Interactive Text Adventure





CSCI 3308 Project Group Proposal Hannah Thomas, Willie Payne, Sarah Feller



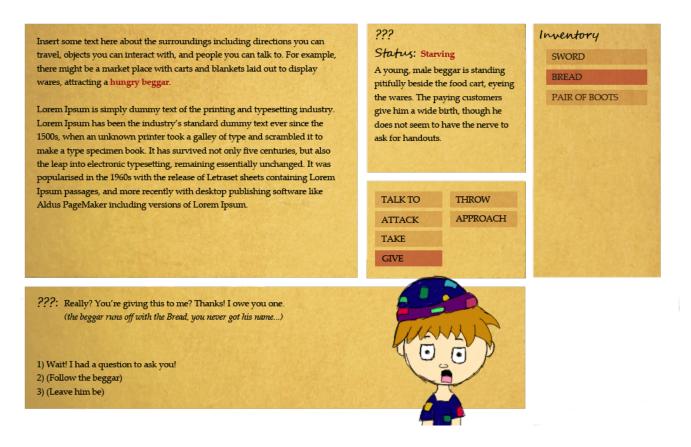






Description:

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.



Iteration 1:

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