**Predevelopment:**

**4/7 – Brain storming ideas – 1 hour**

Ideas #1: Morio Ventures, a text-based game where the player enter the town of Morio to acquire the lost treasure. Potential sequel to the original Morio Ventures text-based game written in Java.

Objectives #1: The player will move around parts of Morio Town to find clues and keys to slowly figure out how to get the treasure.

Ideas #2: Morio Mansion, a text-based game where the player wakes up in a mysterious house where they must find a way out in order to win the game.

Objectives #2: The player will move around the mansion finding keys in order to unlock more and more doors. As the player explores, they have the chance to miss out on keys.

**4/9- More Brain storming and reading up concepts – 3 hours**

Possible game features:

Game functions:

Door

Combat

Item collecting

Crafting

Planned software design patterns:

1.Command

2.Notification/observer for progression notifications

3.Delegate for special rooms

4.State

Maybe for the 5th prototype or singleton

**4/14- More brain storming and jotting – 1 hour**

New ideas

Possible ideas of trigger room:

Trapped in a room until you figure out a puzzle or code

Room where you find a code

Room where a code is presented

Possible lobby room to start with where character is designed in. Name only works in lobby

**Development:**

**4/20 ~~Project Morio~~ Ventures in Morioh-Cho created!**

**Version .01: Reviews and beginning project - 3 hours**

Official title is now Ventures in Morioh-Cho. -Basic code for the structure is created.

-Map structure designed, rooms to add: main room, main hall, outside, dining hall, kitchen, bathroom, lobby and cellar.

**4/22 Version .02: - 2 hours**

-Rooms added. Main room, main hall, dining hall, kitchen, bathroom, master room, library, storage, attic, cellar, trophy room, study room, lobby and outside have been added.

-Lobby designed to allow player to change name and leave.

-Delegate added, some doors can be locked.

-States added. Normal and character state.

-Commands added, player can now maneuver from room to room back and forth. Go (North, south, east, west, up, and down), quit, exit, name, and say.

**4/24 Version .03: - 1 hour**

-Locked rooms. Library has become a room that is locked when you enter and requires a password to unlock it.

-New States added, craft, battle and trade added for potential later use.

**4/28 Version .04: - 2 hours**

-Some modified changes to the code

-Colored text added. Green for information, red for bad error messages. More to come.

-Notification/observer pattern implemented

**5/4 Version .05: - Experimental testing – 2 hours**

-Combat added (early concept)

-Many problems occurred in code, soft reboot. Nothing of value is lost, not much of a set back.

**5/5 Version .06: - 6 hours**

-Back button implemented

-Series of trial and error…

**5/6 Version .07: - A day (and night) of code 12 hours**

-Doors added to rooms

-Revamped map set up (code side)

-Rooms can be closed

-Items added

-pickup command added

-drop command added

-inventory command added

-items have a buy value

-items have weight

-items can be dropped

-items have a sell value

-items can have decorations that make them more special (could be used in crafting?)

-quest button added

-unmovable items added

**5/7 ver. .08- road to 1.0 – 3 hours**

-Game has an ending

-Game can now be beaten!

-Player can now only carry a certain weight

-Some items can NOT be picked up due to weight

-Bug fixed where items would vanish off the game because it was too heavy

-Another series of trial and errors, broken code fixed

**5/8-10 ver. .09 mid way to 1.0 – 3 hours**

-Object volume added

-Test items

-True unmovable items added

-Quest objective tweaked

-Item capacity issue resolved

-More puzzles and items added

**5/11 ver 1.0 – 1 hour**

-New warp button, warps you back to where you visited 3 rooms ago

-Polishing

-Combat re-enabled, glitched for now however

**5/13 ver 1.0.1- 30 minutes**- Quick last-minute check before presentation

-Fixed the bug where the game crashes when the player uses warp but has not been to enough places.

-Fixed where players can get stuck between trophy room and storage.

**Issues and Bugs:**

Code acknowledges heavy items but will not stack the weight as intended. Combat sequence does not start.

***Total hour count : 40 hours and 30 minutes***