

Interactive Text Adventure



CSCI 3308 Project Group Proposal
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Description:

We plan to create a text-based, interactive adventure game where the gameplay and the outcome of the story are highly dependent on player choices. All content for the game—story, art, and sound—will be generated by the three of us.

Insert some text here about the surroundings including directions you can travel, objects you can interact with, and people you can talk to. For example, there might be a market place with carts and blankets laid out to display wares, attracting a **hungry beggar**.

Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever since the 1500s, when an unknown printer took a galley of type and scrambled it to make a type specimen book. It has survived not only five centuries, but also the leap into electronic typesetting, remaining essentially unchanged. It was popularised in the 1960s with the release of Letraset sheets containing Lorem Ipsum passages, and more recently with desktop publishing software like Aldus PageMaker including versions of Lorem Ipsum.

???

Status: Starving

A young, male beggar is standing pitifully beside the food cart, eyeing the wares. The paying customers give him a wide berth, though he does not seem to have the nerve to ask for handouts.

Inventory

- SWORD
- BREAD**
- PAIR OF BOOTS

TALK TO THROW

ATTACK APPROACH

TAKE

GIVE

???: Really? You're giving this to me? Thanks! I owe you one.
(the beggar runs off with the Bread, you never got his name...)

- 1) Wait! I had a question to ask you!
- 2) (Follow the beggar)
- 3) (Leave him be)



Iteration 1:

Task	Description	Time Estimate/Importance
1) Tool Assessment	Affirm and learn necessary tools for project (HTML5, Javascript, SQL,...)	1 week/#1
2) Info Card	Appears when item, person, or location selected	5 days/#3
3) Layout	Basic UI: Story text, info card, inventory, commands, reaction box	2 weeks/#2
4) Music	Basic sound effects and simple song	5 days/#5
5) Linking	Hover recognition	5 days/#4

Iteration 2:

Task	Description	Time Estimate/Importance
1) Content Creation	Focus on story progression and necessary commands and possible paths	Iteration-long/#1
2) Command Functionality	Commands work with selected objects for correct reactions	2 weeks/#2
3) Reaction Box	Dialogue options lead to different paths/responses	1 week/#4
4) Dynamic Info Cards	Learning names, healing people, etc. change status	1 week/#5
5) Music	Character Noise Effects and another simple song	1 week/#6
6) Database	Incorporate database if not already needed for prior iteration	1 week/#3

Iteration 3:

Task	Description	Time Estimate/Importance
1) Content Creation	Focus on story progression and necessary commands and possible paths (at least 1 complete path)	Iteration-long/#1
2) Logic-based Puzzles	Mini-game with right/wrong answers instead of just dialogue options	1 week/#4
3) Save Game Functionality	Ability to return to same spot at later date	1 week/#3
4) Catch-Up!	Ensure everything from first two iterations happened	Iteration-long/#2
5) Music	Character Noise Effects and another simple song	1 week/#5