



Jam 1 Research Assignment

Individual Submission

GitHub Repo: <https://github.com/szhan253/CMPM170-Jam1---Research>



Basic Information

Full name: Siyi Zhang

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Selected Prompt: Defensive Character Writing

Collective Number and Member Names:

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```

21 - {items_get ? Fly: I searched in all my pockets to see if there is anything I can use
    to help me figure out what I need to do in the room. There is a key in my pocket!
    "But I did not find a key before. Where it comes from?" I ask myself, "The golden
    dragonfly! Is that actually a golden key?! Should I try to find somewhere to use the
    key?" }

```

```

6 - { not Scene_1 && not Scene_2 && not Scene_3:
7   |   There are some bottles containing some liquid. It seems like there the bottles are
        used to store some other items. However, where those things are? Why are they
        on my shelf?
8
9   - else:
10  |   There are some bottles on the shelf. The items I get from previous places are
        stored there. {not Scene_1 || not Scene_2 || not Scene_3: However, there are
        still {3 - LIST_COUNT(items_get)} empty bottle. What is missing?}
11  |   }
12
13 - {Scene_1 && Scene_2 && Scene_3 && Scene_4:
14   |   "It seems like just a dream. How can I move between different places that fast and
        pretty randomly? However, all items I collected are really on my shelf." I fall
        asleep again while thinking. ->END
15   |   }
16

```

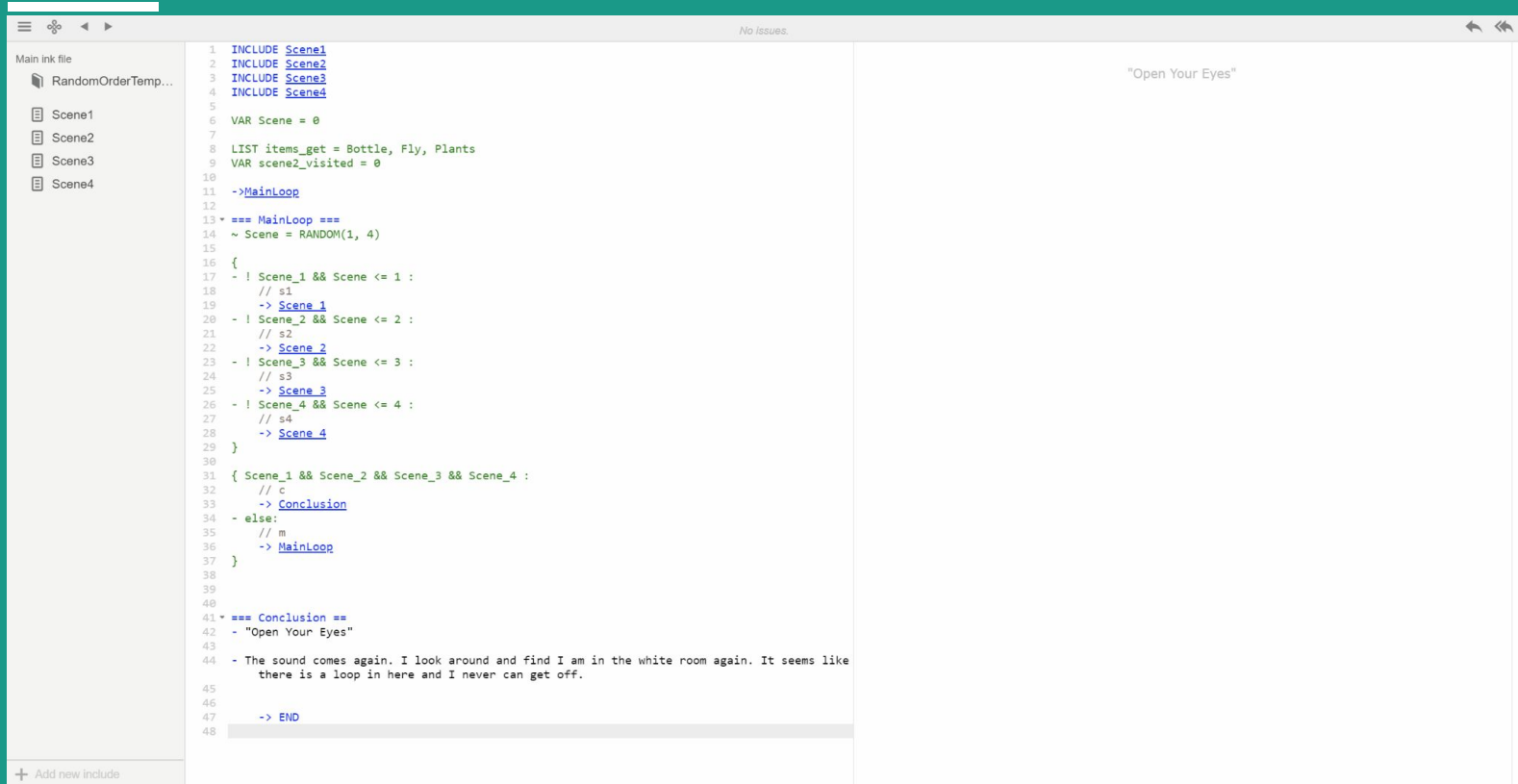
```

6  VAR Scene = 0
7
8  LIST items_get = Bottle, Fly, Plants
9  VAR scene2_visited = 0
10

```

There are some variables used to keep track of what scenes have already been visited and what items have been collected. Different contexts will be shown to the player based on those different statuses.

Main Scene



The screenshot displays a game engine interface with a teal background. On the left, a sidebar titled "Main link file" contains a tree view with "RandomOrderTemp..." and four sub-items: "Scene1", "Scene2", "Scene3", and "Scene4". The main area is split into two panes. The left pane shows a script with line numbers 1 through 48. The script includes includes for "Scene1", "Scene2", "Scene3", and "Scene4", followed by variable declarations and a main loop that randomly selects between four scenes. The right pane is a preview window showing a white room with the text "Open Your Eyes" and a small character icon in the bottom right corner. The top of the interface has a status bar that says "No Issues." and navigation icons.

```
1 INCLUDE Scene1
2 INCLUDE Scene2
3 INCLUDE Scene3
4 INCLUDE Scene4
5
6 VAR Scene = 0
7
8 LIST items_get = Bottle, Fly, Plants
9 VAR scene2_visited = 0
10
11 ->MainLoop
12
13 == MainLoop ==
14 ~ Scene = RANDOM(1, 4)
15
16 {
17 - ! Scene_1 && Scene <= 1 :
18   // s1
19   -> Scene_1
20 - ! Scene_2 && Scene <= 2 :
21   // s2
22   -> Scene_2
23 - ! Scene_3 && Scene <= 3 :
24   // s3
25   -> Scene_3
26 - ! Scene_4 && Scene <= 4 :
27   // s4
28   -> Scene_4
29 }
30
31 { Scene_1 && Scene_2 && Scene_3 && Scene_4 :
32   // c
33   -> Conclusion
34 - else:
35   // m
36   -> MainLoop
37 }
38
39
40
41 == Conclusion ==
42 - "Open Your Eyes"
43
44 - The sound comes again. I look around and find I am in the white room again. It seems like
45   there is a loop in here and I never can get off.
46
47 -> END
48
```

Open Your Eyes

+ Add new include

Scene 1

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Main link file

RandomOrderTemp...

Scene1

Scene2

Scene3

Scene4

+ Add new include

No Issues.

1 == Scene_1 ==
2 + "Open Your Eyes"
3
4 - I am in a white room. Look around the room. There is no other color. There is even no shadow
in the room. It is pretty hard to tell where is the edge of the room. The only thing you
can see is white color.
5
6 * {not Scene_2}[Walk Around] -> walk
7 * [Look Down] -> black_hole
8
9 == walk
10 - It is so uncomfortable when looking in a white room for a long time. I closed my eyes and
tried to rest. However, when I open my eyes, the scene changed again.
11
12 ->scene2_start
13
14 == black_hole
15 There is a black hole suddenly appears under you. "Why can I still step on the floor instead of
falling into the hole? Where am I?"
16
17 * [Try to Move]
18
19 - The hole is moving with me. I try to move a few more steps. The hole is still under me like
my shadow. However, there is no source of light that can cause any shadow.
20
21 - {items_get ? Fly: I searched in all my pockets to see if there is anything I can use to help
me figure out what I need to do in the room. There is a key in my pocket! "But I did not
find a key before. Where it comes from?" I ask myself, "The golden dragonfly! Is that
actually a golden key?! Should I try to find somewhere to use the key?" }
22
23 * [Look Forward Again]
24
25 - Instead of only white color, there is some light appearing at the end of the sky. The place
you are in has a shape now because of the lighting.
26
27 * [Follow the Light]
28
29 - When I walk near the source of light, there is a dark point showing at the end of the sky. As
you walk future, there is a forest showing up. The ground that you are stepping on is also
turning green. Finally, white and black are not the only two colors in the world. There is
some grass spread on the ground like some green stars in the light green sky. {Scene_2: Am
I going to go back to the forest again?}
30
31 * [Continue walking]
32
33 - You step on something. You look down to check what stop you from going to the forest. There
is a bottle.
34 ~ items_get += (Bottle)
35
36 * [Open the Bottle]
37
38 - The world twist again.
39 -> MainLoop
40
41

"Open Your Eyes"

Scene 2

The screenshot displays a game engine interface with a dark teal background. On the left, a sidebar shows a project tree with 'Main ink file' and 'RandomOrderTemp...'. Below these are four scene entries: 'Scene1', 'Scene2' (highlighted), 'Scene3', and 'Scene4'. The main area is split into two panes. The left pane shows a script for 'Scene 2' with line numbers 1 through 43. The script includes comments and code for opening eyes, checking for a bottle, and catching a dragonfly. The right pane shows a preview of the scene with the text 'Open Your Eyes'.

```
1 | == Scene 2 ==
2 | + "Open Your Eyes"
3 | - -> scene2_start
4 |
5 | == scene2_start
6 | - I look around to figure out where I am this time. There is some water falling down on my face.
7 |   I am in a forest! There are all kinds of insects moving around me.
8 | {Scene_1 && scene2_visited == 1: It seems like I have been here before. There is a black hole
9 |   suddenly appears under me and I drop in there while thinking. -> MainLoop}
10 |
11 | - "Ding~ There is a task assigned to you."
12 |
13 | - "Why is there someone speaking in my mind?"
14 |
15 | - While thinking, there is a screen pops in front of me.
16 |
17 | + [Check the screen]
18 |
19 | - {items_get ? Bottle:
20 |   "You need to use the bottle to collect samples for research.
21 |
22 |   - else:
23 |     "The critical information is missing. Please try to find the task on your trip.
24 |   }
25 | - You can check your bag to see what else you can use. Have a nice trip in the forest. Good
26 |   Luck!"
27 |
28 | - The system doesn't give me time to think. It closed by itself after it read all the words. I am
29 |   still confused, but it seems like there is nothing else to do except follow the rules.
30 |
31 | + [Walk Follow the Trail]
32 |
33 | - There is a golden dragonfly almost hit me.
34 |
35 | + {items_get !? Fly}[Catch the Dragonfly] -> catch_fly
36 | + [Let the Dragonfly Go] -> scene2_end
37 |
38 | == catch_fly
39 |   ~ items_get += (Fly)
40 |   -> scene2_end
41 |
42 | == scene2_end
43 |   ~ scene2_visited = 1
44 |   - The world suddenly twists.
45 |   -> MainLoop
```

Open Your Eyes

+ Add new include

Scene 3

The screenshot displays a game engine interface with a teal header. On the left, a sidebar shows a project tree with a 'Main link file' and a list of scenes: 'RandomOrderTemp...', 'Scene1', 'Scene2', 'Scene3' (selected), and 'Scene4'. The main area is split into two panes. The left pane shows a script for 'Scene 3' with line numbers 1 through 27. The script includes comments and code for opening eyes, checking for items (Fly and Bottle), and handling water status (water and no_water). The right pane is a preview window showing the text 'Open Your Eyes'.

```
1 - === Scene_3 ===
2 + "Open Your Eyes"
3
4 - I am in a desert this time. It seems like the area I am in is not super dry since there are
  still some desert plants around me.
5
6 - I try to stand up and clean my clothes.
7
8 - {items_get ? Fly:
9   | There is something hard in my pocket. I take it out to check what is that. There is a
  golden key in my hand!
10  }
11
12 - {items_get ? Bottle:
13   | I am not sure if there is going to be easy for finding water. I need to make sure I can
  survive in the desert. Thus, I'd better use a container to get some water with me. The
  bottle is still empty and there are some plants. Why not just get some water from those
  desert plants?
14  }
15
16 + Get Water from Surrounding Plants -> water
17 + However, I have no idea whether those plants are eatable and do not want to kill the plants. So
  I decided to try to search for water around. -> no_water
18
19 == water
20 ~ items_get += (Plants)
21 - I drink a little liquid I got from the plants. However, the plants are poisonous plants. I lost
  all feeling.
22 -> Mainloop
23
24
25 == no_water
26 - There is no water around. Sun shines on the ground and it is so hot. I lost all feelings
  because of dehydration.
27 -> Mainloop
```

Preview window content: "Open Your Eyes"

Scene 4

The screenshot shows a code editor interface with a sidebar on the left, a main code area in the center, and a preview area on the right.

Sidebar: Labeled "Main link file", it contains a list of files: "RandomOrderTemp...", "Scene1", "Scene2", "Scene3", and "Scene4". "Scene4" is currently selected and highlighted.

Code Area: Displays the source code for Scene 4, with line numbers 1 through 19 on the left. The code is as follows:

```
1 - === Scene_4 ===
2 + "Open Your Eyes"
3
4 - I wake up in a small room near the ocean. I slept on the chair and faced a shelf.
5
6 - { not Scene_1 && not Scene_2 && not Scene_3:
7   |   There are some bottles containing some liquid. It seems like there the
   |   bottles are used to store some other items. However, where those things
   |   are? Why are they on my shelf?
8
9   |   - else:
10  |     There are some bottles on the shelf. The items I get from previous places
   |     are stored there. {not Scene_1 || not Scene_2 || not Scene_3: However,
   |     there are still {3 - LIST_COUNT(items_get)} empty bottle. What is
   |     missing?}
11  |   }
12
13 - {Scene_1 && Scene_2 && Scene_3 && Scene_4:
14  |   "It seems like just a dream. How can I move between different places that fast
   |   and pretty randomly? However, all items I collected are really on my shelf."
   |   I fall asleep again while thinking. ->END
15  |   }
16
17 - Suddenly, there is a black hole appears under me and I drop into there.
18
19 -> MainLoop
```

Preview Area: On the right, it shows the rendered output of the code, which is the text "Open Your Eyes".

At the bottom left of the editor, there is a button labeled "+ Add new include".