

Virtual Odyssey: A Text-Based Adventure

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1 Introduction

Virtual Odyssey is a text-based adventure where the player gets to decide how the story will unfold. In this story, the main character (the player), decides to play a game on their Virtual Reality Headset. Once the player wears the headset, they quickly realise that they cannot remove it, and subsequently trapped in this new reality. The game starts on a boat, where our hero tries to find a secret code that will help them escape from this world. In order to do that, they must visit various islands and encounter various friendly (or not so friendly) locals, who play a major role in the escape. Each island will help uncover a piece of the code and help the hero return to reality.

2 Objective

For this project, the objective is to create a text-based adventure story in Python 3, where the player's choices matter. There is interactive dialogue, collectable items, a storage system and various puzzles and mini-games. The plan is to create an original story set in ancient times, with references to Ancient Greece and Egypt, the tale of which resembles Homer's Odyssey. The main purpose of this project is to create an interactive game where choices matter. The dialogue

the player engages in, the choices they make, the items they find, all have an immediate impact in how the story ends. There will be a bag of items, so that the player can open their inventory and examine the items owned at any point. Puzzles will include riddles, a game of hangman and logical choices throughout the journey. There will be a scoring system with points being achieved by specific dialogue choices or amount of items encountered. Checkpoints are still under consideration.

3 Approach

The first step is to fully flesh out the story. The current plan contains an introductory scene and 3 islands with different challenges, each of which uncovers a piece of the code. This game will be coded using Object Oriented Programming principles to introduce flexibility. For this, I plan to introduce classes such as Collectables, Character, Minigame, Environment, Scene, Hint and more. The plan is to start with the introductory scene, where the environment is described to the player and the player is required to enter a character name. The rest of the story is going to be for the most part multiple choice. Some choices will ultimately affect the gameplay, or lead the player to instantly lose the game. Then, the code for the first island is to be completed. After that, I will assess the complexity of the game and decide if I can upkeep the goal of 3 adventure islands. The way the player interacts with other players will give their character an "good" or "evil" score. If the player interacts in a friendly and non aggressive manner, the final task will differ than the "evil" path. Both paths can lead to victory.

4 Expertise

For the initial game plan, no extra packages or modules are required other than *Random*. However, I do aim to add more functionalities such as a timer that tracks how long the player has been in the game. The most important aspects of this game are: proper management of classes/objects, user error handling, conditional statements and boolean methods. Other than that, good storybuilding and engaging gameplay is a crucial factor to this game. Every choice must have its own unique dialogue and impact in the game.

5 Risks

At the time of writing this, I am not certain of how challenging creating this game is. A major risk is overcomplicating the storyline to a point where coding everything correctly is unfeasible in two weeks. Another issue is the branching storylines. If the choices are too many then the outcomes exponentially increase. I plan on tackling this by making each island mostly independent of the others. There will be some overlapping in the choices, but the main flow of each island

will remain stable. On the other side, there is a possibility of the game being too simple, yet with all the mechanics I aim to include I am fairly certain that this will be avoided.

6 Conclusion

There are a lot of technical details which have not been considered yet. Nevertheless, this is a doable yet complex project that I am excited to complete. The length of this story heavily depends on the way the project flows, but I do aim to complete all of the storylines.