

Space Exploration Blank Scenario

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The space exploration game will allow players to simulate space travel through an exciting point and click adventure game. This first scenario will describe the game UI, an early version of the exploration mode, and a main menu. The first scenario does not have a save game system, survival aspect or inventory system incorporated yet. The absence of these systems will mean that some button commands are not functional.

Scenario “Exploration Mode and New Game”

Player will first run the project executable file to start the program. The main menu of the game will load, presenting 4 options: Exploration Mode, Sandbox Mode, Settings, and Exit Game. The main menu will be loaded as a JavaFX scene.

Exploration mode is the main game mode for this project, and will be the focus for this scenario. The game will be played as a point and click adventure game made using a graphical user interface. Players will start off in the Milky Way Galaxy. They will be presented with a series of points on the screen, each representing a different path one could take. Items on screen can be interacted with, and challenges will be made available to the player. Anytime the player chooses a path, the program will load in a new JavaFX scene representing that specific location.

The graphical user interface will have different button commands. The first two are “move left” and “move right” commands. When the player presses on a “move” command, the JavaFX scene will change to a corresponding scene. Another command will be an “interact” command, which will be represented differently in each scene. The “interact” command will complete a task, such as clicking on debris to clear a path. The final command is “menu”, which will present a pop-up menu with the options of viewing challenges, exiting pause and exiting game.

The graphical user interface will also display player information. This information will be data kept in the classes described below in figure 1. This includes spaceship information such as water, oxygen, and fuel levels, current location on the planet, current star system, and storage capacity.

After the player has explored each system fully and completed all of the challenges, the game will end.

Figure 1: Data Requirements from SpaceExplorationProjectReport.pdf

