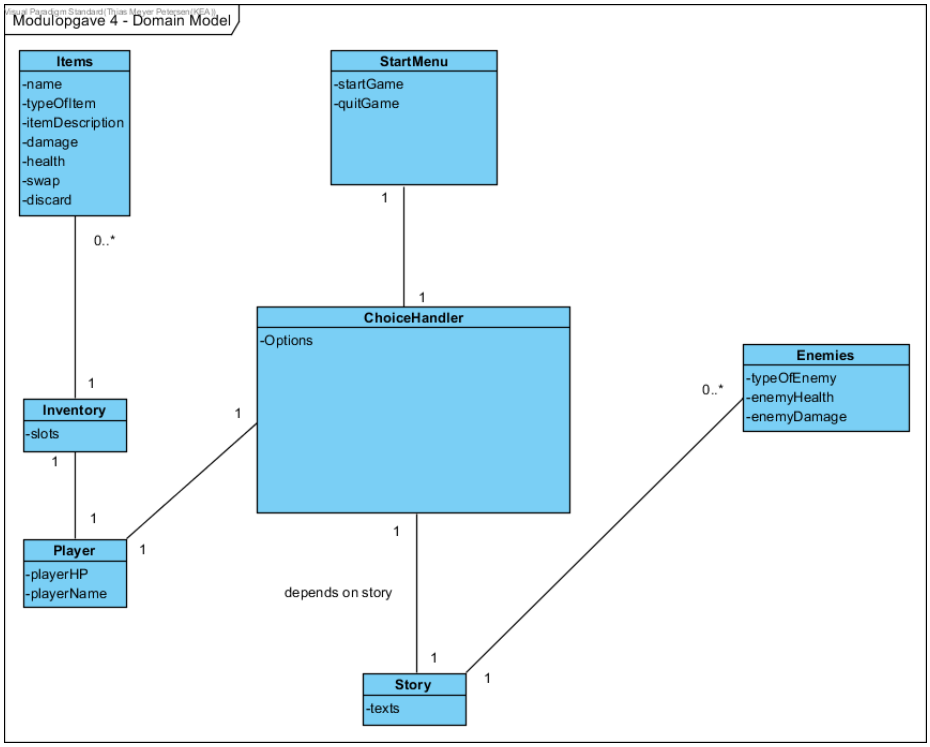
	- Allow for fight or flight in combat.
Extensions	- End of Map: prints generic message. - No inventory space: - Generic message. - Player dies: - game over title - Choicehandler crashes : - int as savepoints
Special requirements	- Mouse or trackpad to navigate the game. - The game must load within 10 seconds

Use case diagram[9]



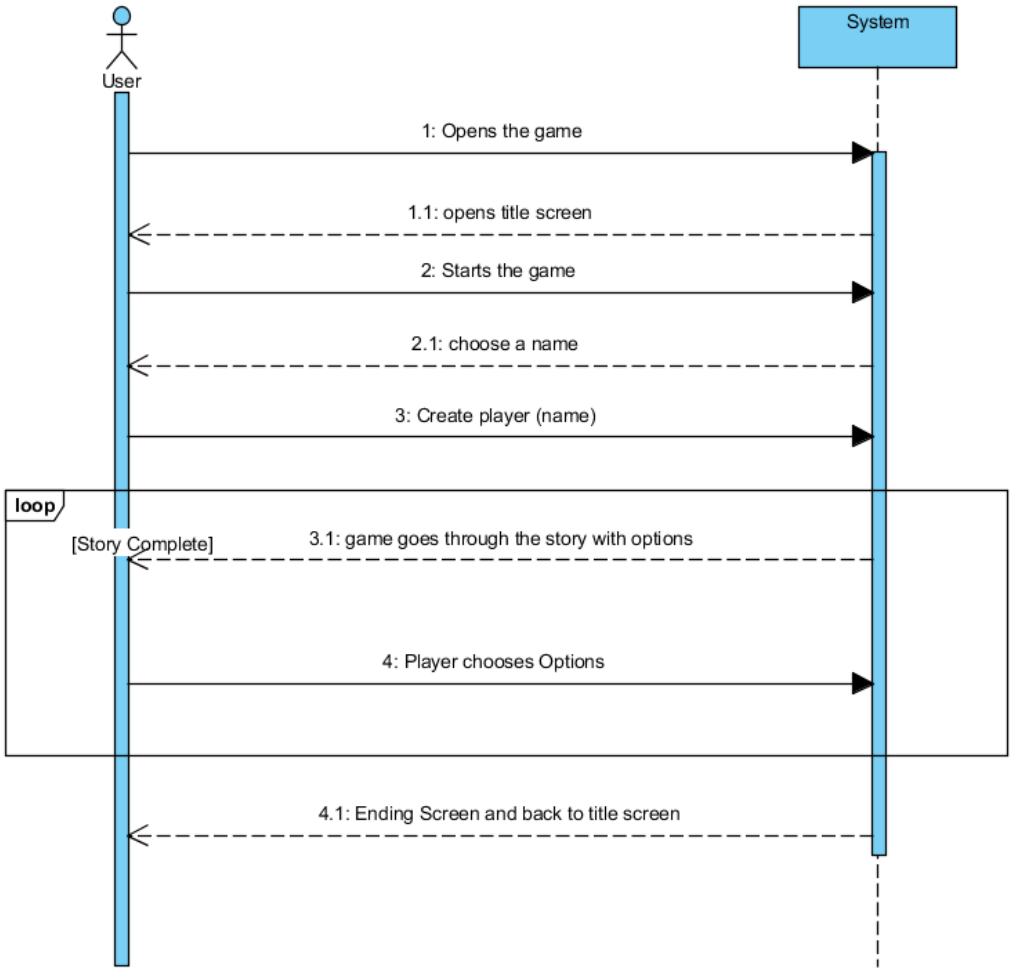
[9] all

Domain model[10]



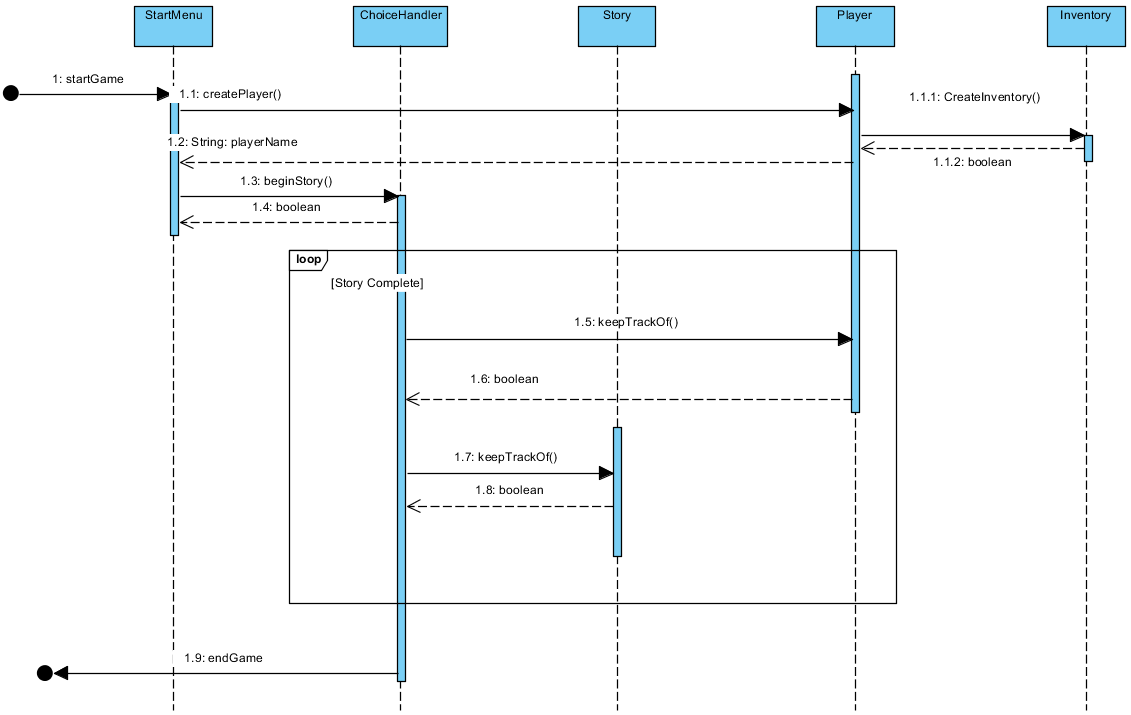
[10] all

System Sequence Diagram[11]



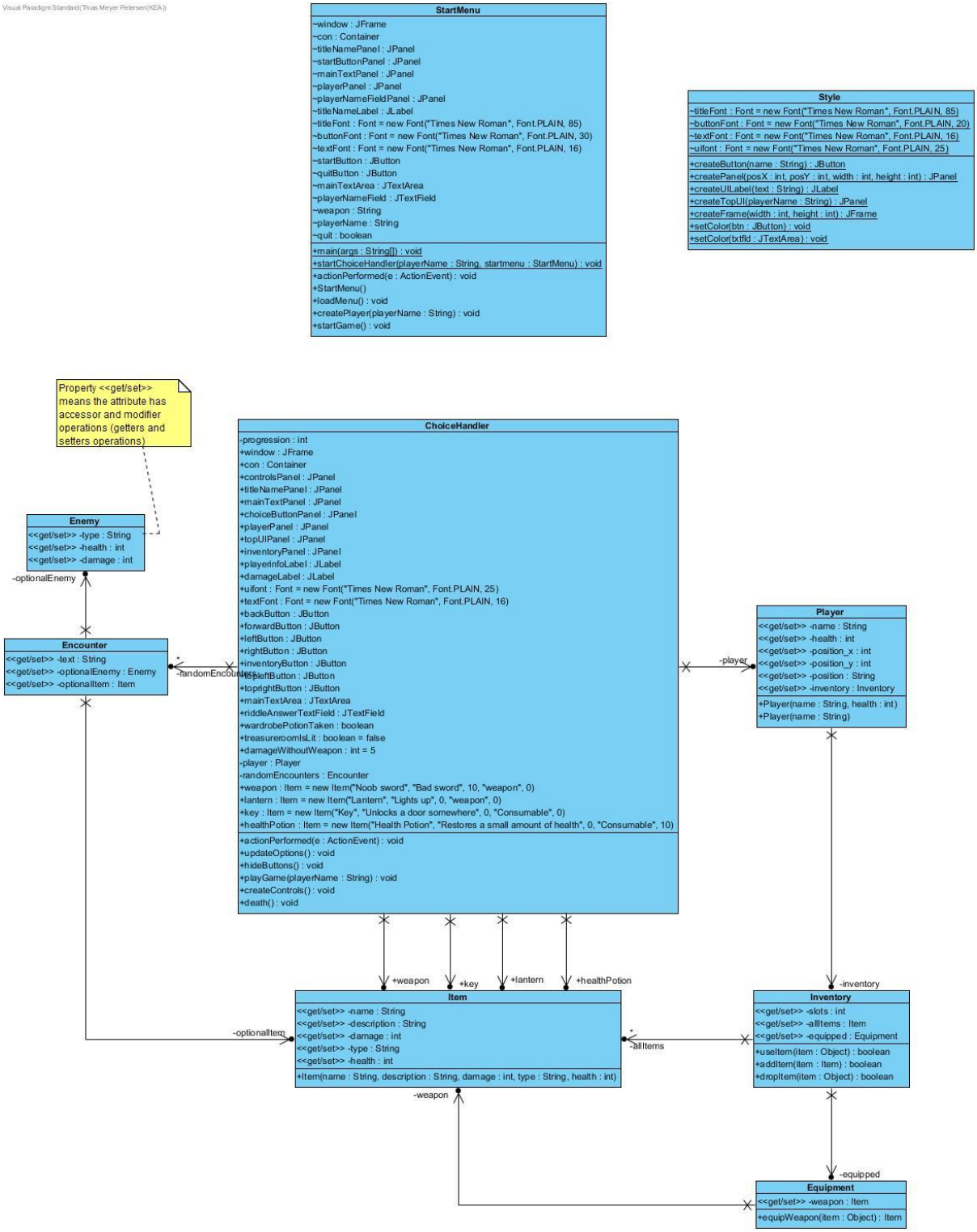
[11] Thias, Alex

Sequence diagram[12]



[12] Thias, Alex

Class diagram[13]



[13] Thias, Alex

Conclusion

We can conclude that our original plan didn't quite work out the way we wanted to.
Making a game, even a text-based game is more time consuming than we originally thought as well. We didn't have the time to make all the features we wanted, such as combat, and enemies as a class.

We had to adjust our diagrams and use cases a few times to make it fit our vision.
We were very ambitious to make the run as a program instead of just in the terminal, which took us most of our time programming.
Our project management helped a lot with us keeping track of how far we were and what we needed to do.