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The Trails of Little Red

Our group decided to use the several “Little Red Riding Hood” stories from class as inspiration for our text based adventure game primarily because we all enjoyed the many different versions of the tale. Furthermore, the different versions of the story have many unique plot twists and outcomes, which is perfectly suitable for this type of game. In a text based adventure game, the player must make decisions throughout the story that affects each subsequent scenario. By doing this the player creates her own version of the story tailored to her personality and judgment. We decided to incorporate elements from each “Little Red Riding Hood” variant and amass them into a single story. In our game, *The Trails of Little Red*, a player can create her own story of “Little Red Riding Hood.”

To keep a similar notion to the other “Little Red Riding Hood” stories, we used many of the same themes and morals as the others, such as: growing up, do not talk to strangers, and do what your parents tell you. Our game promotes prudent decision making, and making morally sound choices. However, the modern social critique we wanted to express, different from other “Little Red Riding Hood” stories, is the virtues of seeking help when needed. We feel like our society as a whole is very individualized and ego-centric where people feel deterred from requesting help when they need it most. People need to learn to set aside their egos and understand that they can learn from one another. Seeking out help in today’s society can lead to higher productivity and a greater sense of community. Also, by asking for help, it makes it harder for the “wolves” of the world to eat you.

We chose to do a text based adventure game on the computer because our group is very comfortable working with computers and we were certain that a video game would be a very unique project. Through controlling the protagonist’s decisions, we believed that the user would experience a deeper connection to the story than in a text where the user would just be an observer. We felt that this would be an interesting way to play through and experience the different versions of “Little Red Riding Hood” in a single piece of media. The pixilated graphics style offers a simple look and feel to the game, and produces the captivating visual supplements absent from most “Little Red Riding Hood” renditions. The *Trails of Little Red* is a fun, easy, modern way for a user to enjoy her own version of the story of “Little Red Riding Hood.”

Each team member’s task matched up with his academic strengths and interests. Zach and Josh planned out the story board and developed the plot. Josh wrote the script and Zach designed the images in Photoshop. Meanwhile, Chris, Kevin, and Beamer wrote the code for the game in Java. Kevin and Chris designed and implemented the software architecture, and resource fetching logic while Beamer established an ergonomical user interface. Our group integrated each aspect of the game as a group to make our finished product, *The Trails of Little Red*.