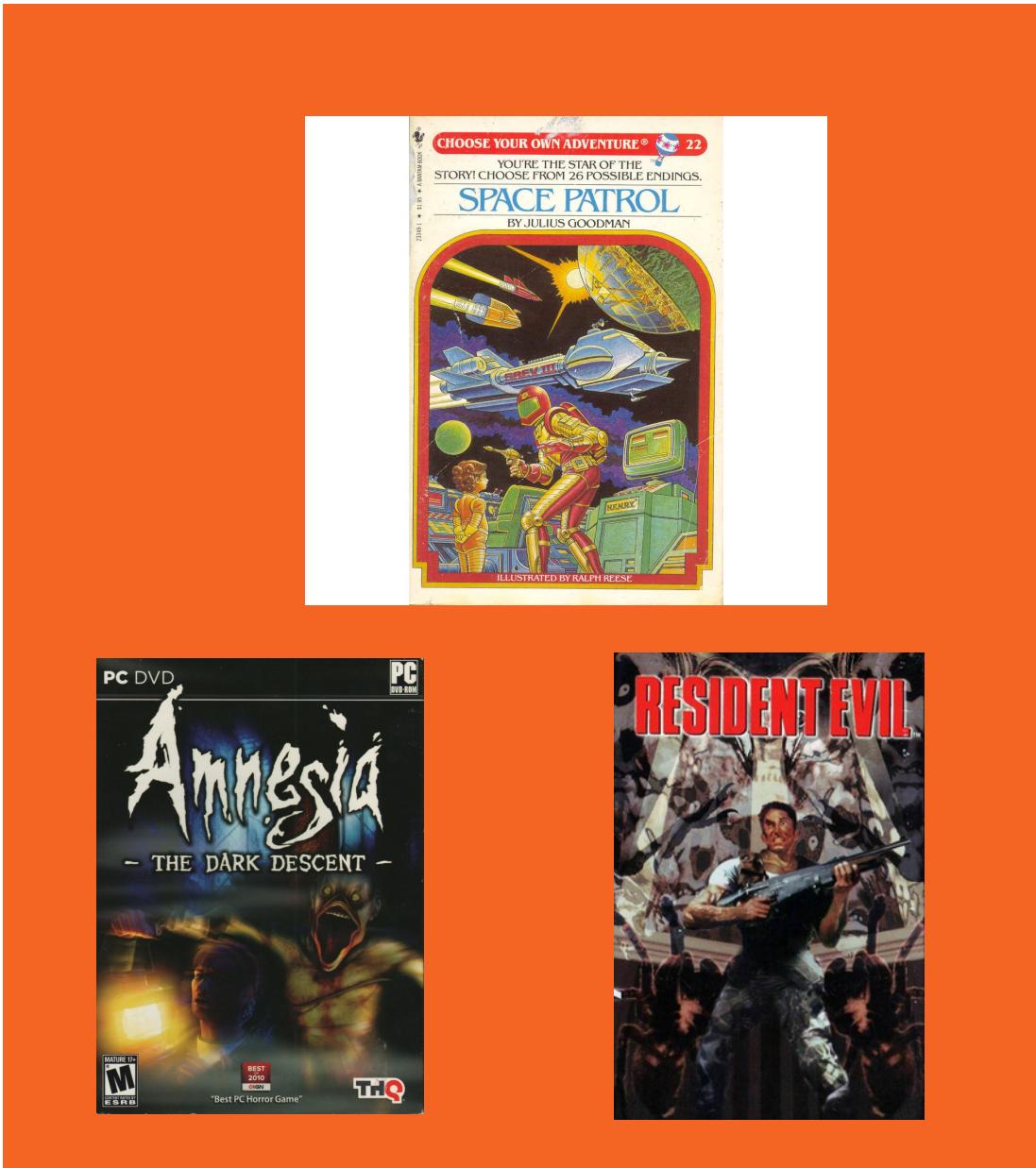

T1 A3 - ‘The Forgotten’

Text Adventure Game

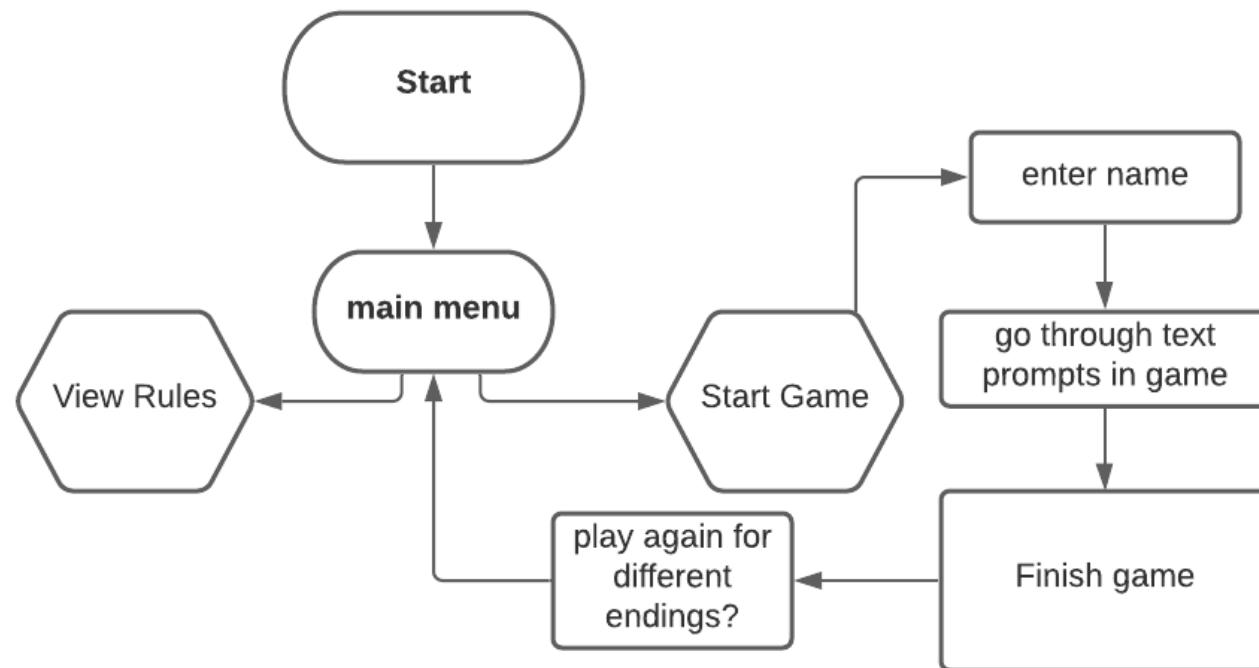
Sneha Bhamra

Application Overview

- Choose your own **adventure** text game
- Focus on **horror/mystery** genre
- **Multi-linear**, however fixed input/output
- **Multiple endings** to enhance replayability



Flow Chart - Initial Design



Purpose

- **Sentimental** nature of late 20th century video games
- “**Retro renaissance**” - increasing popularity of old school videogames, board games and trends in fashion and popular culture as well - cultural revival.
- An **exploration** of the most fundamental elements of RUBY and how even at its most basic the language can be used for storytelling and entertainment.
- Target **audience** - gamers, 80's-90's tech enthusiasts, fans of horror. Age demographics 15 and above due to horror themes in game.



Features

- **Interactive main menu** which allows the user to access Game Instructions, an about section, the ability to start the game or to quit the application. This feature was completed through the use of Ruby Gem TTY **Multi-linear pathways** through the game - I have limited the endings to three - a good, bad and neutral ending. Scripting has been written - still in development.
- **An Inventory system** through classes to store and utilise special items found in the game - this feature is fairly rudimentary due to game length and still in stages of development.
- **Additional RUBY Gems** such as colorize,



Code Overview - Main Menu

```
Welcome to 'The Forgotten: GOTY Edition' – guaranteed to be the corniest most cliche game you'll ever play!
```

```
What would you like to do? (Press ↑/↓ arrow to move and Enter to select)
```

- ▶ View_Instructions
- View_About
- Play_Game
- Exit

```
What would you like to do? View_Instructions
```

```
The controls are fairly simple, when met with a question, the responses can be selected or typed in the terminal.
```

```
The most common expressions you will use are 'a, b or c', 'yes/no', 'talk', 'inspect', 'attack' or 'leave'.
```

```
If that makes sense, please type 'start' to begin! If it doesn't make sense, then I really don't know what to tell you..
```

```
> █
```



Code Overview

```
Welcome to 'The Forgotten: GOTY Edition' – guaranteed to be the corniest most cliche game you'll ever play!
```

```
What would you like to do? Play_Game
```

```
You need to type 'start' to begin.
```

```
> start
```

```
...
```

```
Blood. Thick blood permeates through the air, and you are suddenly aware of its stench, and along with it your own ragged breathing. You slowly open your eyes, painfull  
y adjusting to the dim light in the unfamiliar surroundings.
```

```
You find yourself in a narrow bedroom, lying on a moldy mattress. A tall wooden door stands before you, clearly bolted shut.
```

```
On the rightmost wall through a tiny shuttered window, you spot the distant crescent moon – it is nighttime.
```

```
A sudden voice rushes through the dark, 'Oh, you're finally up, I thought you had died!'
```

```
...
```

```
'Now that you're up, will you tell me your name?', the question hangs in the air, and you take a moment to respond, hesitating to answer
```

```
snek
```

```
The name Snek escapes your lips. From the corner of your eye you spot a hunched figure on a mattress to your left. It is a girl, barely 14 by the looks of it.
```

```
'Well rise and shine Snek, you've been out for a fair few hours so I thought you were dead', she dully remarks. You study her dishevelled appearance briefly – while she  
appears young, deep-set scars mar the youthful nature of her tannedface.
```

```
Do you ask her name in return? [y/n]:
```

```
■
```





Challenges

- **TIME MANAGEMENT**
- **Ensuring** code is DRY
- App is very **wordy** - desire was to make it like a book, but may be too much
- **Determining** what kind of syntax/code to use
- **Writing** pseudocode for everything
- **Recapping** ruby to know exactly how to make the application I want
- **TDD**



Ethical Issues

- **Originality**, ensuring there is no plagiarism or story elements that are wholly derived from existing intellectual property.
- **Stigmatisation** of videogames and their role in society - whether they lead to increased violence and theft, or behavioural disorders through addiction, this is not so much a personal ethical issue for the development of my app, but one that video game developers and many software developers need to ask to encourage productive discussions.

What I Really Enjoyed/Am Enjoying

- **Gratification** of creating something from scratch
- **Creative** process of app ideation and story design
- Emerging **ideas** as I was working on the code
- **Positive** conditioning with Git commits and pushes
- Learning through **practice**