**=Blank Space User’s Manual=**

**Introduction:**

My name is Kara Jacobs, and this is my final student project for my SDEV 140 Software Development Class!

**Game Description:** A text-based adventure game set in outer space. An amnesiac wakes up on an empty spaceship, and tries to figure out who they are, how they got there, and more importantly, how to survive.

**Before You Begin:**

Make sure to install a recent version of Python that supports png images. I used Python version 3.11.2. while making this project.

No other downloads are required since I just used the built-in tkinter features to make this game.

**Computer Requirements:**

This Game ran perfectly on my 2011 Windows 10 Gateway PC. I haven’t tried it on other devices yet, but it would probably run fine on any recent Windows device.

**Note on Getting Images to Load:**

You will need to download the Images folder from the Github repository for Blank Space.

While making this project, I didn't have time to figure out how to install PIL Pillow, so I just used tkinter's built-in PhotoImage tool. The file paths shown in my code are how they appear on my computer, so the paths for each image will have to be changed to wherever the Images folder path is stored on your PC.

So, for example, the wakeup image appears in my code like this:

wakeup = PhotoImage(file="C:/Users/Just Peachy/Desktop/Blank Space/Images/wakeup.png")

but for it to work on your PC, it would have to be changed to:

wakeup = PhotoImage(file=<Your PC filepath here>/Images/wakeup.png)

If the filepaths for each image are not found, an error message will display in Python and the program will not run, so it is important that the filepaths are correct.

Alternatively, if you know how to install PIL Pillow, you could do that and edit the code slightly to be able to load the images correctly and run the program.

Some older versions of Python didn’t support png images, but the more recent version I used did.

All nine of the png images I used are located near the top of the Blank Space.py source code, right after the root window is made and after a font is declared.

**Gameplay:**

This game is a fairly straightforward “choose-your own adventure style” text adventure game. I will give a brief overview of each story page below.

**PAGE 1 (TITLE PAGE)**

A picture containing font, text, screenshot, graphics

Description automatically generated

This is the first page the user sees, which displays the title, author, and date of the game. There is a “Start Game >>” button and an “Exit Game” button. Press “Start Game” to begin.

A picture containing text, font, screenshot, graphics

Description automatically generated

**PAGE 2 (WAKE UP - SLEEP or EXIT POD)**

A picture containing invertebrate, ctenophore, sphere, light

Description automatically generated

The first page includes a header image, a scrolling textbox, 2 radiobutton options, a “Continue” button, and an “Exit Game” button.

The scrolling story text tells you that have woken up in a space pod, and gives you two options:



or:



If you choose “Go back to sleep”, you are taken to Page 3. If you choose “Try to push open the hatch to the pod”, and then press “Continue”, you are taken to Page 4.

**PAGE 3 (SLEEP AGAIN or EXIT POD)**

A green light on a vehicle

Description automatically generated with low confidence

On this page, the text tells you that you are unable to fall and gives you the same two prompts as Page 1. If you try to fall asleep again, nothing happens. If you choose “Try to push open the hatch to the pod”, you are taken to Page 4.

**PAGE 4 (WALL - INTERACT WITH PANEL or SEARCH FOR EXIT)**

A picture containing screenshot, light

Description automatically generated

The story text continues, and your character discovers a viewscreen panel on the wall. You are given 2 options again:



or:



If you pick option 1, a new window pops up, prompting the user to enter a name and ID number. If you try to add numbers in the name box or make your name under 3 characters or over 40 characters, or leaves the box blank, you are given an error message when you press confirm.

Likewise, if you put letters, symbols, or decimals in the ID number box, you are given an error message.

Finally, even when the input is accepted, the panel informs you that your name is not recognized and your clearance level in the spaceship is zero. This makes sense because your character is an amnesiac who wouldn’t know any clearance codes.

A screenshot of a computer error

Description automatically generated with medium confidence

Pressing “Cancel” returns you to the main window.

If you pick option 2, you are taken to Page 5.

**PAGE 5 (CORRIDOR - GO LEFT or GO RIGHT)**

A picture containing line, colorfulness, screenshot, symmetry

Description automatically generated

The story text leads you out through a hole in the wall, and into a dark corridor. At the end of the corridor, the paths branch into 2, and you are given 2 options:



or:



If you go left, you are taken to page 6, which is a *Game Over* page.

If you go right, you are taken to Page 7.

**PAGE 6 (GAME OVER - FALL ENDING)**

A picture containing text, space, screenshot, star

Description automatically generated

The text tells you that you fell through a hole in the spaceship floor and plunged to your death. You are only given 2 buttons now:

A blue rectangle with white text

Description automatically generated with low confidence

Restarting will bring you back to Page 1.

**PAGE 7 (LOCKED DOORS)**

A picture containing darkness, screenshot, black, dark

Description automatically generated

The text tells you that you have come to 3 doors. You have 3 options:

A picture containing text, font, screenshot

Description automatically generated

The first two doors are locked. The 3rd door takes you to Page 8.

**PAGE 8 (STORAGE ROOM - SHOOT LOCK or RATION BARS or BROKEN GADGET)**

A microphone on a table

Description automatically generated with low confidence

The text tells you that you are in a storage room. You discover a glowing laser gun, 7 food ration bars, and a pair of broken goggles. You leave the storage room and find a 4th door. Your options are:

A black background with white text

Description automatically generated with low confidence

The laser gun ricochets and nearly kills you but doesn’t open the door. The rations, predictably, do nothing. However, if you try the goggles, the door scans some numbers etched into the side of the lens, and then opens, taking you to Page 9.

**PAGE 9 (STARRY CORRIDOR - FIGHT ALIEN or RUN)**

A picture containing invertebrate, insect, butterfly, bat

Description automatically generated

The text tells you that you are in a starry glass corridor. Suddenly, a moth-bat alien crawls out of the floor and swoops at you! You have 2 options:



Or:



If you pick Fight!, you are taken to Page 10, which is a *Game Over* page.

**PAGE 10 (GAME OVER - MOTHBAT ENDING)**

A picture containing text, space, screenshot, star

Description automatically generated

The laser blast only makes the moth stronger, and it kills you with its paralyzing claws.

**PAGE 11 (ESCAPE POD ROOM - ESCAPE SHIP)**

A picture containing pc game, digital compositing, screenshot, video game software

Description automatically generated

The text tells you that you escaped the mothbat! You make it to an escape bay hangar with only one escape pod left in it. You climb into the pod, and it asks you: “Allow autopilot? >> Y/N”. You are given a single option:



When you press continue, it takes you to the final page, Page 12 (the Win Screen).

**PAGE 12 (YOU WIN!)**

A picture containing screenshot, black, darkness, graphics

Description automatically generated

You win! You are again given the “Restart Game?” and “Exit Game”

Thanks for Playing!

**Images Note:**

All of the images for this game were made Stable Diffusion Online, a free AI image generator. I had to edit some of the images using GIMP 2.10.12 to get the look I wanted.

Link: <https://stablediffusionweb.com/>