Project Charter - The Endless Abyss?   CS 40800

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Problem Statement

In 1971, a revolutionary game emerged to the market that became immensely popular called the Oregon Trail. This game was text-based and took advantage of the limited technology that was available at the time. To this day the Oregon Trail is a beloved game to many, however, in the past few decades, despite skyrocketing standards for technology and video games, few developers have been able to produce text-based games anywhere near as widespread or original as this one.

Project Objectives

We aim to create a comical text-based adventure role playing game that can utilize more modern technology to once again captivate the audience that was previously attracted to the Oregon Trail. We are going to use a client-server model to create a web application that will be playable by anyone who makes an account. Along with playing the game, the user will be able to keep track of their stats from playing the game as well as communicate their stats to other users.

- Develop a web application to run a comical text-based adventure rpg
- Use Vue for frontend development to produce a user interface
- Use Javascript for the middleware communication between our user interface and backend
- Use Java for the backend to handle game logic and communication with the database
- Use mySQL for the database
- Store user statistics in the database

Stakeholders

- Project Owners: Julian Ng
- Developers: Cole Compton, Julian Ng, Jacob Riggs, Christian McKain, Adrian Taubner
- Users: People who enjoy text-based adventure role playing games of all ages
- Project Coordinator: N/A

Deliverables

- New players create accounts with usernames and passwords

- A captivating and nostalgic game experience resembling the old Oregon Trail experience
  - Player choices
  - Items
  - Gold
  - Player Health Points/Stats
  - Unique events
- A leaderboard showing the top scores of all players
- Meta features, such as entering a url into a new window to progress in the game