

Sophia Menchaca

CMPT220

Software Development I

Fall 2017

Prof. Arias

November 15, 2017

## **Semester Project**

### **Introduction**

Have you ever read a Choose your own adventure book? Do you love both the aspects of making choices and the element of surprise? If you answered yes, then this game is for you. This game takes place many years ago in a land far away. You have the choice to be a Princess, a Pirate, or an Assassin. You get to choose what you want to do with your life, but your choices are limited. An element of randomness provides you with a nonlinear storyline, so that if you play it again, it will be like playing a different game entirely. Your choices not only affect the immediate outcome. Some choices will affect how people view you. If you make too many wrong decisions, you may be overthrown from your throne. If you make a significant amount of good decisions, someone may choose to help you in a time of need.

### **Abstract**

This is a choose your own adventure text game. The code is made up of a large tree of if then statements. This game is very user oriented, meaning that whatever the user inputs affects what happens greatly. There are also some methods used so that

there is a different aspect of the adventure. Good and bad decisions add up and can affect what happens in a different way than the direct choices.

### Detailed System Description

The game starts asking the user for their name. Then the user is asked what kind of role they want to play. After the user enters their choice, a scenario is given (that is randomly chosen from 2 possible scenarios). At the end of the scenario, the user is given a choice. When the user makes a choice (given 1 or 2) the information goes into the if then statement. If the user entered 1, then the first option is printed. Then a new scenario is shown and a new choice (given 1 or 2) is made. This continues until end of game. If the user makes a choice that is predetermined as a bad choice, the method `plusBad()` is invoked, and a set amount of points is added to "bad". After the user reaches a certain level of "bad", it can affect what scenarios are given. This is the same for `plusGood()`.

GameMethods UML
-good: double -bad: double
+GameMethods():void +GameMethods(double, double):void +plusGood(Double):void +plusBad(Double):void +getGood():double +setGood(double):void +getBad():double +setBad(double):void

## **Requirements**

I want to make a game that is solely used for entertainment purposes. This should be a game that is played when you are bored and are in need of a distraction. All that is required is that the code is user friendly and fun to interact with.

## **Literature Survey**

After searching online for a while, I found a couple simple choose your own adventure games. On codepen, a user created a game. The game unfortunately was very short and was over within a few turns. After looking further, I found some more games out on the internet. Daniel Stern's Choose Your Own game was created in HTML. His game was also very short. After looking at a few more, I realized that the reason the projects were so short was because it takes a lot of time to create the "endless" possibilities, and some people don't have time to do that. Hopefully there will be enough time for me to make my game slightly more extensive than theirs.

## **User Manual**

*Brief description of how the system should be used:*

The user's first objective is to enter their name. After entering their name they should press enter. Then the user is asked to choose whether they want to be a princess, a pirate, or an assassin. Type 1 for princess. Type 2 for pirate. Type 3 for assassin. After this is determined, a scenario will be given. At the end of the scenario, there will be two choices based on what was just read. The choices will be corresponding to the number 1 or the number 2. If you choose the first option, then type 1 and enter. If you choose the second option, then type 2 and enter. This is how the rest of the game will continue.

## **Conclusion**

The goal of this project is to create a game that is user based. I wanted the game to be lengthy so that it will take a bit of time to complete. I also wanted there to be an element of randomness so that you can play it more than once without getting bored of it. The purpose of this game was to be a source of entertainment.

## **References/Bibliography**

<https://codepen.io/Soviet/pen/dPaLab>

<http://danielstern.github.io/cyo/>