RPG: Role Playing Game Analysis & Design

Name: _____

Completed By: _____(Mar 20)

Analysis: Overall Project Understanding

1. Check the required RPG elements: (7 answers) ❑ Introduction or backstory ❑ Scavenger Hunt ❑ 3 Tasks ❑ Comments ❑ Conclusion to story ❑ ASCII Art ❑ 1000 lines of code ❑ If ❑ Methods ❑ Loop	2. Which are possible RPG extra features? (6 answers) ❑ Unicode Characters ❑ Interactive Chess Game ❑ Pop Up with a picture ❑ Print Slow ❑ Use of JPasswordField ❑ Parameters ❑ Return types ❑ Music ❑ Sound Effects ❑ Task coded by yourself
3. Which of the following are resources in the RPG section of the website? (4 answers) ❑ Backstory writing tools ❑ Videos on how to add tasks ❑ Colour scheme designing tools ❑ Videos on how to make ASCII art quickly ❑ Rubric ❑ On-line Structure chart tool ❑ Links to Oracle's java documentation ❑ Extra Features Links ❑ Character development ideas ❑ Additional Game Ideas	4. Which of the following have instructions on the Extra Features (C5) link? ❑ Comments ❑ Switch ❑ ? Operator ❑ Methods ❑ Pop Up ❑ If statements ❑ For Loop ❑ Do While Loop ❑ Rounding ❑ Parameters

Analysis: Time Management (PDLC Process)

Go look at the calendar on the website. Mark each due date on this calendar.
(a) Introduction **(b)** Task 1 **(c)** Task 2 **(d)** Task 3 **(e)** Conclusion **(f)** Testing **(g)** Entire RPG

		Mar 20	Mar 21 Sample Test 2	Mar 22
Mar 25	Mar 26	Mar 27 Test 2	Mar 28	Mar 29 Good Friday
April 1 Easter Monday	April 2	April 3	April 4	April 5
April 8 Solar Eclipse PD	April 9 Eid	April 10	April 11	April 12

Each item is due at the BEGINNING of class on the date noted. Part of the marking for the project is on timelines in the PDLC. If you miss the due dates, that means that you have missed that part of the PDLC time management.

Your initials showing that you have read the above sentences: _____

Overall Game Design

Genre (Select at least one)
- ❑ Action
- ❑ Adventure
- ❑ Anime
- ❑ Apocalypse
- ❑ Art
- ❑ Cartoons
- ❑ Comedy
- ❑ Crime
- ❑ Cyberpunk
- ❑ Fantasy
- ❑ Historical fiction
- ❑ Horror
- ❑ Magical realism
- ❑ Martial arts
- ❑ Medieval
- ❑ Mystery
- ❑ Science Fiction
- ❑ Sports
- ❑ Spy
- ❑ Superheroes
- ❑ Supernatural
- ❑ Thriller
- ❑ Other: _____

Overall Challenge Ideas:
- ❑ Pick up 3 pieces to assemble something
- ❑ Find someone
- ❑ Get through 3 places to get somewhere
- ❑ Pass 3 challenges to achieve something
- ❑ Get out of a dangerous place
- ❑ Gather clues to solve something
- ❑ Other: _____

Your Overall Challenge (Concept Statement):
Overall Game Setting:
Game Title/Theme (4 words max)

Task 1 Design

Task Selection (Choose one):
- ❑ Scavenger Hunt [Code 7]
- ❑ Maze [Code 7]
- ❑ Recognize ASCII Words [Code 6]
- ❑ Recognize ASCII Art [Code 6]
- ❑ Magic 8 Ball Prediction [Code 3]
- ❑ Pokémon Battle [Code 5]
- ❑ Repeated Message (Happy Birthday) [Code 2]
- ❑ Guess the Number (1-10) [Code 2]
- ❑ Guessing Game (higher, lower) [Code 4]
- ❑ Riddle [Code 4 & 8]
- ❑ Fill in the Blank [Code 4 & 8]
- ❑ Read and Analyse [Code 4 & 8]
- ❑ Math Riddle [Sheet 6 – Creativity Back]
- ❑ Multiple Choice [Code 8]
- ❑ Rock Paper Scissors [Code 9]
- ❑ Nim AI [Code 9]
- ❑ Tic Tac Toe AI [Code 9]
- ❑ Fizz Buzz vs AI [Code 9]

Complex Task Ideas (On Own)
- ❑ Word Search
- ❑ Store
- ❑ Bottle Riddle
- ❑ River Crossing Riddle (eg. Rabbit, Carrots, Fox)
- ❑ Simple Dice Game (eg. Pig, Stuck in the Mud)
- ❑ Tic Tac Variant (eg. Notakto)
- ❑ Peg Game
- ❑ Ken Ken
- ❑ Frog Jump
- ❑ Towers of Hanoi
- ❑ Enhanced Pokémon Battle
- ❑ Other: _____

Task 1 Name for ASCII Art:
Introduction to Task 1: (how helps overall challenge)
Conclusion of Task 1:

Task 2 Design

Task Selection (Choose one, different from Task 1):
- ❑ Scavenger Hunt [Code 7]
- ❑ Maze [Code 7]
- ❑ Recognize ASCII Words [Code 6]
- ❑ Recognize ASCII Art [Code 6]
- ❑ Magic 8 Ball Prediction [Code 3]
- ❑ Pokemon Battle [Code 5]
- ❑ Repeated Message (Happy Birthday) [Code 2]
- ❑ Guess the Number (1-10) [Code 2]
- ❑ Guessing Game (higher, lower) [Code 4]
- ❑ Riddle [Code 4 & 8]
- ❑ Fill in the Blank [Code 4 & 8]
- ❑ Read and Analyse [Code 4 & 8]
- ❑ Math Riddle [Sheet 6 – Creativity Back]
- ❑ Multiple Choice [Code 8]
- ❑ Rock Paper Scissors [Code 9]
- ❑ Nim AI [Code 9]
- ❑ Tic Tac Toe AI [Code 9]
- ❑ Fizz Buzz vs AI [Code 9]

Complex Task Ideas (On Own)
- ❑ Word Search
- ❑ Store
- ❑ Bottle Riddle
- ❑ River Crossing Riddle (eg. Rabbit, Carrots, Fox)
- ❑ Simple Dice Game (eg. Pig, Stuck in the Mud)
- ❑ Tic Tac Variant (eg. Notakto)
- ❑ Peg Game
- ❑ Ken Ken
- ❑ Frog Jump
- ❑ Towers of Hanoi
- ❑ Enhanced Pokémon Battle
- ❑ Other: _____

Task 2 Name for ASCII Art:
Introduction to Task 2: (how helps overall challenge)
Conclusion of Task 2:

Task 3 Design

Task Selection (Choose 1, different from Task 1 & 2):
- ❑ Scavenger Hunt [Code 7]
- ❑ Maze [Code 7]
- ❑ Recognize ASCII Words [Code 6]
- ❑ Recognize ASCII Art [Code 6]
- ❑ Magic 8 Ball Prediction [Code 3]
- ❑ Pokemon Battle [Code 5]
- ❑ Repeated Message (Happy Birthday) [Code 2]
- ❑ Guess the Number (1-10) [Code 2]
- ❑ Guessing Game (higher, lower) [Code 4]
- ❑ Riddle [Code 4 & 8]
- ❑ Fill in the Blank [Code 4 & 8]
- ❑ Read and Analyse [Code 4 & 8]
- ❑ Math Riddle [Sheet 6 – Creativity Back]
- ❑ Multiple Choice [Code 8]
- ❑ Rock Paper Scissors [Code 9]
- ❑ Nim AI [Code 9]
- ❑ Tic Tac Toe AI [Code 9]
- ❑ Fizz Buzz vs AI [Code 9]

Complex Task Ideas (On Own)
- ❑ Word Search
- ❑ Store
- ❑ Bottle Riddle
- ❑ River Crossing Riddle (eg. Rabbit, Carrots, Fox)
- ❑ Simple Dice Game (eg. Pig, Stuck in the Mud)
- ❑ Tic Tac Variant (eg. Notakto)
- ❑ Peg Game
- ❑ Ken Ken
- ❑ Frog Jump
- ❑ Towers of Hanoi
- ❑ Enhanced Pokémon Battle
- ❑ Other: _____

Task 3 Name for ASCII Art:
Introduction to Task 3: (how helps overall challenge)
Conclusion of Task 3:

Analysis: Brainstorming

List your favourites for each category in the box provided.
If you don't have one, don't fill it in. If you have multiple, write multiple in.

a) Show	
b) Movie	
c) Sport	
d) Computer Game	
e) ESport	
f) Social Media	
g) Hobby	
h) Book	
i) Anime	
j) Kid's Cartoon	
k) Kid's Toy	
l) Disney Movie	
m) Superhero	
n) Character	
o) City	
p) Course	

Do any of the following interest you? Check them off if they do.

❑ Character earns skins/skills/potions/weapons to be used in a future game. Basically your game would be used before another game to set up the character's abilities.
❑ Character has to make choices towards planning an event. Costs are calculated. Have to stay within a budget. I've seen this done as buying supplies for a camping trip, planning a wedding or purchasing options for a car.
❑ Character is a participant on a game show (the Price is Right was the example I remember)
❑ The character is trapped and must escape. An escape room.
❑ The character is attempting to sneak into an area they shouldn't be to spy on someone. Hacking and safe cracking occurs.
❑ Isekai situation: the character has been teleported to another world and must complete something.
❑ Apocalypse situation: something dire (alien invasion, zombies, technology collapse) has hit the earth.
❑ Transported back in time.
❑ NPC that provides background and assistance.