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Game Proposal

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Game Description:

The idea of my game is that it will be similar to the classic game “The Oregon Trail” from MECC, but instead of traveling the original route, it will take place in the future, featuring space colonists traveling from Earth, to a new planet somewhere in space over the course of a week in simulated time. It will be a turn based interactive program, where from time to time the user(s) playing it will be asked to make decisions from a list of several choices at stops along the way to their final destination.

The basic outline of the game window is that in the upper half of the game window will always display some sort of graphic, usually depicting the current action on screen (the player(s)’ spaceship traveling across space (animated graphics, sound is also a possibility but not sure about it yet), or stopped at a space station/planet, and so on) to accompany a text based read out which tells the player how the date/time, far they have traveled, what the status of their supplies is, the morale of the crew, and other pertinent information necessary.

During these travel sequences every so often the player(s) will be prompted to respond to random events, accompanied by a text window that will appear. Usually they will ask the player(s) if they wish to stop somewhere to “sightsee”, pick up interstellar hitchhikers, or just random anecdotes about how the crew is faring on the ship.
Every so often along the trip the player(s) will have the chance to stop at various planets, space stations, or other landmarks, and have the opportunity to buy fuel, supplies make repairs to their ship, or other miscellaneous options.

The game will be controlled by either mouse movement/clicks or keyboard controls (arrow keys and spacebar, but these will probably be able to be altered from an in game menu), and multiple players could co-operate playing the game (one controls selecting options, another hits a button to select them; alternatively, one player with higher cognitive skills could help relate information to another with weaker skills and the two play together).

Game Mockup Screenshot:

The flavor or location image is the upper half of the screen, the text below it is information telling the player(s) how they are doing and where they are progress wise.