

## Milestone #2

### Group 17

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#### Design and Analysis Document

**Inputs:** The user will at the beginning input their name, and possibly other demographical information to later customize the game. The user will input a specific scenario in the game they would like to play (in this case their selection of a continent to explore). Within each continent the user input will be answers to cultural or geographical based questions.

**Outputs:** Outputs of the game will be the main menu. Further in the game the main outputs will be the questions generated after the user initiates them by answering the previous question.

**Constraints:** One of the biggest constraints in the game is that we have to make sure the user is not able to replay a scenario in the game once they have already played it. This way we can ensure that their game play will systematically reach completion.

**Assumptions:** We are assuming that the user has an idea of basic world geography and that they would be able to follow along with what is going on in the game.

**Modifications:** The modifications in the game will be the main menu. By this I mean that after the user has participated in one text based adventure in one of the 7 continents, then that continent adventure will not be available to them anymore. Also, this is tentative, but we might have a stamp system where a player receives a stamp after completion of an adventure. If we do decide to implement this then this will also be a modified part of the program as the user continues on playing the game.

**Relationships/Effects:** With all the modification and system constraints, we hope that it leads the player to finish the game entirely without accidentally stepping back into parts of the game they had already played.

**Game play scenario:** So what our program is going to do is prompt the user for some information at the beginning (such as name, etc). Then it will take a user to a main menu with options to choose one out of the seven continents of the world listed. There is also an option at the main menu to exit the game. When the user picks a continent they will then participate in a 10 question text based adventure that would take place in their continent. The idea is they get to explore that continent and learn something new about the world. After they have completed their 10 questions they can go back to the main menu to select another continent adventure to play. They will not have the option of replaying a continent adventure and they will have the option to return to the main menu in the middle of a continent adventure, however they will lose all progress in that continent. The goal is to complete the 7 continent adventures in order to learn all you can about the world and complete the game.