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**Project Proposal: Which Path Will You Choose?**

For my project, I would like to create a text based game. This game will be about making decisions at UNCW. The game will start off by asking the players name and would then put the player in as the main character. The player will control the decisions made in the game. Some of the decisions presented will have a negative effect on the outcome of the main character’s life and some will positively influence them. The decisions will range from simple questions like should you skip class or have a meal, to more difficult questions like deciding between studying and going to a party.

The object of the game is to lead the character down the path that the player chooses and find out how their decisions can affect them. The player will be able to input what they want the player to do and based on their choice, the character will be forced to make another decision. The first questions will start on a Thursday morning where the player will have to decide whether they want to get up and go to class, get up, eat breakfast, and go to class, or go back to sleep and skip class. If they choose to go to class, they will then have to choice after class to eat lunch, study for their test on Friday, or go back to the dorm to take a nap and therefore skipping their last class. If they choose to skip class, they will then have the option to study for their test on Friday, continue sleeping, or go to the beach. After they’ve made a few decisions for the day, they will make some decisions on how to spend their Thursday night. They can choose to study for their test, go to a party, or sleep. If they choose to go to the party, they will decide if they want to drink, experiment with drugs, or stay sober and come back home early. Once they’ve made that decision, the rest of the game will be affected with either a negative tone, or a positive tone (depending on what they chose).

After playing the game, the player will find out how their decisions impacted the character and their future. If mostly bad decisions were made, the outcome will reflect it (they failed their test which caused them to fail the class, etc.). If mostly good decisions were made, the outcome will show that they are heading down the right path in college. If the player would like to restart the game and see how taking another path would have different results, they will have the chance to start over at the end of the game. It will be difficult to figure out how to limit the responses of the player while still maximizing interaction. It is important to get this right because the results will not be correct if they respond wrong or do not know the backgrounds of other characters.

The library I will be using is the Txtlib library found on the PyGame website. Textlib is a small library that can be used to edit text and customize it. This library features multi-line text, basic text formatting, different font types, sizes, and colors, background colors and images, and more. These additions will enable me to make words stand out, emphasize important details, and capture the reader’s attention.

I would like to include the player more and get them involved as much as I can so that they do not just simply watch as the story happens. To do this, I will allow the player to interact with other characters in the story and make all of the decisions for the character.