BAHRIA UNIVERSITY KARACHI CAMPUS

Department of Software Engineering

COURSE: CSL 113
COMPUTER PROGRAMMING
PROJECT PROPOSAL
CLASS: BSE – 1B (FALL - 2024)

"VAMPIRE EPIDEMIC: THE CITY CRISIS"

Group Members

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1. INTRODUCTION & BACKGROUND

The video game industry has become a powerful platform for exploring creative narratives, decision-making scenarios, and player-driven storytelling. "Vampire Epidemic: The City Crisis" is a game that integrates a survival narrative set in a city under siege by vampires. The protagonist faces a life-altering decision: Should they go to college and risk vampire encounters on the way, or should they stay home and deal with the vampire attack at their doorstep? The game will feature two primary paths with branching outcomes based on the player's choices.

The game is developed in C# using Windows Forms for the user interface, making it ideal for a Windows-based platform. It will allow players to engage in both strategic decision-making and survival gameplay, where each choice impacts the unfolding narrative.

2. PROBLEM STATEMENT

The problem at the core of this project is creating a compelling narrative-based game in which the player must make meaningful decisions under pressure. The main challenge lies in designing an engaging survival game using Windows Forms while incorporating various decision points where player choices will influence both the plot and the game environment. The game must blend the tension of managing everyday concerns (attendance) with the ever-present threat of supernatural attacks.
Further, this game aims to build a simple yet immersive experience using limited resources. Designing the game's logic, interfaces, and interactions while maintaining user engagement in a non-3D environment (Windows Forms) presents an additional challenge.

3. PROPOSED SOLUTION

3.1. FEATURES OF THE PROJECT

- **Two Decision Paths**: Players must decide whether to attend college and risk an encounter with vampires or stay home and deal with the vampire attack.
- **Multiple Outcomes**: The game will have different endings based on the player's choices, increasing replay value.
- **Survival Gameplay**: Players will have to escape vampire attacks, manage resources, and navigate the city or their home.
- **Dynamic Decision-Making**: The game will feature a branching narrative where each choice has consequences that affect both the gameplay and story progression.
- **Simple UI Design**: The interface will be designed with Windows Forms, featuring clickable buttons, pop-up messages, and inventory management elements.

3.2. METHODOLOGY

The development process will follow the traditional game development lifecycle, including the following phases:

- **Conceptualization and Design**: Define the gameplay mechanics, narrative structure, and decision points. Develop the basic flow of the game and identify key scenarios.
- **Coding**: Create a basic prototype using Windows Forms to simulate decision-making and story progression.
- **Development**: Implement features using C#, including story branching, event handling, and simple animations. Develop the game logic for both the college and home paths.
- **Testing**: Main focus that choices lead to appropriate outcomes and debugging the errors.

3.3. TECHNOLOGIES TO BE USED

C# Programming Language: For the primary game development and logic implementation.

Windows Forms: For creating the graphical user interface (GUI) and handling user input, forms, and interactions.

Visual Studio Code: As the integrated development environment (IDE) for coding, debugging, and building the application.

.NET Framework: For handling basic game mechanics like time tracking, event handling, and data storage.

Graphics: Basic 2D images, icons, and text-based graphics will be used to represent characters, locations, and events.

4. PROJECT SCOPE

- **Platform**: The game will be designed for Windows operating systems and will run on any system that supports the .NET Framework.
- **Game Length**: The game will offer 10-15 minutes of gameplay, depending on the choices made by the player.
- **User Interaction**: The game will feature a text-based user interface with interactive buttons, decision points, and inventory management.
- **Target Audience**: The game targets gamers who enjoy narrative-driven decision-making, apocalyptic themes, and survival challenges. It is suitable for both casual players and those interested in story-rich experiences.

5. PROJECT ABSTRACT

"Vampire Epidemic: The City Crisis" is a narrative-driven survival game set in a city facing a vampire attack. The player must decide whether to risk their safety by going to college or remain at home and face vampire attacks. This simple yet engaging game will use C# and Windows Forms to create an interactive experience where every decision influences the course of the story. The project aims to showcase how game development can be achieved even with limited graphical resources, focusing instead on narrative depth, player agency, and a rich, branching storyline.

6. MODULE DISTRIBUTION

- **Introduction Screen Module**: Displays the title and basic instructions.
- **Decision Point Module**: Displays the player's options and consequences based on their choices (college vs. home).
- **Narrative Module**: Responsible for progressing the storyline and showing events based on player decisions.
- **Survival/Combat Module**: Manages the vampire encounters, including player actions like evading, escaping, or surviving an attack.
- **Inventory and Resource Management Module**: Handles items and other survival mechanics.
- **Endgame Module**: Determines the game's conclusion based on the player's decisions, showing different outcomes.
- **UI/Graphics Module**: Manages the GUI elements, text, and images used throughout the game.

7. REFERENCES

Websites:

a. Vampires survivors.
b. Brain games IQ challenge

Tools:

c. Visual Studio Code: Integrated development environment (IDE) for building the game.
d. C# Programming Language: Primary language for game logic and functionality.

Teacher's Signatures: _____

Remarks: _____

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