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Final Project

Tentative title: "Kame's Magical Hour"

Description:

Kame's Magical Hour is a text based, interactive adventure game told from the perspective of a character who is gifted with an extra hour of time by a magical turtle named Kame. Within this hour, anything is possible, and it is up to the user to determine the outcome of the main character. It is possible for the main character to fulfill his wildest dreams, but, on the other hand, if the user's decisions lead the main character down the wrong path, the main character may become trapped within the hour forever.

Additionally, the program will have a tree-like data structure, which incorporates functions, loops, statements, strings, math, multiple data types, and arrays. The data may not always be persistent. The user may have the option to determine the outcome in many different ways, while one option may close off all other options and result in a bad adventure, or ending.

Intended Audience:

This project is intended for people that enjoy games, adventures, roleplaying, create your own type of storytelling, fantasy, reading, writing, and being interactive.

Possible problems this is trying to solve:

From a real-world perspective, this project is not solving any problems, but in this story the main character just does not seem to have enough time in his life to do the things he wants to do, so it is up to the user to help him overcome potential obstacles and accomplish his goals.

Utilized technologies:

The project utilizes python's object-oriented programming approach to tell the story. As the user is making decisions, the setting may change, a sound effect may play.

Decision Tree

