MetaGames: Architectural Review

By:
Sabrina, Sophie, Cynthia

Feedback Form: tinyurl.com/metavideogame

Context and Background

A video game that starts as one genre and ends as another

Mainly a text based and choices game

The MVP will consist of buttons that players select and generated text to help move the plot further once the buttons are clicked.

Architecture

TEXTBOX CLASS

ARTIFACTS CLASS (?)

OTHER FACTORS:

1. DISPLAY FUNCTION

2. ROOM DICTIONARY

3. ARTIFACTS DICTIONARY

BUTTON CLASS

Screen 1

TEXT ABOUT THE STORY:

"JULIA WAKES UP ONE MORNING AND WAKES UP IN AN UNFAMILIAR ROOM"

BUTTON 1:

"EXPLORE THE ROOM"

BUTTON 2:

"GO DOWNSTAIRS TOWARD THE NOISE"

BUTTON 3:

"GO TO THE BATHROOM TO PEE"

Feedback Form: tinyurl.com/metavideogame

Screen 2

TEXT ABOUT THE STORY:

"ONCE IN THE BATHROOM, JULIA TRIPS ON A PAIR OF SCISSORS AND STARTS TO BLEED PROFUSELY"

BUTTON 1:

"LOOK AROUND FOR BANDAGES AND ANTISEPTIC"

BUTTON 2:

"STAY PUT AND BLEED"

BUTTON 3:

"LEAVE THE BATHROOM"

Feedback Form: tinyurl.com/metavideogame

Risks

- Balancing complexity of plot and coding

- Learning and managing game graphics

- Over classifying and adding unnecessary code

- Game not being entertaining

Questions

- What are your thoughts on how to best store our storyline data?
- What do you think of our textbox and button class? What other classes do you think would be useful?
- What do you look for in a story game?
- Do you have any thoughts on how to balance plot line and technical complexity?
- Any general advice/ things to watch out for in game development

Feedback Form: tinyurl.com/metavideogame