Term Project – Zeina Halawa

Project Description:

* The goal of the project is to make a story puzzle game, similar to Undertale, in which a penguin character has to get from one pole to the other by going through stages and solving very simple ‘puzzles’
* The player will have a choice on whether to interact with objects or characters in the game to understand more of the story, or to just solve the puzzles and get to the end of the game quickly
* I want to have 3 different levels, not including the beginning and end screen of the story

Competitive Analysis:

* I will use Undertale as an example, although the game will be much much simpler than Undertale
* There is also a similar game on Friv that I will use for inspiration, which is about a boy at his first day of school, who needs to go to the bathroom but must solve all these puzzles to get there

Structure plan:

* I will make a screen class, with some of the same features to allow the character to move between ‘levels’ or backgrounds easily
* All the ‘obstacles’ or actual puzzles will be a part of one class, or might be separated into classes depending on the level if it gets complicated
* I’ll make all of the characters instances of one class as well, so they share common features and events like interacting with them but based on the character different stories or texts will be revealed.

Algorithmic plan:

* The trickiest part of the code will be the actual puzzles and figuring out how to code it. I will probably make it based on the clicking of the mouse button on the obstacle, and have a Boolean variable that toggles when the puzzle is successfully solved, which allows the user to pass to the next level.

Version control plan:

* My code will be regularly backed up on GitHub, accessible with the link:

<https://github.com/zeinahalawa/Project>

Timeline:

18 October – have the different windows for each level created, as well as the main character

30 October – have the puzzles for each level sorted, and the other characters that can interact with the main character added

8 November – possibly some sort of extra feature like a shop or bonus easter eggs

Possible features:  
a shop, a timer, something like collectibles hidden in the levels?

Module list:  
- Pygame

TP2 Update:  
I removed the focus from the story aspect of the game, and made each ‘puzzle’ like a mini game that the player has to pass in order to get to the next one

TP3 Update:

I have added music, a leaderboard, a menu, a login feature, and another level which involves matching cards together