Jam 1 Research Assignment

Individual Submission

Basic Information

Full name: Siyi Zhang

Email: szhan253@ucsc.edu

Selected Prompt: Defensive Character Writing

Collective Number and Member Names:

Jam 1- Team 3: Hongyi Bai, Jimmy Lu, Qinglan Li, Siyi Zhang, Tiange Wei, Yiye Zhu, Yunhan Wei, Zhengling Feng

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

```
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
```

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.