

# Aokigahara

Thank you for your interest in *Aokigahara* developed by Lissie Chin and Chamee Vang (CSCI 121 B). In this game, players can expect to use their math skills and their cleverness to answer a series of riddles and math problems! Enjoy!

## **Description:**

This is a choose your own adventure game, where the user is presented with two options to choose from every time, with each decision computing a different response from the program. Throughout the game, the user will meet two obstacles. In those obstacles, the user will be given five questions which they will need to answer at most answer 3 correctly or else the adventure ends. If the user passes, the story will continue on.

The point of this game is for users to put their mathematical and cleverness skills to the test. The game takes place in Aokigahara, “the suicide forest” in Japan.

## **System Requirements:**

The program will run on PCs and Macs with the latest version of Python. This game requires the following modules: math, tkinter, simpledialog, messagebox, tk, and random. The user will use the mouse to right-click and use the keyboard to input their answers.

## **Objective:**

Players will need to go along with the story and solve a series of questions to get to the next part of the story. If players fail to answer the correct amount of questions, the game will end and the player will end their turn.

## **Rules:**

The only rule is to follow the prompts. Or die.