Choose Your Own Adventure

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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, LEARN THESE**

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 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 is used for the start button in that it

Ideas for Algorithms for my code

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

Draft of the Code

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