Choose Your Own Adventure

Creator: Muhaimin Sarker

Project Schedule

* Rough outline of the project.
* List of individualized coding tasks.
* Schedule of completion of individualized coding tasks.
* Schedule of integration of individualized coding elements into the whole

**Document.url, index of substring, local storage, LEARNED ALL**

Outline of Project

* Images needed
  + Backgrounds
  + Characters
  + Etc
* Starting HTML
  + Contains the text of the document which will be manipulated by CSS and JavaScript
  + Contains a button that will be used to go to the next page of the story, a button that starts the story, a button that makes you go back to the start menu
  + Contains the box in which contains the story dialogue
  + Contains the text box that will appear during a decision
  + Contains the image of the title of the story (haven’t decided yet)
* Reincarnation HTML
  + This HTML File will be what the Starting HTML will link to right after the user’s decision. If that decision results in the Reincarnation Story Line then it directs here
* Void HTML
  + This HTML File will be what Starting HTML will link to after the user’s decision. If that decision results in the Void Story Line then it directs here.
* CSS Files
  + The CSS file contains content such as the background-image, color added to the page, color added to the text box that contains information on the story, and other things such as animations (maybe) or hovering.
  + The CSS Files should be the same for each of the HTML files so it’s consistent. Some things might be different, but it should overall be the same
* JavaScript File
  + Contains the functions needed to cycle between pages, titles, events, etc
    - costumeSwitch(costume)
      * This function basically switches the costumes of the character and flips between them
    - backgroundSwitch(background)
      * This function switches the background of the page
    - startGame
      * This happens when you click on the start button

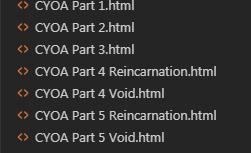
Ideas for Algorithms for my code

If I want to change the costume according to the character, I have to create it so the dialogue matches with the character not the other way around. I’ll create four (or more) arrays, each containing the lines of a different character. The master array is the one containing all the lines.

**I finally decided on an algorithm. It is exactly this idea, but uses indexOf of an array to work out.**

Journaling

* Day 1: January 25th 2019
  + On this day, I started and finished the rough Outline of my project
  + This outline included JavaScript functions needed to be implemented, HTML Files that I will be switching from, and CSS File components
  + Nothing else was done
* Day 2: February 6th, 2019
  + On this day, I started to draft my code by adding the start screen along with a start button that starts the game!
  + The start screen was done with a key frames animation that switches between backgrounds and recycles back to it
  + Start button was placed in a div to style it and place it in the middle of the story
* Day 3: February 8th, 2019
  + On this day, I started to draft the code for what would happen after I clicked the start button
  + I ran into the issue of document.getElementById as I didn’t capitalize the “b” in the By
  + Afterwards, I had difficulty stopping the animation
* Day 4: February 12th 2019
  + On this day, I diagnosed the problem that I had with my code
* Day 5: March 25th 2019
  + After a whole month of creating the pathways, devising algorithms for my code, and picking out background pictures, I’m FINALLY READY TO CODE
* Day 6: April 12, 2019
  + Despite getting bored with this project, I revamped my motivation and am starting to finish up this project
  + One thing on the agenda is to make it so that it isn’t undefined anymore
  + Otherwise, the project is very easy to do with the script that I have
    - I just have to implement it to be honest
  + Add parts of what you have learned to make the lines correspond to this design document
* Day 7: April 29, 2019
  + After finishing up my website for a competition (I won :D), I’m starting up this project again
  + I created different HTML files that contained the story that I created for my Choose Your Own Adventure:



* + - I divided my story into parts and chose the parts which I knew would be included in the story at all times
    - I haven’t implemented any of the if statements yet
* Day 8: May 1, 2019
  + I’m currently on the path to implement the if statement situations right now
  + Have created new documents for the first if statement (Leave.html)
* Day 9: May 3, 2019
  + Created the button that allows me to Stay or Leave
  + The code:

function setDisplay(className, displayValue) {

var items = document.getElementsByClassName(className);

for (var i = 0; i < items.length; i++) {

items[i].style.display = displayValue;

}

}

* + - This allows me to go through each item that has a className of decision (the stay and leave button) and make it display
    - I will probably add this code into my arsenal aka utilities.js
* Day 10 and 11: May 9th, 2019 and May 13th, 2019 (May 7th was skipped because I had AP Physics Exam, sorry Mr. Turner)
  + Today, Mr. Turner gave me an L in front of the class. Although I didn’t mind, it kind of hurt considering I was finished with some of the tutorials before Level 3.
    - Due to this, it’s time for me to finish up this Level 2 Project and finally complete the FULL Course (Mr. Turner is reading this thinking I can’t do it)
  + Since my previous pathways looked like absolute garbage, I got into my head some new features and pathways to add to the story (legit noice imo)
  + I listed them down in the Script for Game document so give a look to it
* Day 12: May 14th, 2019
  + Finished up 2/5 of the pathways that I wanted
  + Will finish up the project this weekend (along with Tutorials from after Level 2 to Level 5 HAHAHA (for now, I’ll only do the construction for all of them and then go for the activities))
  + Must create an array for all the elements: knives and badPoints (for now)
* Day IDK: May 28th 2019
  + FINISHED WITH THE BASIS OF THE PROJECT!!!!
  + Adding audio, background switches and other things can’t be done right away due to time constraints
  + Due to me taking a few months break from coding (I felt bored of it), I was unable to finish the project on time!

Choose Your Own Adventure (May 9, 2019)

Create button that says that you can start over (placement of button will be hard due to interface)

Fix thing where you can’t go below 0 or beyond a certain point

Change background with the event

Put Start Over button everywhere

**Bold= Completed** (May 13, 2019. May 15, 2019, May 19, 2019 and May 21, 2019)

Underline= Can’t complete because of time constraints

After Part 1:

* **Choosing to Stay results in going to Part 2**
* **If you leave**
  + **You go onto an unknown path**
  + **If you go select to go right afterwards, you can die or go back to the Ringmaster**
  + **Same thing with left**
  + **The death sequence will be prompted randomly with either left or right** 
    - **If you die, you go back to Part 1 (follows Ringmaster’s philosophy of you can’t truly die**

After Part 2:

* **Choosing either one of the boxes results in an random number of knives that will be stored in sessionStorage**
  + **If you end up choosing the box with more knives than the other one, you will be given one bad point**
  + **If you end up choosing the box with less knives, you will be given -1 bad point**
  + **The clicking on the boxes results in going to Part 3**
  + **Compare results with the other box**

At Part 3:

* A health meter will pop up with a value to the left and your opponent’s health bar will show up to the right
  + Use the html tag called progress
    - Never mind, I’ll be using the html tag called meter
  + You use session storage to save the health you have
* **You also have the number of Knives you have on display**

After Part 3:

* **If you Stay Upstairs, you are given the option to throw knives at the opponent**
  + **If you throw knives at the opponent that gives you, you are given 1 bad point (this isn’t displayed)**
  + **If you don’t throw knives at the opponent, you are given -1 bad point**
  + **Even if you choose either one, you still see the ribbon and remember your past** 
    - **After remembering your past, your costume changes**
* **If you Go Downstairs, you get barraged by knives from your opponent and will have to restart the game (RIP moment)**

Part 4:

* Use the splice function to get this going
* You can choose to hit your opponent with knives or learn more about her
  + However, the number of bad points you can earn increases after each time you select to learn about her
    - Ex: Learn about her 2 times= 1st time if you throw a knife= +1 bad point, 2nd time if you throw knife= +3 bad point and so on and so forth
    - Use a modifier variable to create this effect
  + Each time you choose to learn more about her, you get -1 bad point along with the same modifier effect as detailed above

Part 5:

* The number of bad points you have in the end shows if you are going to reincarnation or void
  + If you end up with 0 bad points, you are set into the undecided route
  + EASIEST PART TO DO