Void Boat Odyssey 2

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ABSTRACT

We created a point and click mouse controlled computer game using Pygame library and original art, inspired by early video games and newer visual novels. The game is set on a spaceship, with the player experiencing the scene in first person with the astronaut's visor screen displaying their vital signs at the edges of the screen. The game will begin with the player waking up alone on the spacecraft with a leak in their oxygen supply, and the ship is a decaying orbit of a distant star. The object of the game will be to collect the necessary items and complete certain actions in the right order to repair the ship before the oxygen runs out.

I. Game Synopsis

You wake up alone in a ship floating through the never ending vastness of space. You have no memory of why your on it, how you got on board, or even who you are. All you know is that the ship is running our of oxygen, and you don't have a lot of time to fix it before you pass out.

Figure 1 Caption: The void boat in all its glory.

II. Implementation

The player is able to interact with the model using the mouse by clicking various aspects of the image. Interactive objects belong to the Item class, which inherits from pygame Sprite class. Instances of the item class are blitted onto the surfaces of background that contains the background. The room class inherits from pygame sprite groups, and keeps track of items and backgrounds.

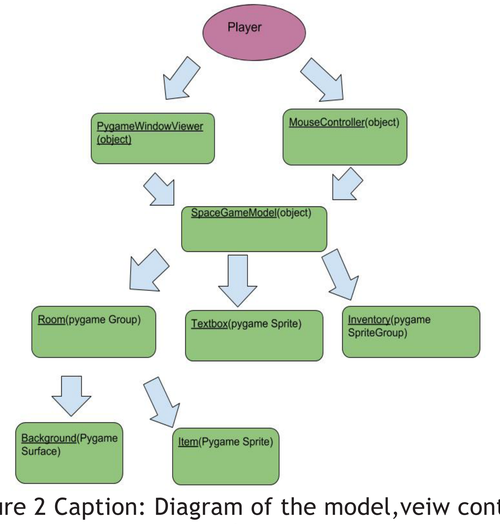

Figure 2 Caption: Diagram of the model,veiw controller

III. Results

We have a model of our finished product. At the bottom of the display we have a text box that serves as an output to the player. It is used to display the current stage in the story to the player as a way of conveying the ongoing narrative. It also displays the available choices the player can choose to interact with the story. As the backdrop, we have custom artwork to represent the current room the player is situated. The are interactive items located around the room that the player can click on and add to their Inventory. The controls is based upon mouse clicks to interact with objects on the screen and keyboard input to select options from the text box.

An important tenet of our game is the emphasis on player interaction and how it interacts with the narrative. Our game is designed such that in-game choices influence the outcome of the game. We wanted to make it possible for there to be multiple possible conclusions to the story-line.

Figure 3 Caption: Images of the storage and the observatory from the final game.

V. Project Evolution

Our first MVP made use of stock images and bright colors as we were only testing our basic framework and making sure our code worked. We successfully blitted our floating wrench but it isn't interactive yet.

We added new background and made improvements to the text box. We added more choices to the story progression and added interactivity to our floating wrench. It can clicked on and added to the inventory.

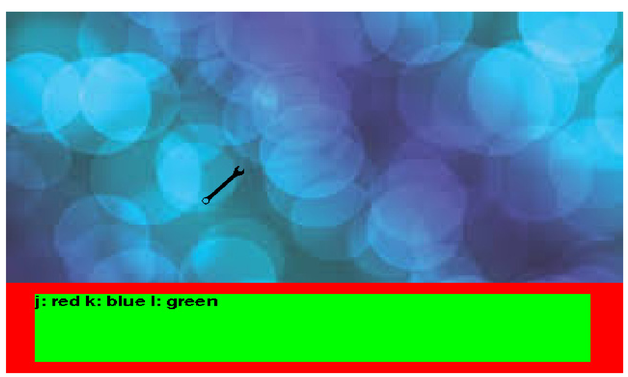

Figure 5 Caption: First run at the game

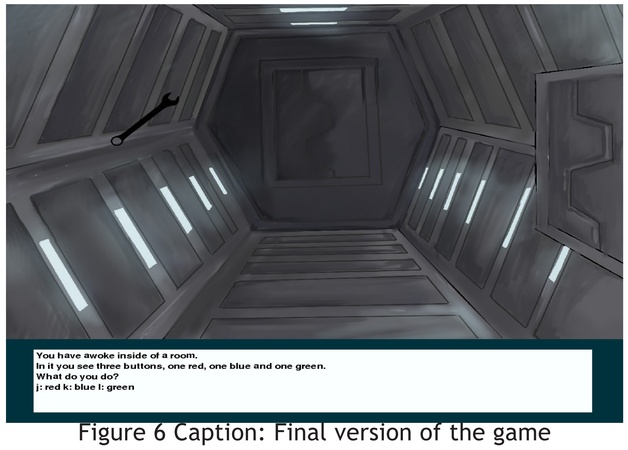

Figure 6 Caption: Final version of the game

VI. Future Work

In the future, we would like to add many more puzzles to the game. We would also like to add multiple endings to the game so that the user would have a more personalized experience and the user experiences would vary. If we had the chance, we would also add more rooms to make the spaceship more expansive so that game would be even longer.