Names

Dr. Propst

UNIV 230

18 April 2014

The Trails of Little Red

The group decided to take the “Little Red Riding Hood” stories as the inspiration of our text based adventure game. We wanted to use the “Little Red Riding Hood” stories because we read many different versions of them in class. The different versions of the story had many different plot twisted and endings, which lends itself perfect to a text based adventure. In a text based adventure, the player makes decisions throughout the story that effect what happens next. By doing this the player creates their own version of the story. We decided to take elements from the different “Little Red Riding Hood” stories and put them together in one game. In our game, The Trails of Little Red, a player can create their own versions of “Little Red Riding Hood.”

With using the “Little Red Riding Hood” stories, we used many of the same themes and morals as the others, like growing up, don’t talk to strangers, and do what your parents tell you. Our game promotes good decision making, and making morally good choices. However, the modern social critique we wanted to make, that the other “Little Red Riding Hood” stories don’t make, is asking for, or finding, help when you need it. We feel like our society as a whole is very individualized and ego centric, and with that people don’t ask for help from others. Sometimes people need to set aside their egos and understand that they can learn from others. If more people ask for help, then more can get accomplished and more good can be achieved. Also by asking for help, it makes it harder for “wolves” to eat you.

We chose to do a text based adventure game on the computer because the group was comfortable working with computers. Also, enough of the group was able to write the code to make the game possible. We felt that this would be an interesting way to play through and read the different versions of “Little Red Riding Hood.” The “Mario like” pixel art graphics gives the game the look and feel that makes it simple to play, and makes reading the different versions of the “Little Red Riding Hood” stories fun and easy. The Trails of Little Red is a fun, easy, modern way to read “Little Red Riding Hood” and gives the player the ability to make their own version of it.

This project was a real group effort. Zack and Josh planned out the story board and developed the plot. Josh then wrote the script and Zack drew all the pictures. Chris, Kevin, and Brian wrote the code for the game. Kevin and Chris designed and implemented game software and logic. Brain designed and implemented the user interface. The group then took all the parts and put them together to make The Trails of Little Red.