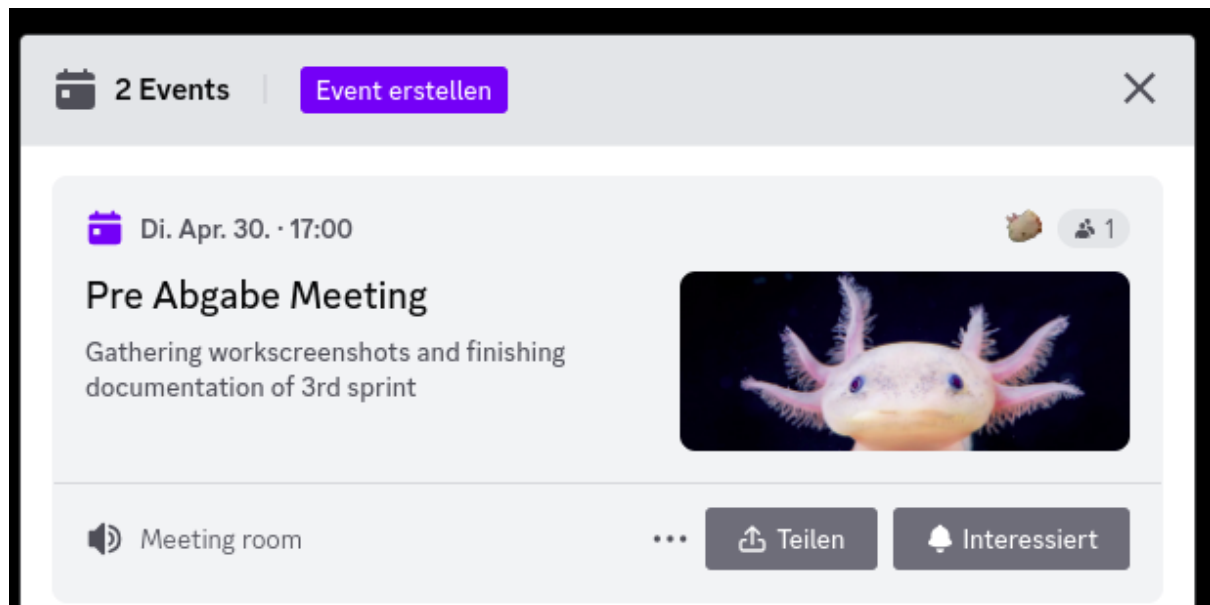


Dokumentation

Meetings

Freitag, 26.04.2024, 15:30 bis 16:00 Uhr - Absprache Finalisierung des Sprints

Dienstag, 30.04.2024 17:00 bis 18:00 Uhr - Besprechung vor der Abgabe



Fortschritt

kitchen:

- the kitchen is a rectangular island with counters covering the three walls
- the kitchen is filled with drunk people doing shots
- you are offered a variety of drinks
- each drink has a different effect on sobriety points, the effects are stackable
- you can stay and: decline, choose a drink, leave and go: to the living room or to the hall
- if you get too drunk, you will throw up on everyone
- if you stay and decline, you watch the drunk people do dumb stuff
- the music here is kind of loud but tolerable
- as you enter you can smell the strong alcoholic drinks that are in front of you on the island counters

* Offer a choice to engage in a drinking game with specific rules and outcomes based on performance.

* Allow the player to intervene if they notice someone getting dangerously intoxicated, leading to different reactions from other partygoers.

* Provide the option to search for non-alcoholic beverages or snacks, potentially leading to a discovery of hidden items or information.

Objects

1. Drinks (C): a large collection of different drinks and paper cups covering the majority of the island counters. -> you can pour yourself a drink of your choice
2. Seats (C): there are 4 seats on two sides of the island counter (all currently taken)
3. Garbage can (NW): observation, throw an item away if you have one (like cups or etc.)
4. Windows (N&S): 2 sets of 2 Windows on two sides of the kitchen with their blinds down. OPT: pull the blinds up -> An NPC tells you that you shouldn't do this because people here are underage, and in the event of a sighting, neighbors can ruin the party
5. Fridge (NE): OPT: open -> you see a set of alcoholic and non alcoholic drinks filling the fridge -> you can choose a drink
6. Coffee maker (NE): to the right of the fridge there's a coffee maker, OPT: can make a coffee but you need a mug first
7. Brewer & Smoothie maker (NE): observation
8. Microwave (E): observation
9. Stoves (E): two Stoves with Ovens, Observation
10. Paper towel (E): you can grab one
11. Utensil holder (SE): Observation
12. Knife block set (SE): Observation
13. plant (SE): Look at, touch
14. a Coffee mug rack (SE): you can grab a mug
15. Dishwasher (SE): Observation
16. Sink with a hand sanitizer (SE): wash hands
17. plant (S): there's a plant between the two southern windows, opt: Look at, touch

Room 1 - Street(Out the door) (intro)

@Axel pls change the name of the room it sounds awful

- parent drops you off talks to you before you leave, tells you be careful and not to drink anything or do drugs

Room Description

"Your dad drove you to a party some friends at school invited you to. You weren't sure if you should go, but they said you'll have a lot of fun.

You just exited the car and convinced him not to escort you to the front door of the house, as you hear him roll down the window of his car: 'Be careful, dear. And remember what we talked about - do not drink any alcohol and absolutely no drugs!'"

Objects (subject to change)

1. Front Door: "The solid wooden barrier that separates you from the party and your friends. It stands as a threshold between the safety of home and the mystery of the night ahead of you."
2. Porch Light: "A soft glow emanates from the porch light above, casting a warm and inviting ambiance over the scene."
3. Pathway: "The concrete pathway leads from the car to the row house, guiding your steps as you venture forth."
4. Car: "Your parent's car sits parked in the driveway, a tangible reminder of your dad's presence."
5. Potted Tree: "A potted palm tree adorns the porch, its long leaves rustle softly in the evening breeze, adding a touch of nature to the suburban neighborhood."

Optional - if you have time for it @Axel: One can smash the potted tree which triggers the following: "You destroy the potted palm tree and it shatters on the ground, spreading compost all over the floor and the plant sadly lying on the ground."

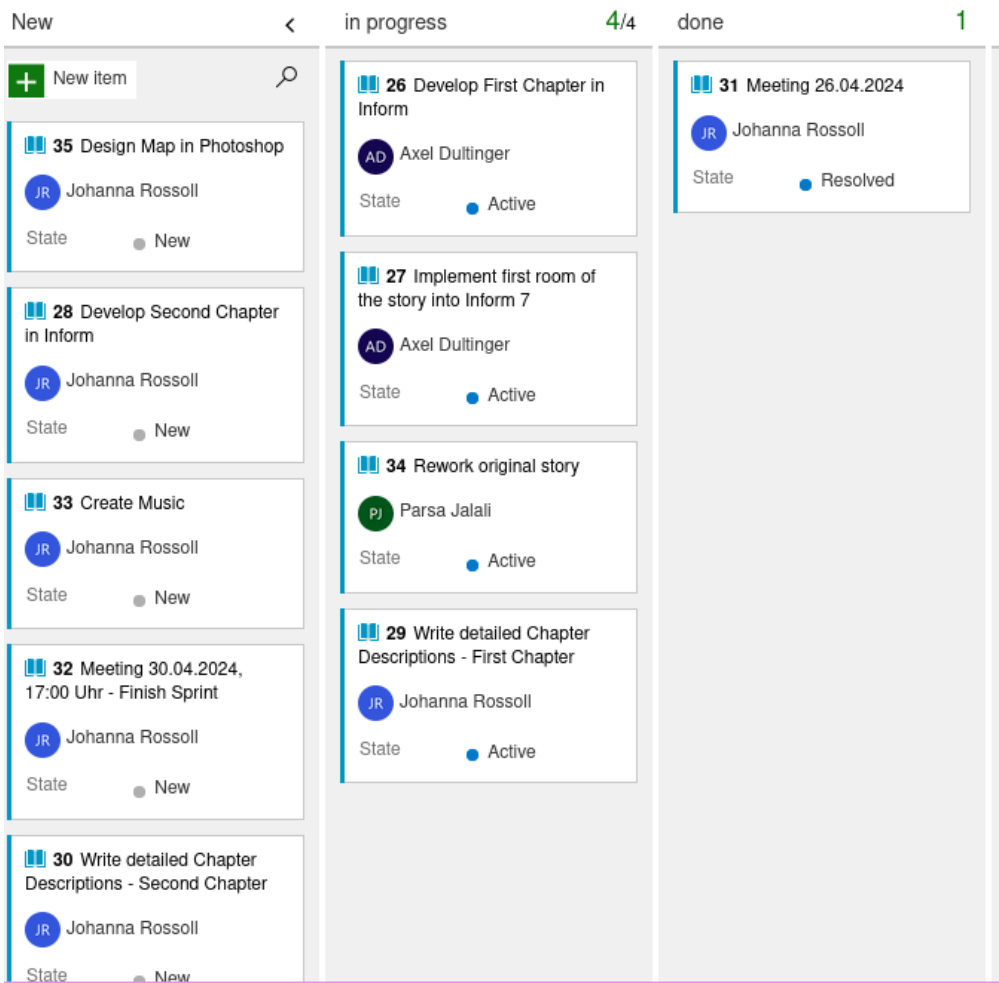
People

1. Dad: "Your guardian sits in the car, his face etched with a bit of concern as he waits for you to get into the house. His words of advice echo in your mind."

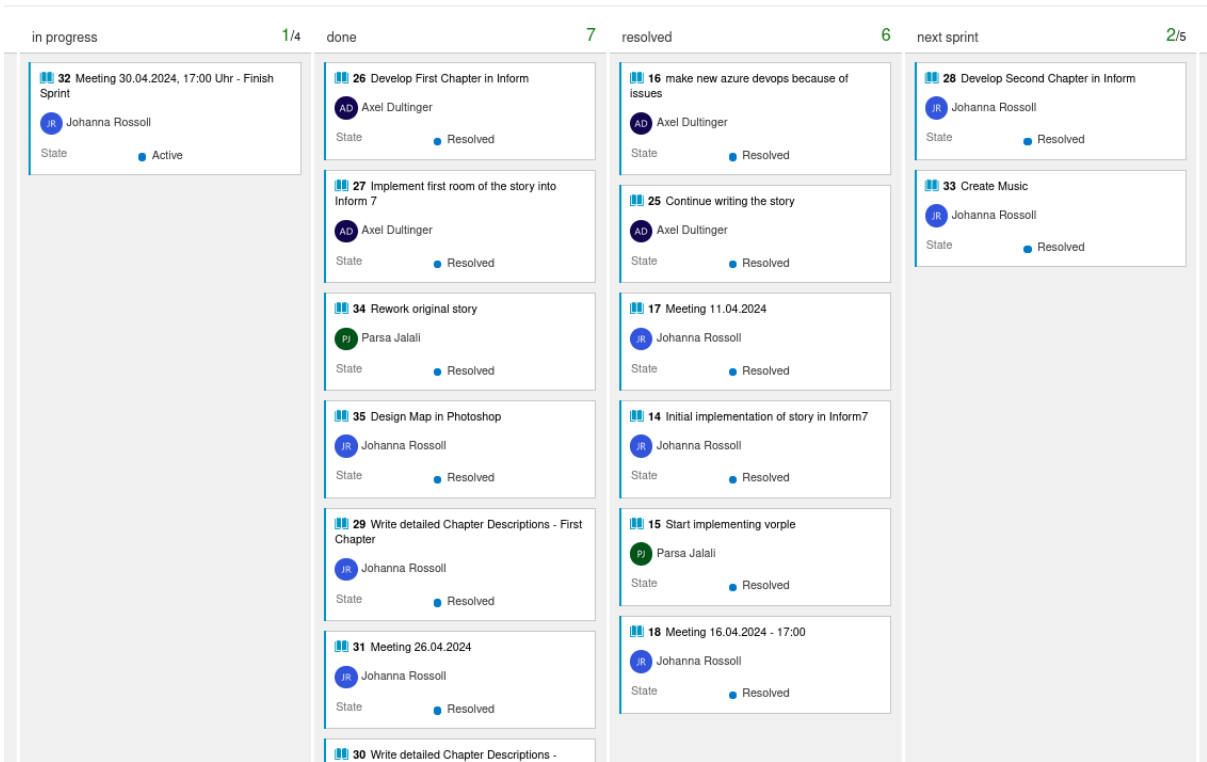
@Axel is a dialogue with dad possible? if yes just type an example of a dialogue structure here so I know how to write it and if you need anything else just text me (Joey)

Devops

Stand: 27.04.2024



Stand: 30.04.2024



Code Snippet

game" by "Johanna Rossoll, Axel Dultinger"

[declaring variables]

[init variables here]

Talking to is an action applying to one visible thing. Understand "talk to [someone]" or "converse with [someone]" as talking to.

Check talking to: say "[The noun] doesn't reply."

[declaring rooms]

Street is a room. "[if unvisited]Your dad drove you to a party some friends at school invited you to. You weren't sure if you should go, but they said you'll have a lot of fun.[line break] [line break]You just exited the car and convinced him not to escort you to the front door of the house, as you hear him roll down the window of his car: 'Be careful, dear. And remember what we talked about - do not drink any alcohol and absolutely no drugs![end if][line break]Other then your dad there is no one outside and you can already hear the music coming from the light up house."

Hall is a room. "[if unvisited]As you enter the hallway, you are greeted by a friend of yours, Jasmine. She's a year older than you - a plump, dark haired girl with blue eyes.
She greets you with a happy expression: 'You made it! To be honest, I didn't expect to see you here today. Glad you're here!' She takes off into the living room, and you are left by yourself in the lovely, old hall. [end if]It is a cozy room, with warm tapestry and you hear loud sounds, music from one of the other rooms."

Kitchen is a room. "The kitchen is messy, lots of people are here. They seem to be playing some kind of drinking game with shots."

Bathroom is a room. "The bathroom looks very clean and fresh compared to the rest of the house."

Living Room is a room. "The living room is the origin of the loud music you heard from across the hall. It is pretty crowded but no one seems to be dancing."

Bedroom is a room. "The bedroom is a very silent place, although you can still hear music from another room."

Basement is a room. "In the basement you enter a dimly lit room with a couch. You hear different music than upstairs blasting from speakers and you find that this seems like a more energetic room."

Garden is a room. "Ah. The cool night air! You open the door to the garden and see a big pool with LEDs and some people in and around it, although it is quite cold for August."

Chapter 1 - Entering the Party

[more specific map creation (chapter 1)]

kitchen is southwest of hall.
bathroom is southeast of hall.
living room is northwest of hall and north of kitchen.
bedroom is northeast of hall.
basement is below hall.
garden is north of hall.

front door is a door. front door is north of street and south of hall. The description is "The solid wooden barrier that separates you from the party and your friends. It stands as a threshold between the safety of home and the mysterium of the night ahead of you."
The indefinite article of the front door is "the"

[plot]

[Steet stuff]

Porch light is in street. The description is "A soft glow emanates from the porch light above, casting a warm and inviting ambiance over the scene."
The indefinite article of the porch light is "a"

Pathway is in street. The description is "The concrete pathway leads from the car to the row house, guiding your steps as you venture forth."
The indefinite article of the pathway is "a"

Car is in street. The description is "Your parent's car sits parked in the driveway, a tangible reminder of your dad's presence."
The indefinite article of the car is "dad's"

Potted Tree is in street. The potted tree is either whole or broken. The description is "A potted palm tree adorns the porch, its long leaves rustle softly in the evening breeze, adding a touch of nature to the suburban neighborhood."
The potted tree can be whole or broken. The potted tree is whole.
Instead of attacking the potted tree:
if the potted tree is whole:
now the potted tree is broken:
now the description of the potted tree is "A once nice looking potted palm tree, which has been reduced to mere rubble";
say "You destroy the potted palm tree and it shatters on the ground, spreading compost all over the floor and the plant sadly lying on the ground.";
else:
say "It's already destroyed, there is no need to go further";

Dad is a man in the car. The description is "Your guardian sits in the car, his face etched with a bit of concern as he waits for you to get into the house. His words of advice echo in your mind.[line break][line break]"

Instead of talking to Dad:
say "Hey sport, don't worry"

[Hall stuff]

mirror is in hall. The description is **"A tall, ornate mirror hangs on the wall, reflecting your image back at you as you enter the hallway. Its antique frame adds a touch of elegance to the cozy surroundings."**

Chandelier is in hall. The description is **"A vintage chandelier hangs from the ceiling, casting a soft, warm glow over the hallway. It wiggles a bit with the beat of the music from another room."**

Coat Rack is in hall. The description is **"A sturdy coat rack stands near the entrance, filled with some jackets and coats."**

Shelve is a container in hall. The description is **"A old wooden shelv filled with things"**

Pictures are in shelve. The description is **"A collection of family pictures lines the walls, capturing what seems to be a ski vacation of Jasmine and her family. It makes you think that she seems a lot more mature now."**

Candles are on shelv. **[to do]**

Shoe Rack is in hall. The description is **"" [finish next sprint]**

[Kitchen stuff]**[Bathroom stuff]****[Living room stuff]****[Bedroom stuff]****[Basement stuff]****[Garden stuff]**

Map

