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<center>Final</center>

Problem:

       Many programmers today don't know enough about the languages they use. They may know how to write it, but they don't know the history, who created the languages, or worse, they might not even know what their languages are supposed to be used for.

Solution:

       I want to make an educational simulation dating game where you can find out more about the languages. The languages will be personified into characters, who the player will have to talk to in order to find out more about them. The main component of the game is the short trivia sessions, where players will be quizzed off of what they learn from the language-characters. Players will not be punished for making incorrect decisions, but will be awarded for the correct answers.

       The reasoning for the unusual choice in genre is due to its' popularity among young adults, teens, men, and women. Another thing that I took into consideration is the simplicity of writing code for something that relies mostly on text and visuals over game play. If this web app were to ever become a legitimate consideration for me, then I would also be learning about the types of assets needed to make any kind of game (save files, choices, bonuses or deductions).

(´ ･ω･ `)

Your PC ran into a problem and needs to restart.
We're just collecting some error info for you.

Begins a new save.

New Game

Load

Gallery

Exit

Loads an old save.

Buttons are high-lighted when scrolled over.

Exits game. Prompts window that asks "Are you sure? You have coding to do! :("

Pictures earned by player through the game.

Main Menu

> USE *FadeInEffect* into Page_MainMenu upon START.
> PLAY mainmenu.wav
>SCROLL OVER Button_NewGame, Button_LoadGame, Button_Gallery, and Button_Exit changes COLOR ATTRIBUTE to a lighter color.
> CLICKING ON Button_NewGame WILL RESULT IN…
    > BRING TO Page_SaveFileScreen.
    > CLICKING ON either...
        > Button_SaveSlot1,
        > Button_SaveSlot2,
        > Button_SaveSlot3,
        > Button_SaveSlot4,
        > Button_SaveSlot5,
        > Button_SaveSlot6,
        > Button_SaveSlot7,
        > Button_SaveSlot8,
        > Button_SaveSlot9,
        > Button_SaveSlot10,
        > Button_SaveSlot11,

> Button_SaveSlot12,
> Button_SaveSlot13,
> Button_SaveSlot14,
> Button_SaveSlot15,
> Button_SaveSlot16,

WILL RESULT IN...

> Button_SaveSlot1 CREATE SaveFile1 in *'save files'* library.
> Button_SaveSlot2 CREATE SaveFile2 in *'save files'* library.
> Button_SaveSlot3 CREATE SaveFile3 in *'save files'* library.
> Button_SaveSlot4 CREATE SaveFile4 in *'save files'* library.
> Button_SaveSlot5 CREATE SaveFile5 in *'save files'* library.
> Button_SaveSlot6 CREATE SaveFile6 in *'save files'* library.
> Button_SaveSlot7 CREATE SaveFile7 in *'save files'* library.
> Button_SaveSlot8 CREATE SaveFile8 in *'save files'* library.
> Button_SaveSlot9 CREATE SaveFile9 in *'save files'* library.
> Button_SaveSlot10 CREATE SaveFile10 in *'save files'* library.
> Button_SaveSlot11 CREATE SaveFile11 in *'save files'* library.
> Button_SaveSlot12 CREATE SaveFile12 in *'save files'* library.
> Button_SaveSlot13 CREATE SaveFile13 in *'save files'* library.
> Button_SaveSlot14 CREATE SaveFile14 in *'save files'* library.
> Button_SaveSlot15 CREATE SaveFile15 in *'save files'* library.
> Button_SaveSlot16 CREATE SaveFile16 in *'save files'* library.

> If either

> Button_SaveSlot1,
> Button_SaveSlot2,
> Button_SaveSlot3,
> Button_SaveSlot4,
> Button_SaveSlot5,
> Button_SaveSlot6,
> Button_SaveSlot7,
> Button_SaveSlot8,
> Button_SaveSlot9,
> Button_SaveSlot10,
> Button_SaveSlot11,
> Button_SaveSlot12,
> Button_SaveSlot13,
> Button_SaveSlot14,
> Button_SaveSlot15,
> Button_SaveSlot16,

is FULL, then...

> ALERT text: "Are you sure you want to save over this slot?"
> Button_SaveAlert1 SAYS: "Yes."
> CLICKING ON WILL RESULT IN...
> Button_SaveSlot1 CREATE SaveFile1.

>REWRITE SaveFile1 with the oldest date in *'save files'* library.

> Button_SaveSlot2 CREATE SaveFile2.
>REWRITE SaveFile2 with the oldest date in *'save files'* library.

> Button_SaveSlot3 CREATE SaveFile3.
>REWRITE SaveFile3 with the oldest date in *'save files'* library.

> Button_SaveSlot4 CREATE SaveFile4.
>REWRITE SaveFile4 with the oldest date in *'save files'* library.

> Button_SaveSlot5 CREATE SaveFile5.
>REWRITE SaveFile5 with the oldest date in *'save files'* library.

> Button_SaveSlot6 CREATE SaveFile6.
>REWRITE SaveFile6 with the oldest date in *'save files'* library.

> Button_SaveSlot7 CREATE SaveFile7.
>REWRITE SaveFile7 with the oldest date in *'save files'* library.

> Button_SaveSlot8 CREATE SaveFile8.
>REWRITE SaveFile8 with the oldest date in *'save files'* library.

> Button_SaveSlot9 CREATE SaveFile9.
>REWRITE SaveFile9 with the oldest date in *'save files'* library.

> Button_SaveSlot10 CREATE SaveFile10.
>REWRITE SaveFile10 with the oldest date in *'save files'* library.

> Button_SaveSlot11 CREATE SaveFile11.
>REWRITE SaveFile11 with the oldest date in *'save files'* library.

> Button_SaveSlot12 CREATE SaveFile12.
>REWRITE SaveFile12 with the oldest date in *'save files'* library.

> Button_SaveSlot13 CREATE SaveFile13.
>REWRITE SaveFile13 with the oldest date in *'save files'* library.

> Button_SaveSlot14 CREATE SaveFile14.
>REWRITE SaveFile14 with the oldest date in *'save files'* library.

> Button_SaveSlot15 CREATE SaveFile15.
>REWRITE SaveFile15 with the oldest date in *'save files'* library.

> Button_SaveSlot16 CREATE SaveFile16.
>REWRITE SaveFile16 with the oldest date in *'save files'* library.

>Button_SaveAlert2 SAYS: "No."
                > CLICKING ON WILL RESULT IN…
                    > LOOP back to 'is FULL'.
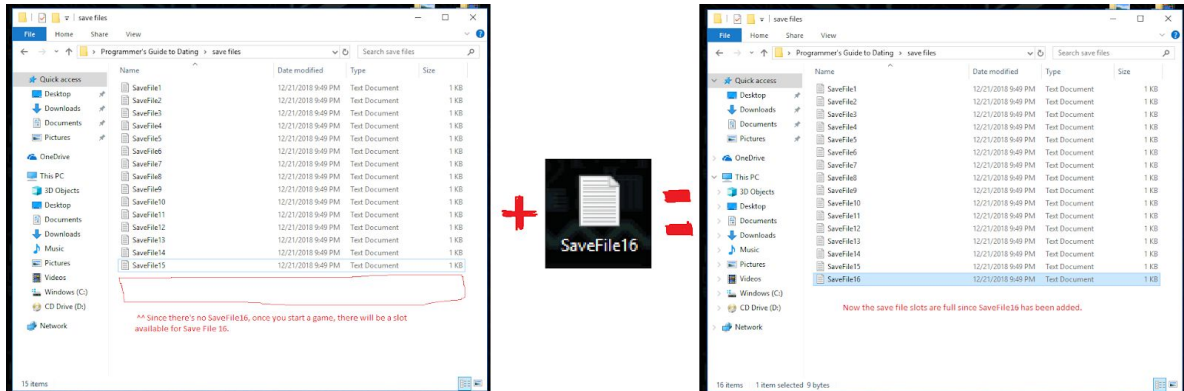
Visual representation of what the saving code essentially does outside of the game.
(Note: a clearer image can be found here).

> CLICKING on Button_LoadGame WILL RESULT IN…
        > BRING TO Page_SaveFileScreen.
        > CLICKING ON either...
                    > Button_SaveSlot1,
                    > Button_SaveSlot2,
                    > Button_SaveSlot3,
                    > Button_SaveSlot4,
                    > Button_SaveSlot5,
                    > Button_SaveSlot6,
                    > Button_SaveSlot7,
                    > Button_SaveSlot8,
                    > Button_SaveSlot9,
                    > Button_SaveSlot10,
                    > Button_SaveSlot11,
                    > Button_SaveSlot12,
                    > Button_SaveSlot13,
                    > Button_SaveSlot14,
                    > Button_SaveSlot15,
                    > Button_SaveSlot16,
            WILL RESULT IN...
                    > LOAD either...
                            > SaveFile1,
                            > SaveFile2,
                            > SaveFile3,
                            > SaveFile4,

> SaveFile5,
> SaveFile6,
> SaveFile7,
> SaveFile8,
> SaveFile9,
> SaveFile10,
> SaveFile11,
> SaveFile12,
> SaveFile13,
> SaveFile14,
> SaveFile15,
> SaveFile16
,
> CLICKING ON Button_Gallery WILL RESULT IN…
> BRING TO Page_ImageGallery1.
> Rectangles are center-aligned.
> Rectangles are in series of 8 images.
> ArrowLeft.png and ArrowRight.png center-aligned bottom.
> CLICKING ON Button_ArrowLeft WILL RESULT IN…
> BRING TO PageImageGallery3.
> CLICKING ON Button_ArrowLeft WILL
RESULT IN…
> BRING TO PageImageGallery2.
> CLICKING ON
Button_ArrowLeft WILL RESULT IN…
> LOOP back to 'BRING TO
Page_ImageGallery1'.
> CLICKING ON Button_ArrowRight WILL RESULT IN…
> BRING TO PageImageGallery2.
> CLICKING ON Button_ArrowRight WILL
RESULT IN…
> BRING TO PageImageGallery3.
> CLICKING ON
Button_ArrowRight WILL RESULT IN…
> LOOP back to 'BRING TO
Page_ImageGallery1'.
> Rectangles MASKED by images from '*images*' library.
>CLICKING ON images WILL RESULT IN…
> center aligned, 1080 x 900
> CLICKING ON outside of images WILL RESULT IN…
> LOOP back to 'Page_ImageGallery1'.

> XMark.png top-right corner
>> CLICKING ON WILL RESULT IN
>> BRING TO Page_MainMenu

>CLICKING ON Button_Exit WILL RESULT IN...
> ALERT text SAYS: "Are you sure? You have coding to do! :("
>> Button_ExitAlert1 SAYS: "Yes."
>>> EXITS game.
>> Button_ExitAlert2 SAYS: "No."
>>> Back to Page_MainMenu.

Gameplay

> USE cafe.jpg as background.
> USE Character Model HTML from '*character assets*' library.
> PLAY cafedatemusic.wav
> SCROLL OVER Button_CorrectChoice and Button_WrongChoice CHANGES COLOR ATTRIBUTE to a lighter color.
> SchoogirlHTMLText SAYS: "Hey Coder-kun. Do you remember who created me? I told you just yesterday!"
> Button_CorrectChoice SAYS: "You were invented in 1990 by Tim Berners-Lee, who worked at CERN at the time of your birth."
> CLICKING ON Button_CorrectChoice WILL RESULT IN…
    > HappySmile on Character Model HTML from '*character assets*' library.
    > +20 HTMLRelationshipValue.
    > +5 HTMLEndingGood1Value
    > +5 HTMLEndingGood2Value
    > +5 HTMLEndingNeutralValue
    > SchoolgirlHTMLText SAYS: "Yay! You remembered!"

>Button_WrongChoice SAYS: "I don't remember. You know I have bad memory!"
>CLICKING ON Button_WrongChoice WILL RESULT IN…
> AngryEyebrows on <u>Character Model HTML</u> from '*character assets*' library.
> -20 HTML RelationshipValue.
> +5 HTML EndingNeutralValue
> +5 HTMLEndingBad1Value
> +5 HTMLEndingBad2Value
> SchoolgirlHTMLText SAYS: "I guess I thought too highly of you…"

> ALL USE *FadeOutEffect* into next scene.

The file with the libraries would look a bit like this...