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**You Got No Cake**

**DESCRIPTION (High level)**

This text-based role playing game starts with you waking up in a closet. When you open the closet, you find that there was a birthday party, but now everyone is gone. All that remains are limp balloons hanging from the rafter, crushed confetti on the floor and paper party plates with telltale cake crumbs. Naturally, you check to see if there is any cake left, but to your displeasure, there is none.

Now all you can think about is cake. You are on a mission to find cake. You are in a house but you know there is no cake here. You discover the house is in some dangerous neighborhood. You grab a plastic fork and a toy bat, and you begin to roam through the town, trying to survive your quest to find some cake.

Along your way the game will offer to calculate your BMI, calculate the days until Christmas, and calculate the gallons of water your household flushes each day, based upon player input.

As you are going around town, you figure why not shop? You are mad about shopping. You want to find things to make a cake, things for a birthday party and a variety of sleep aids. You haven’t been sleeping well lately, obviously, waking up in a closet. Your three shopping lists follow:

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| --- | --- | --- |
| 1. Cake ingredients:   1. Flour 2. Sugar 3. Butta 4. Bananas | 2. Birthday party supply list:   1. Whoopie cushion 2. 5 gallons of ice cream 3. Grim reaper 4. Plastic forks | 3. Sleep-aids:   1. Apnea Fairy 2. Tranquilizer dart 3. Tax code 4. Warm milk |

The object of the game is to find cake. The player can get lucky and find cake in two of the 25 locations in the town. Automatic win. Otherwise, the player can win if they find all four items on any of the three lists. Twelve of the 25 locations have various items on the player’s shopping lists. This too results in automatically winning the grand cake prize…and your game is over.

There will be various twists and turns in the neighborhood that looks like any other, but definitely is not. The player will confront non-player characters (NPCs). They will be pretty weird. The Big Question is—Will you find cake before you meet an untimely end?  You may or may not find cake, but you WILL have fun.

**LIST OF END USER STORIES**

1. Main Menu
2. Help Menu
3. Start a New Game
4. Game Menu
5. Location Menu.
6. Move to a Location
7. View List Inventories
8. Save the Game
9. Restart a Game
10. Quit—Promise to Go Make Cake and Eat Some

Game Map with at least 25 different locations:

1. Barbershop
2. Your own back yard
3. Your own front yard
4. Garage
5. Soviet Bakeshop
6. Albertson’s
7. Dr. Root’s Dental Office
8. Creepy guy’s house
9. Filling station
10. Manhole
11. Treehouse
12. Outhouse
13. Playground
14. School
15. Florist
16. Grandma’s house
17. Friend’s house
18. Museum
19. Library
20. Skate park
21. Dark alley
22. Dollar theatre
23. Motel 6
24. Police station
25. BYUI Computer Lab

DESCRIPTIONS OF END USER STORIES

(Describe what player sees, what player does, what computer does for each screen/end user story.

Actions that may be taken by player. Responses each time the player takes some action.)

1. Main Menu—The player will see the following menu choices. They select an option. The computer will load the screen of choice or end the game.
   1. New game.
   2. Restart game.
   3. Help
   4. Quit—Promise to Go Make and Eat Some Cake
2. Help Menu-- The player will see the following menu choices. They select an option. The computer will load the screen of choice. The player will be returned to the Main Menu when they quit any Help screen.
   1. What is the goal of the game?
   2. How to move.
   3. How to get stuff and checkoff on lists.
   4. View lists.
   5. Quit
3. Start a New Game
   1. Welcome screen
      1. Name of game
      2. Brief description
      3. Prompt player to enter their name
      4. The computer will display a personalized welcome message with the player input.
      5. The computer will prompt the player to select their first location.
4. Game Menu
   1. Move to a new location.
   2. Get stuff and checkoff on lists.
   3. View lists.
5. Location Menu.
   1. The computer will display the location description as outlined in the table below. The player can choose to Get List Item to place the found item in one of their list inventories. The player can choose to Move to a New Location, Save the Game for later, or Quit.
6. Move to a New Location--This option will display a full list of locations in the town where the player will go to find cake and/or items on their three lists. The computer will prompt the player to select a location. Once the player enters the new location code, that location text will display.
7. View List Inventories. This screen will display all of the items that the player has moved into their inventories. The computer will check to see if any list is completed. If not, the computer will display a message of encouragement and prompt player to choose a new location, save or quit. If a list is completed, the computer will display a message of congratulations for winning the game. The computer will prompt the player to start a new game or quit.
8. Save the Game--This option will save the game to storage and end the game with a message stating the game has been saved and see you again real soon.
9. Restart a Game--This option will load the previous game into memory and prompt the user to select a new location.
10. Quit-- This option will ask they user if they want to save the current game to play later. If yes, the game will be saved to storage. In either case, the computer will display “Promise to Go Make Cake and Eat Some. Good-bye.”

Game Map with at least 25 different locations: See next page. When a player chooses any of the locations listed below, a message will be displayed as appears in the columns Message and Description below. The player may immediately win or lose the game in certain options. Or they may have an opportunity to move an item to one of their lists. Some locations offer neither a reward or punishment. A win or lose choice will be followed by the exit screen. Otherwise, the player will be prompted to choose a new location or save or quit game.

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| --- | --- | --- | --- | --- | --- |
|  | **LOCATION** | **MESSAGE…** | **DESCRIPTION** | **PROGRESS?** | **PLAYER OPTIONS** |
| 1 | Barbershop | No cake here… | But there is blood all over the razor…or is it frosting? | No action or progress. | Choose a new location, save or quit. |
| 2 | Your own backyard | No cake here… | Neighborhood bully. Run! Never mind this toy bat, where’s my tranquilizer dart when I need it. | Get list item. | Choose a new location, save or quit. |
| 3 | Your own frontyard | No cake here… | But you better grab some of those ripe bananas from your shade tree if you wind up having to make your own cake. | Get list item. | Choose a new location, save or quit. |
| 4 | Garage | No cake here… | But who should be over there behind the pile of newspapers next to the gasoline soaked rags, but the sleep apnea fairy?? | Get list item. | Choose a new location, save or quit. |
| 5 | Soviet Bakeshop | Cake eats you! | The End. Good bye. | You lose! | Exit or start new game. |
| 6 | Albertson’s | No cake here… | Smile, you’re on security cameras. So remember, that 5 gallon tub of spumoni isn’t free. | Get list item. | Choose a new location, save or quit. |
| 7 | Dr. Roots | You get more laughing gas… | You wake up in a tree. The End. Good bye. | You lose! | Exit or start new game. |
| 8 | Creepy Guy’s House | No Cake. | Your end. The End. Good bye. | You lose! | Exit or start new game. |
| 9 | Filling Station | No cake here… | I thought that’s what they used to call gas stations. But these guys are pushing sugar out of their pumps. Get me outta here. | Get list item. | Choose a new location, save or quit. |
| 10 | Manhole | No cake here… | Based on your family’s habits, how many gallons of water do you put into your sewage system per day. Enter number of household flushes. No wonder it doesn’t smell very good down here. | Calculation. | Choose a new location, save or quit. |
| 11 | Treehouse | No cake here… | Inspiration: When the going gets tough, the tough get going. | No action or progress. | Choose a new location, save or quit. |
|  | **LOCATION** | **MESSAGE…** | **DESCRIPTION** | **PROGRESS?** | **PLAYER OPTIONS** |
| 12 | Outhouse | No cake here… | But thankfully someone forgot their whoopie cushion. That will come in handy for the birthday party later. | Get list item. | Choose a new location, save or quit. |
| 13 | Playground | No cake here… | Oh my heavens, that kid is being hauled off to jail as he should be. Can you believe he had a plastic fork in his lunch box?? Catastrophe averted! | Get list item. | Choose a new location, save or quit. |
| 14 | School | No cake here… | But while you are here we would love to calculate your BMI. Enter your age and height. Knowledge is power | Calculation. | Choose a new location, save or quit. |
| 15 | Florist | No cake here… | I said flour you idiot, not flower. | Get list item. | Choose a new location, save or quit. |
| 16 | Grandma’s House | Cupcakes | These’ll do. The End. Good bye. | You win! | Exit or start new game. |
| 17 | Friend’s House | No cake here… | But tell me again, how many days until the Christmas. Enter today’s date. Hope you’re bein’ nice. | Calculation. | Choose a new location, save or quit. |
| 18 | Museum | Marie Antoinette’s Cake | Stale, you crack a tooth. Better see Dr. Roots. | No action or progress. | Choose a new location, save or quit. |
| 19 | Library | No cake here… | But cookbooks. Shhhhhhhhhh. ZZZZzzzzzzzz. | No action or progress. | Choose a new location, save or quit. |
| 20 | Skate park | No cake here… | Inspiration: Never, never, never, never give up. | No action or progress. | Choose a new location, save or quit. |
| 21 | Dark Alley | No cake here… | Dumpster with empty cakebox. You’re on the trail. And, oh look, a copy of the tax code. | Get list item. | Choose a new location, save or quit. |
| 22 | Dollar Theatre | No cake here… | But that guy in the back row sure has moves smooth as butta. | Get list item. | Choose a new location, save or quit. |
| 23 | Motel 6 | Cake! | Party time! Excellent!! The End. Good bye. | You win! | Exit or start new game. |
|  | **LOCATION** | **MESSAGE…** | **DESCRIPTION** | **PROGRESS?** | **PLAYER OPTIONS** |
| 24 | Police Station | This isn’t cake… | It’s donuts. I can wash ‘em down with warm milk. | Get list item. | Choose a new location, save or quit. |
| 25 | BYUI Computer Lab | No cake here… | Why are there so many old people in all my classes? That explains the grim reaper in the corner. | Get list item. | Choose a new location, save or quit. |