# Memo

**To:** Stephen Carter

**From:** Wagner, Charliane

## Proposal for Text-Based Adventure Game - "The Developer's Journey at NBCC"

**Overview**

I propose a text-based adventure game titled "The Developer's Journey at NBCC," designed to teach Python programming in an engaging and relevant context. The game simulates the experience of a student in the Web & Mobile Application Development program at NBCC, covering academic challenges, part-time work, and personal growth.

**Game Concept**

Players navigate through various scenarios typical of a college student's life, making choices that impact their success in three key areas: Academic, Work, and Well-being. The game aims to provide insights into the balance required in a demanding academic program while reinforcing Python programming skills.

**Points-Based System**

The game operates on a points-based system across three categories:

**Academic Points:** Earned through coursework and tests.

**Work Points:** Gained from job performance and internships.

**Well-being Points**: Accumulated by maintaining personal health and relationships.

Choices in the game affect these points, and players must strive to maintain a balance to succeed.

**Winning Conditions**

**Graduation**: The primary goal is to graduate from the program, requiring players to meet or exceed set point thresholds in all three categories.

**Balanced Score**: Encourage a well-rounded character development, reflecting the importance of balancing academic, work, and personal aspects.

**Losing Conditions**

**Failing Thresholds:** Failure to meet the minimum points in any category results in not graduating.

Extreme Imbalance: Neglecting one aspect severely (e.g., high Academic Points but very low Well-being Points) also leads to a game loss, highlighting the risks of imbalance.

**Game Mechanics**

**Decision Points:** At various stages, players make choices impacting their points.

**Feedback and Progress:** Regular feedback is provided on the impact of choices, and players can track their point balances.

**Educational Value**

This game is designed to:

Enhance understanding of Python through practical application.

Teach the importance of balance in academic life.

Foster decision-making and problem-solving skills.

**Conclusion**

"The Developer's Journey at NBCC" promises to be an engaging educational tool, offering students a unique way to apply Python programming in a context that mirrors their academic journey. I look forward to discussing this proposal further and getting your valuable inputs.