

# Text-Based Games



```
West of House                               Score: 0           Moves: 4

West of House
You are standing in an open field west of a white house, with a boarded front
door.
There is a small mailbox here.

>examine mailbox
The small mailbox is closed.

>open mailbox
Opening the small mailbox reveals a leaflet.

>take leaflet
Taken.

>examine leaflet
"WELCOME TO ZORK!"

ZORK is a game of adventure, danger, and low cunning. In it you will explore
some of the most amazing territory ever seen by mortals. No computer should be
without one!"

>_
```

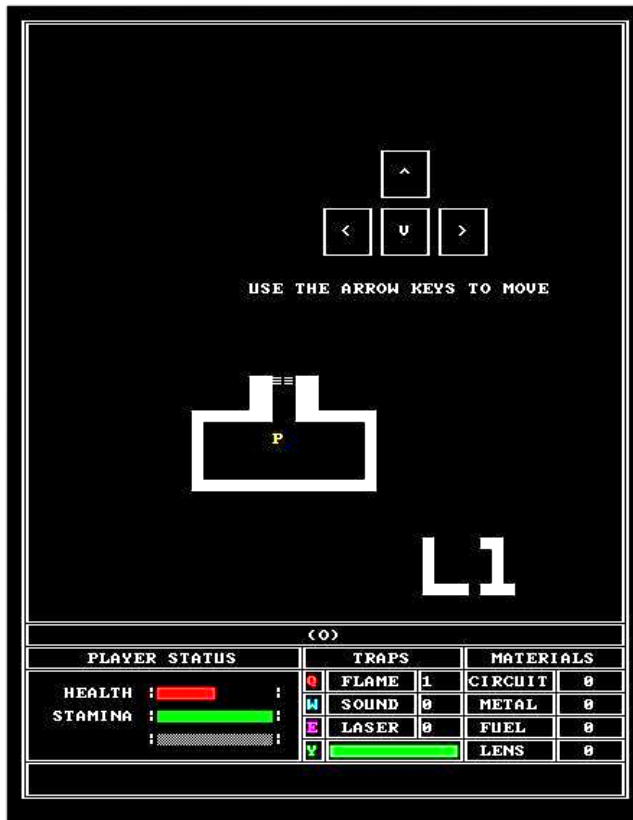
# Examples of Past Projects



- Zombait

○ by Dank Dragons

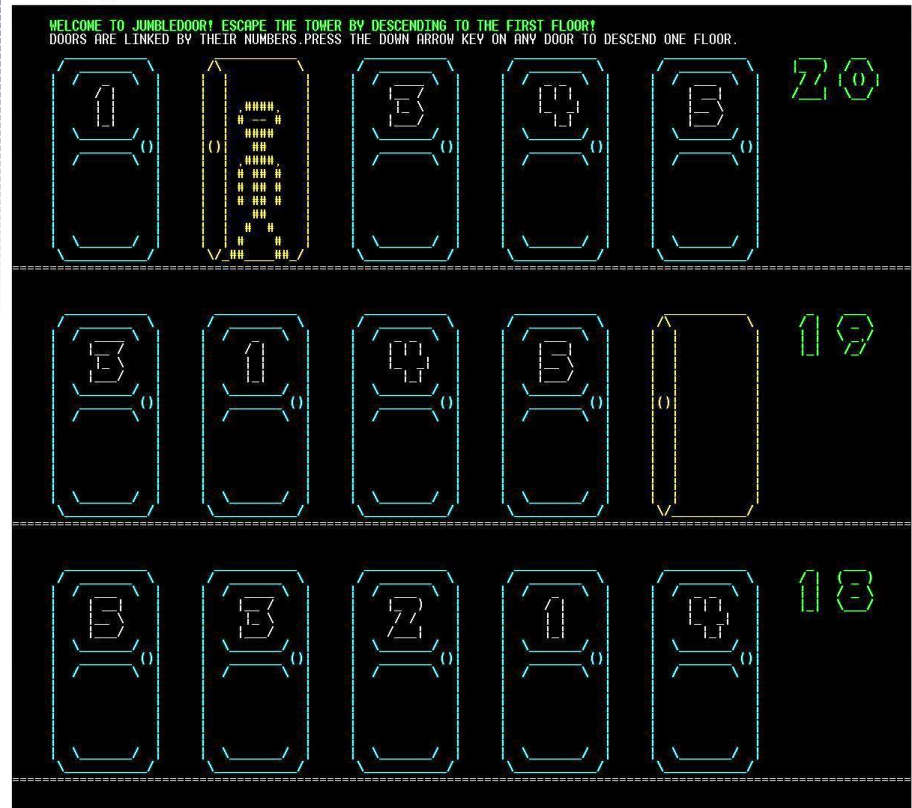
[ ZomBait ] - Dank Dragonz Studios



- Jumble Doors

○ by Team Happy Sprites

JumbleDoor by HappySprites

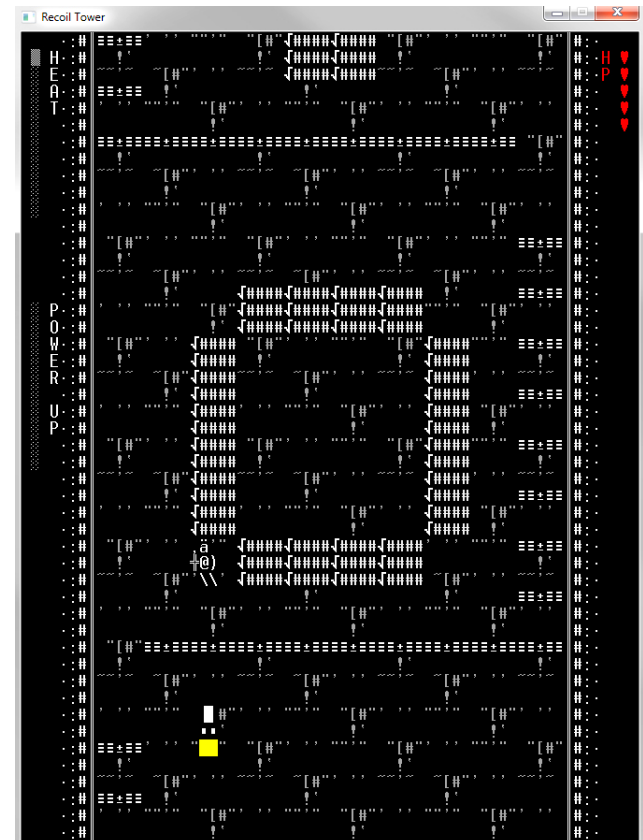


# Examples of Past Projects

- ALTerra
  - by Team Held Up



- Recoil Tower
  - By Team Tams



# GAM 100: Project Introduction



- RTIS and BSGD
- Text-based game.
- Use Visual Studio to create a console application.
- Work in teams of 4:
  - Each team must have at least a member of each degree.
  - Project is programmed in C.

# Game Content Guidelines



- DigiPen games must be able to get an EC, E, or E10+ ESRB rating.
  - Anything that would require a T (13+) rating requires permission from an Assistant Dean.
  - M (17+) and AO (18+) ratings are not allowed under any circumstances.
- Violence
  - Only cartoon / fantasy violence is allowed—no gore, body parts, realistic blood, etc.
- Social Issues
  - Any references to real-world politics or alcohol/tobacco/drugs require approval.
- Sexual Content
  - Nudity, sex, strongly suggestive sexual themes or references are not allowed.
- Language
  - Profanity and disparaging / stereotyping of race / gender / culture / disability are not allowed.

# Project Milestones



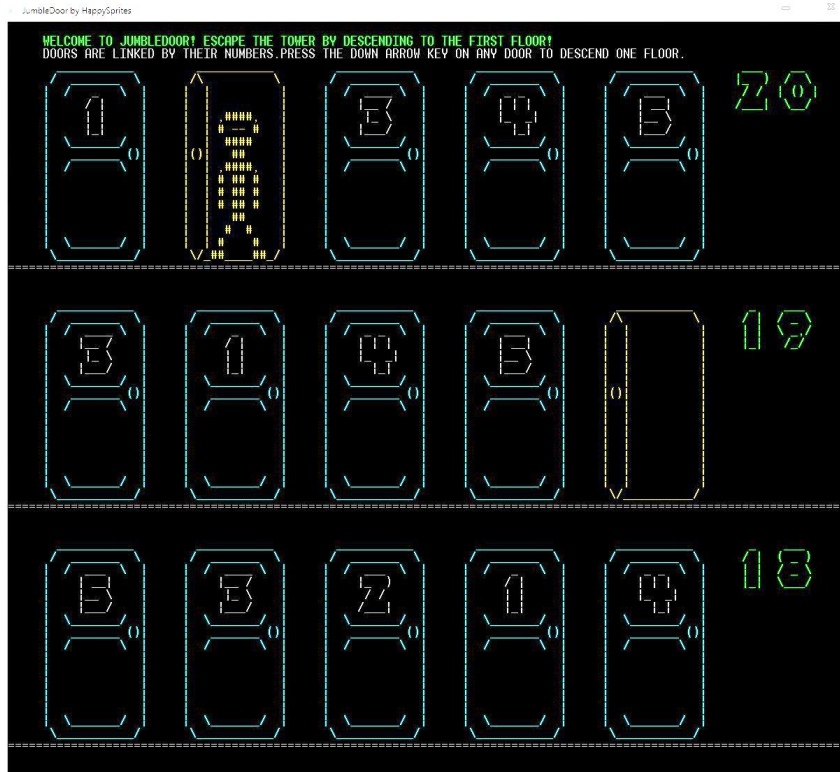
- During the Project, each student must submit a weekly milestone report.
  - Describe your contribution to the project.
    - ✦ Eg, Coding, Debugging, Optimization, Designing, Testing, Research, Organizing Meetings, Helping other teams, etc.
  - Break down each item into hours.
  - Include notes about how the project is proceeding, team problems, praise for team members, etc.
- The milestone report will be used to determine your **Individual Contribution Modifier** to the project.
  - This can be either positive OR negative.

# Project Grading



- Rubric has been uploaded into Moodle.
  - This is very simplified version of the TCR you will be using in the future.
- You will also be expected to run playtests and to collect playtest feedback.
  - These form part of your reports.
  - Provide a detailed Change Log of how your game is evolving.
- For now, this is all FYI.
  - I will explain further when we kick off the Project proper.

# Play Text-Based Games





# Which Games to Play?



We'll do this SAF-style.

- Number yourselves off from 1 to 20.

Don't worry. I won't force you into groups today.

# Play Text-Based Games



- You will each play TWO (2) games.
  - The game matching your assigned number + the next one in line.
  - Eg: If you are #1, you will play Game 01 and Game 02
- There are links to these games in Moodle.
  - **EVERYONE** must play a game.

## Examples of Past Games

- 01 ASC.ink
- 02 Space Walk
- 03 Chillon Tower
- 04 DECALAGE
- 05 Zombait
- 06 Volatile
- 07 King's Crisis
- 08 OPtricks
- 09 Powerhouse of the Cell
- 10 PushyPushy
- 11 Recoil Tower
- 12 Kudryavka
- 13 ALTerra
- 14 Quarantine
- 15 For Goodness Snake
- 16 Jumble Doors
- 17 Step
- 18 The Shadow
- 19 Uncode
- 20 Warsong
- 21 WordWizard

# GAM100 Exercise: Game Critique



- Individual Assignment. Everyone must do their own.

## PART 1

- Write a 400 – 800 word critique of EACH game you played today.
- The critique should contain:
  - A one to three paragraph summary of the game.
  - The main body of the critique should identify the strengths and weakness of the game. Provide some rationale for your position.
  - Suggest ways that the game could be improved.
  - An overall score that you would give to the game, on a scale of 0 to 10.

# GAM100 Exercise: Game Critique



- Individual Assignment. Everyone must do their own.

## PART 2

- Write a 400 – 800 word comparative analysis of both games.
  - In what ways are they similar?
  - In what ways are they different?
  - Which one did you enjoy playing more? Why?
  - What are the criteria you are using for judging the games?

# GAM100 Exercise: Game Critique



- Analyze the Text-Based Game you played in class today.
  - The detailed brief is in Moodle
- Due Next Week before class!

## **The deliverable:**

Submit via Moodle.

Word format.

Course Number (GAM100) and Your Name in the Header.

Page numbers on the page.

Filename Format: YourName\_GAM100(Section)\_Assignment##.pdf