

CS 368 Project Proposal

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Project title: A Week in the Life of a Badger (AWLB)

Abstract:

Our CS 368 project is a text-based game called “A Week in the Life of a Badger” (AWLB for short). AWWB is a game that simulates what it’s like to be an undergraduate student at UW-Madison. The game starts with customization options that give the user control over what their character will experience in the game. The user can select attributes about themselves that builds their game persona and contributes towards decisions they will make later in the game. Specifically, users choose their age, where they live, what their major is, and how much they value grades, work, social life, sleep, etc. The game starts on a Monday morning where you wake up after your alarm and are immediately asked if you’d like to rush through your morning routine and get to class, or to fall back asleep and skip class entirely. Over the course of the week, the user is presented with situations that a typical student would face and will need to respond appropriately. Throughout the game, the user gains and loses points in 4 different areas: grades, work, social life, sleep. Life is full of tradeoffs, so high scores in one area usually means lower scores in others. The user can play this game using decisions they would typically make, or they could fantasize about what a different college experience may be like. Our game also keeps track of a player’s bank account, which means they can’t be spending money like an adult with a full-time job. The game will utilize a graph to connect several campus locations, which allows the player to enter commands to the game to get to different locations. The game will be a text-based game played on the console, and will rely on user input via the keyboard to make decisions.