**Presentation for What Works**

**Notes from Client from Presentation**

* Was interested in converting crews so it each first year seminar class would be a crew
* Questions
  + Can we add more buildings (CUB, Mowrey for tutoring)? (YES)
  + Add NPC/real character that is a real person, example girl from tutoring center
* Ideas for Things to Add/Change
  + Send slides to her so they could brainstorm what they want to add (need to think what would be important for the class
  + Add things you can buy in the shop, like ship apparel (sweatshirt, football banner, sWaG)
    - In game swag and might be able to get donations/use $100 FYS budget for real life stuff
  + Potential idea: Add rail trail and campus farm
    - Used as a Service Quad, to encourage community involvement/service that is branching off the regular Quad
    - Room priority will be decided later
  + Quests
    - FYS is split into 3 requirements
      * Who are you and why are you here
      * Challenge you faced and how you overcame it
      * What you learned about being a student at ship so far
    - Time management adventure would be really important
    - Learning how to study Good (lol forget the word she said), not just staring at a page
* Going forward
  + Start making new maps
  + Add ingame swag and way to make the characters able to wear swag
  + Think of new adventures that would help/be in line with FYS
  + What to do w Terminal/very engineering aspects
    - Change to be more PG lol
      * Keep functionality
      * Use language that connects to the history of ship (ex Old Main fountain, gilbert hall MSA, career center)
  + Redesign the map
    - Style is okay as is
  + Come up with the story
    - What adventures will be and in what order

Cumulative list:

Movement (Ryan Carroll and Logan Cole)

* Walking/Sprinting, Moving NSEW, Record a demo with keyboard overlay ~ 1 minute maybe less

Teleportation to other maps(John Lang, Ruth Nyesuah, and Ktyal Plummer)

Chat (John Lang, Ruth Nyesuah, and Kytal Plumme, Tyler Storrr)

* Local - people close to you (5 spaces?)
* Area - people on the same map

NPCs (Jake Harrington and Aaron Wertman)

* New behavior is added with the strategy pattern
* One that roams and spews facts randomly
* The Sorting Hat in the intro sequence that you have to chat with
* The QuizBot

Quests (Chase Banyai Eric Beiber Morgan Williams-Burrell Junjie Pan)

* Are a set of adventures
* Completing a specific number of the adventures fulfills the quest
* Completing all of the adventures completes the quest
* Upon completion, can cause a teleport
* Framework for new completion actions exists

Adventures (Daniel Holmgren and Josh K) (Marlee and Taryn) **(2 Mins)**

* Are things to do
* Existing types of adventures (listed in AdventureCompletionType:
  + Real life - completed outside of the game
  + Movement - must get to a particular location (map and x,y coordinate)
  + Chat - must chat with a specific player (doesn't matter what you say)
  + Knowledge Points - must get a specific number of knowledge points from the quizbot
    - Answering one first gives you knowledge points
  + Keystroke - must type a specific character
  + Dual criteria - two of the other criteria
  + Interact - touch a specific interactable object
* Completing one gives you experience points

Interactable Objects (Nick/Stefan)

* When you are near, you interact by typing 'e' or 'E'

Reactions can be:

* A message is sent to you
* You get a buff which temporarily doubles the points you earn in the quiznasium

High Scores (Madeline & Adam)

* Based on experience points earned by completing adventures and quests

Crews - each player is assigned to a crew in the onramping quest (Iain and Noah) **(1 Minute)**

* The UI is colored based on the player's crew
* The players clothes are based on the player's crew

Majors - each player has a major (Iain and Noah) **( > 1 Minute)**

Cheat Codes (Andrew Januszko & Joel Gingrich)

* You can find all of the existing cheat codes by looking at the behaviors in GameServers' model.cheatCodeBehaviors package

Command window(John Lang, Ruth Nyesuah, and Ktyal Plummer, Tyler Storr) (Madeline and Adam)

* CD - go to another map

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* exit - leave the game
* finger - get info about another player
* friend - add/list your friends or accept a friend request
* ls - list the maps you've been to
* ***man*** - get help
* who - get list of players currently online
* whoami - get info about yourself
* clear - clear the terminal window
* date - get the current time and date

**Slide Assignment:**

**2-7:** John Lang

**8-13:** Josh Kellog

**14-16:** Andrew J.

**17-20:** Tyler Storr