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CMPSC 473: Solo 11 Project Development Phase 1 Concept
Due: April 12, 2020

Concept: *Bandersnatch* is a text based terminal game, where you work with General Buckingham to defeat the ever evolving Operating System, BOS, that seeks to rule the world. The BOS has made many attempts in the past to take over the world, with each attempt based on certain new concepts in the Operating System. To help General Buckingham, you must complete the training he has offered to inform you of how BOS has tried to take over the world, how he is trying to now, and ultimately use this training to breach the BOS' security in order to defeat it.

- **Objective:** Complete the training simulation to defeat the S-BOS and help General Buckingham defeat the BOS.
- **Rules:**
    - Player must unlock level badges in order to progress showing level completion
    - Health starts at 500. Increases for every 100 points gained from attacking the BOS or S-BOS, and decreases by 100 points for every failed attempt during combat. Game ends when player's health reaches 0.
    - Highest Health at the end of game has name placed in leaderboard.
- **Player Area:** Game is terminal based. Player will interact with the terminal General Buckingham is communicating through along with the S-BOS, and BOS to complete the training along with defeat BOS. Simulation completed through different levels discussing OS concepts
- **Player Pieces:**
    - Only one player in game. Player uses terminal to create commands and pieces needed to combat BOS and S-BOS
- **Game Pieces:**
    - General Buckingham – Non-Playable Character. Informs player of the BOS and player's progress in training.
    - BOS – evil OS using Operating System concepts to rule the world
    - Simulated BOS (S-BOS) – simulated version of BOS in training, created based on each time the BOS has tried to take over the world
- **Strategy:** Player must find the flaw in the simulated BOS at each level in order to use it against the BOS and defeat it.
- **Luck:** Very low luck in game. All accomplishments in game are based on deduced abilities unlocked from each level used to defeat the BOS and S-BOS. Passwords and necessary protocols will be randomly generated with every gameplay.