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CMSC 335

2/17/21

Oregon Trail Remake/Hack - Organ Trail

For this assignment, my partner Marco and I altered the code for Oregon Trail in order to fit a new theme of travel: Traveling through the digestive system of a human body. We thought of this idea because the word “Organ” sounds very similar to the work “Oregon”. We figured that it would be an effective remake, as the structure of the traveling sequence would largely remain the same, allowing us to focus on other alterations.

To begin, I read through the code of the Oregon Trail in Basic. This process included a fair amount of tracing, as in Basic programs, the code jumps around using line references. After I understood the meaning of various labels, such as REM, DIM, and GOTO, I made note of all of the important lines of the code. Specifically, I made note of where the larger sequences, such as hunting or visiting a fort, were located. I also made note of all of the important variables within the program. This enabled us to think more clearly about which elements of the game we wanted to keep, and which we wanted to change.

After reading through and understanding the code a bit more, my partner and I began to brainstorm effective ways to translate the theme to travel through a human body. This included renaming many of the variables, such as changing the starting number of Oxen to the quality of a meal that the human vessel would eat at the beginning of the journey. Conceptually, we had to change some aspects of the original Oregon Trail, such as figuring out how the “ammunition” from the original would translate to our version. In the original, the ammunition is used to fight bandits as well as hunt for food. In our version, ammunition was changed to antibiotics that would be used to fight off infections. We decided that hunting would be reduced to “collecting

nutrients”, which would require no resources and made more sense in the context of human body travel.

Another key change was altering the timeline and distances of the traveling sequence. Oregon Trail follows travel over a number of months and 2000+ miles, whereas our version spanned 2-4 days and ~30 feet. This required some re-working of the timeline and overall duration of the program.