

Game Dev Assignment #1

Role playing Scenarios

1) Computer console w/ sentient "AT" life form
An AI writer to bring alien life form
back to space station. Attempt to convince story
itself otherwise while making choices
about your survival against the alien.
(real journal entries like override codes.)

Potential Actions

Login - have the user enter their name and
come up with an employee ID, give
an int to work with

Locate - tell you the current position of
the alien.

Lockdown - close down on area,
giving you extra turns if
the alien is there.

ListScreen - Shows names and hidden employee numbers
↓ And the most recent journal entry.

EmployeeName - choose a journal entry to read.

PermissionOverride - Use Captain's ID to overwrite

the AI and shut down the ship.

Can add simple visual, challenging to write and to
play. Code will be long without if loops.

2/ Trolley problem testing
An AI is threatening to harm doctrs.
Guide it through trolley problems, and suggest
to make well intentioned AT

Action
pull, leave, drift - option for first question.
Repeatable, with different
variables each time.

Can keep the AI's "value range"
value Many value Young value Rich
value Few value Old value Poor

At the end the score will be tallied
And the AI will tell you what it values.
Simple, limited "fun", trackable score. Little to panic.

3/ "paper please" inspired border office job.
Get specific instructions on who to let
into the country. Check for discrepancies.

Actions

Allow, deny - let in or deny NPC to move on.
detain - detention similar is marked in daily task.
Accept, decline - paper may offer border to be
let in,

Select the player based on how
many correct/incorrect choices made.
Bonus for apprehending criminal.
More fun, some simple puzzle aspects.

4/ Undo prison break.

Get a short description of items in a jail cell. Attempt to get out while being caught.

Actions.

Attack/Walk attempt to attack the guard throwing you in a cell.
Hide, Keys, window, cabinet - first selection of options, branching into other option.

Linear, with many 50/50 options.

5/ Simple choose your own adventure.

Explore the dark forest or one of three choices.

Aggressive, warrior, mage - pick char that will effect what game. Set - Skill based on char.
Slow, regular, fast - choose how fast you go through the forest.

Skill checker will test the difficulty (ELO)

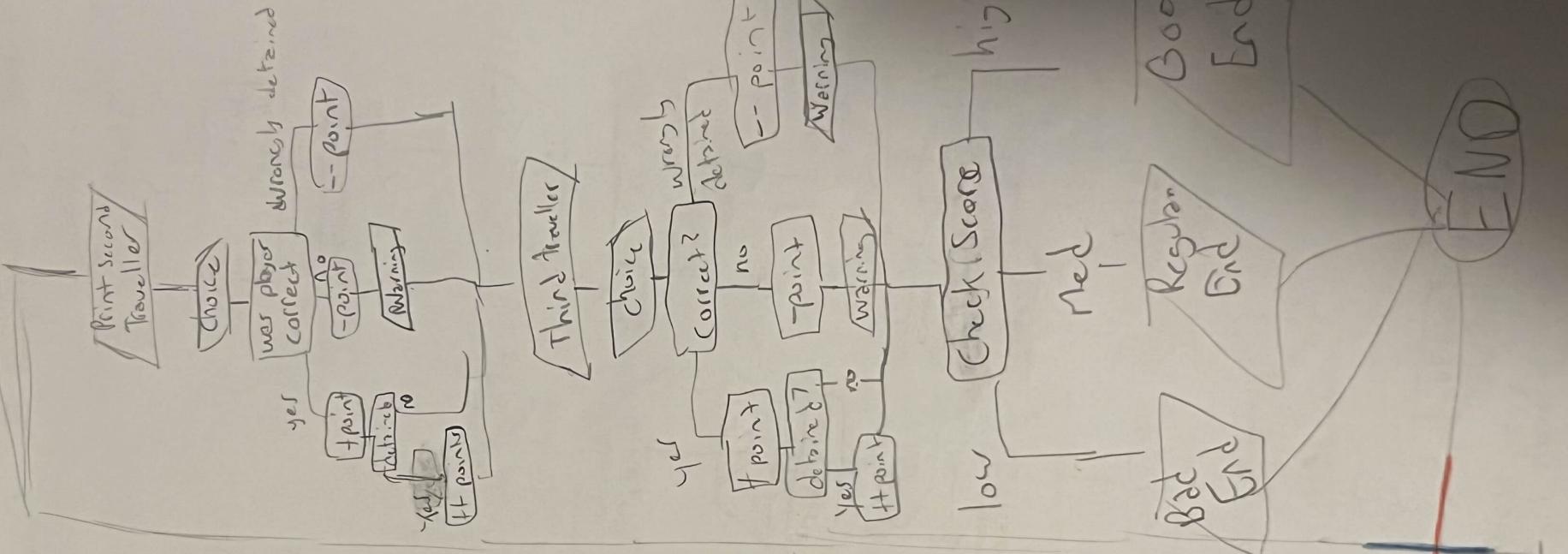
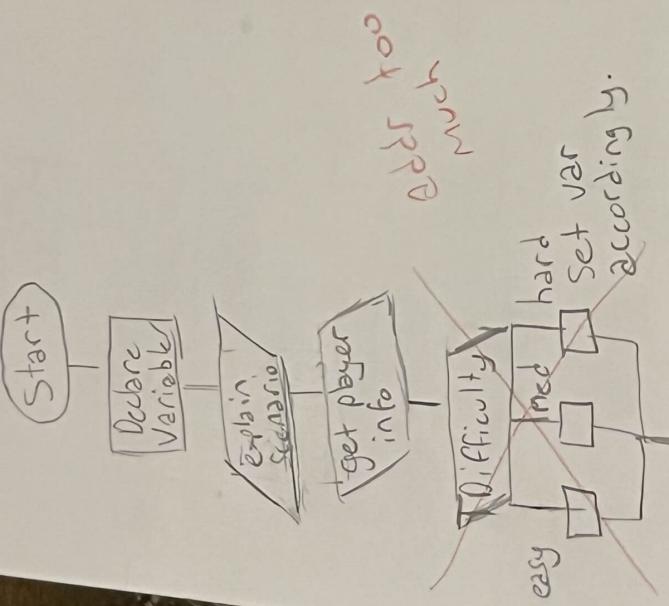
Assist your skill in said skill.

3 locations, then a boss. You can find items at the three locations with correct choices.

G
Hider and Seeker
You are being chased by a serial killer.
Attempt to lose them by picking
hiding spots.

Stay - stay where you are
Run - pick a new location (911)
Die! - call 2 phone number
Attack - if the killer finds you, fight unless
you have found the knife.

Assignment #1 Ver 0.0.2



Project A1

Variables Needed

ht allow = 1

int deny = 2

int deny + Octain = 3

String

travellerOneFirst = Jeff

travellerOneLast = Johnson

travellerTwoFirst = Sue

travellerTwoLast = Williams

* ThreeFirst = Joshua

* * Last = Joshin

Bool travellerOneAnswer = True

* Two * = False + Octain

* Three * = False

Game Dev Assignment H2 Flow Chart

