

1,873 Lines of Code!

CYOATTRPGBOYPILDNDWBSNAC

CHOOSE YOUR OWN ADVENTURE TABLETOP ROLE PLAYING GAME BUT ON YOUR PHONE -- IT'S LIKE DUNGEONS AND DRAGONS WITH BATTLE SEQUENCES AND ADVENTURE CHOICES

AKA RETRO METRO

BY CHRISTIAN DAHL AND BRANDON SMITH



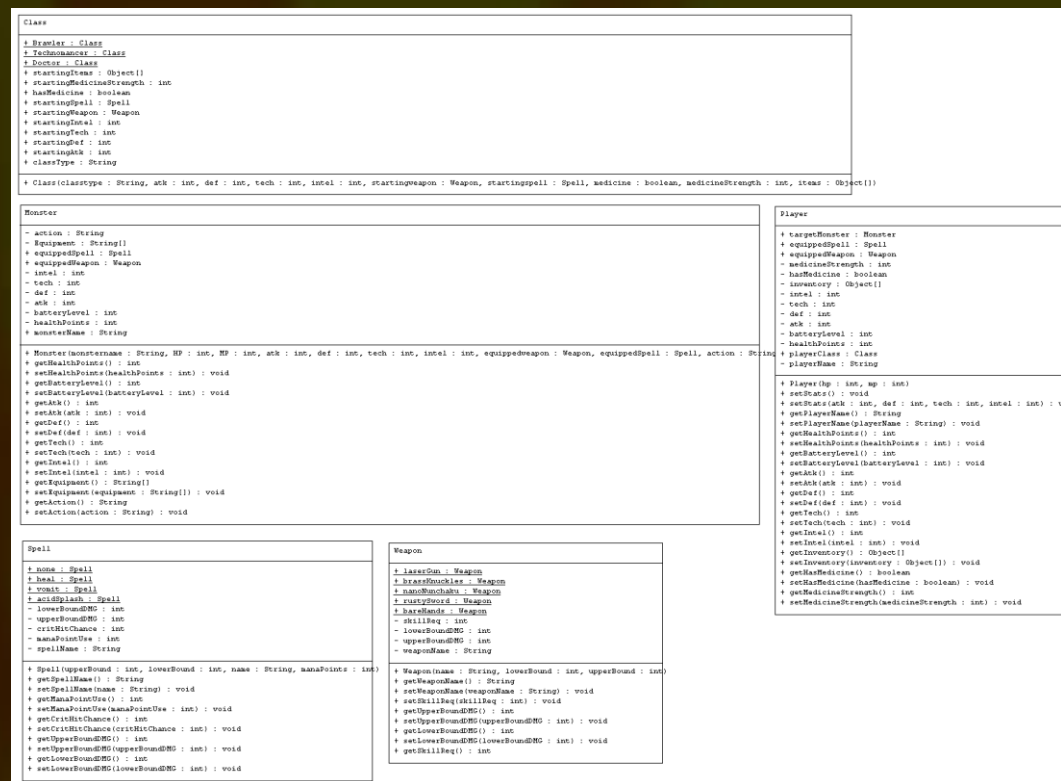
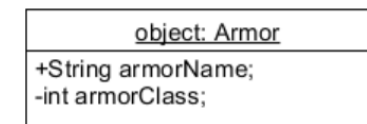
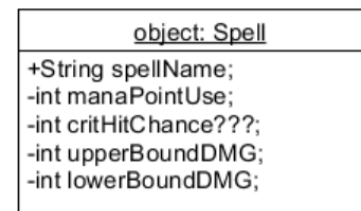
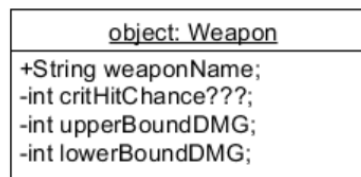
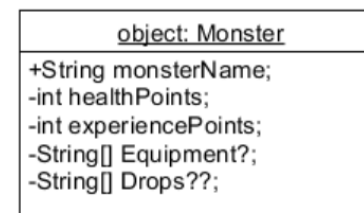
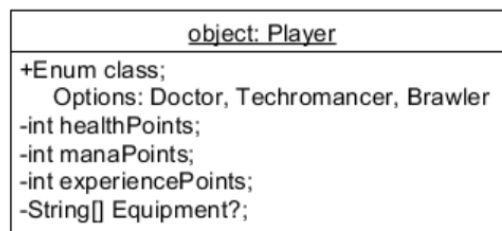
IDEA/CONCEPT

- Choose Your Own Adventure Book with an RPG like battle system and skill checks.
- A multitude of endings to enjoy and secrets to find.
- A “replayable” story for the digital age.

Original
UML

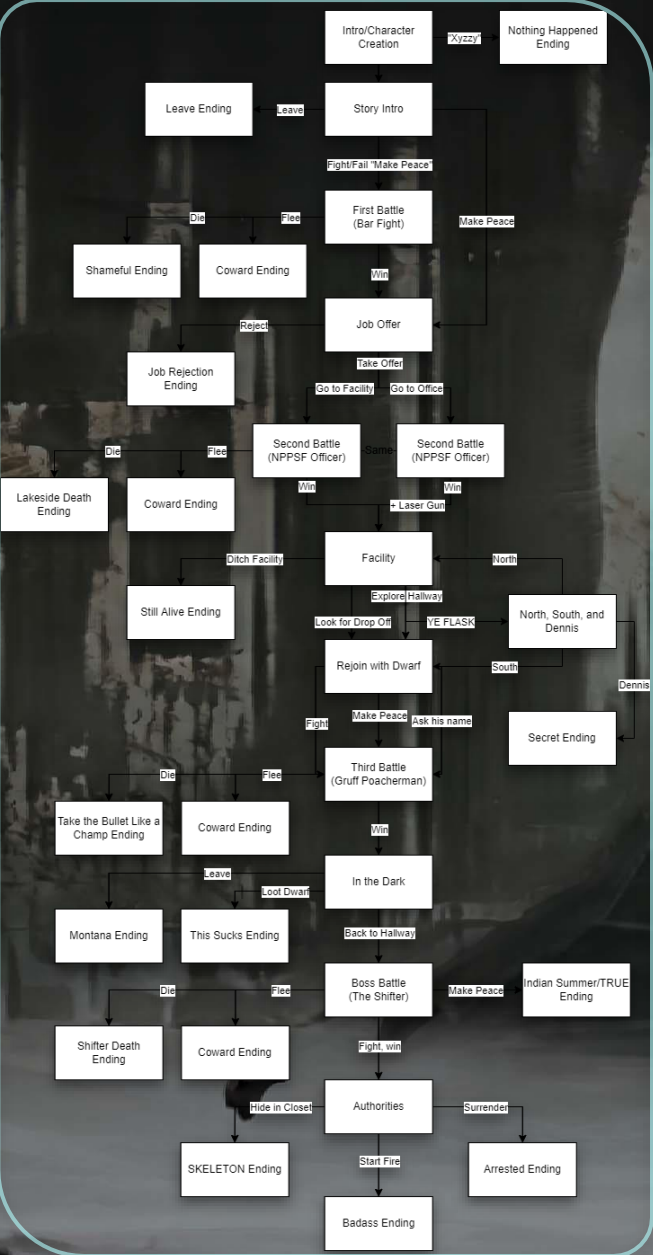
BATTLE SYSTEM

- Programmed by Brandon Smith
- Based on previous RPG system
 - [Replit.com/@Eukaryotic](https://replit.com/@Eukaryotic), check it out
- More complicated than expected, not fully implemented
- Mostly backend – health, attack numbers
 - Attack, Magic, Heal, Flee functions
- User input = buttons, output = damage done, damage received, etc.



Final
UML

STORY PROGRESSION



STORY SYSTEM

- Programmed by Christian Dahl
- Tedious to write out, but functional
- Story Sections divided by battle encounters assigned numbers in a static variable in a “Globals” class.
- Used switch cases and if else statements to make branching pathways with as many endings as can be made.

```
<<utility>> Globals
```

```
~ trueEndingoption : Boolean  
~ fightSelBigHire : Boolean  
~ battleNum : String  
~ skillCount : int  
~ FLASK : Boolean  
~ DENNIS : Boolean  
~ fight : Boolean  
~ dead : Boolean  
~ ScreenNum : int  
~ StoryTick : int  
~ playerName : String  
~ PlayerClass : int  
~ gun : boolean  
~ OfficeGo : Boolean
```

```
<<utility>> StoryText
```

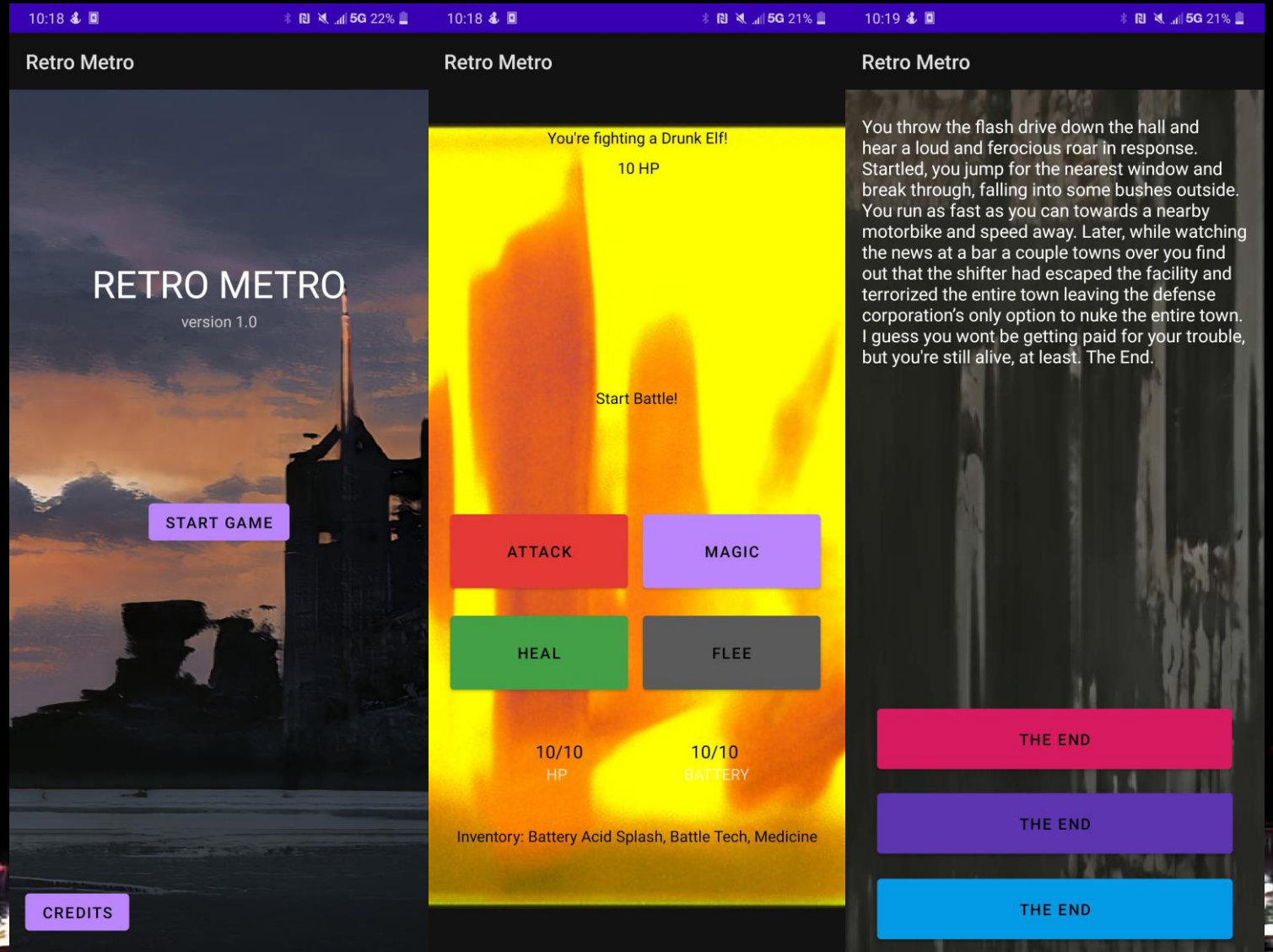
```
~ playerName : String
```

```
~ Choices(c : int) : String  
~ Endings(e : int) : String  
~ Dialog(s : int) : String
```

```
package com.example.retrrrrrrometrtrrrrrro;  
  
public class StoryText {  
  
    static String playerName;  
  
    static String Dialog(int s) {  
        String[] Story = new String[35];  
        //Story Strings  
        //INTRODUCTION  
        //Window 2  
        Story[0] = "Hello adventurer! We  
        Story[1] = "...Provo, Utah in the  
            "This far in the future,  
        //take name then switch to main  
        //Window 3  
        Story[2] = "Ah so you are " + pl  
            + " What is your occupat  
        //Choice Divergence  
        Story[3] = "Well, Dr. " + player  
        Story[4] = "You have chosen the  
        Story[5] = "You are a brute as b  
        //Choice Converge  
        Story[6] = "Your adventure begin  
        //CHAPTER 1 "DEVIL ON MY SHOULDER"  
        //SECTION A  
        Story[7] = "You sit down, drinki  
            " You look about, seeing  
            "It's a time of peace be
```

USER INTERFACE/INPUT OUTPUT

Utilized multiple activities to keep the user interface clean and containing just the bare necessities for a given part.



MEET THE CAST!



Dwarves, Elves, and Automobiles.

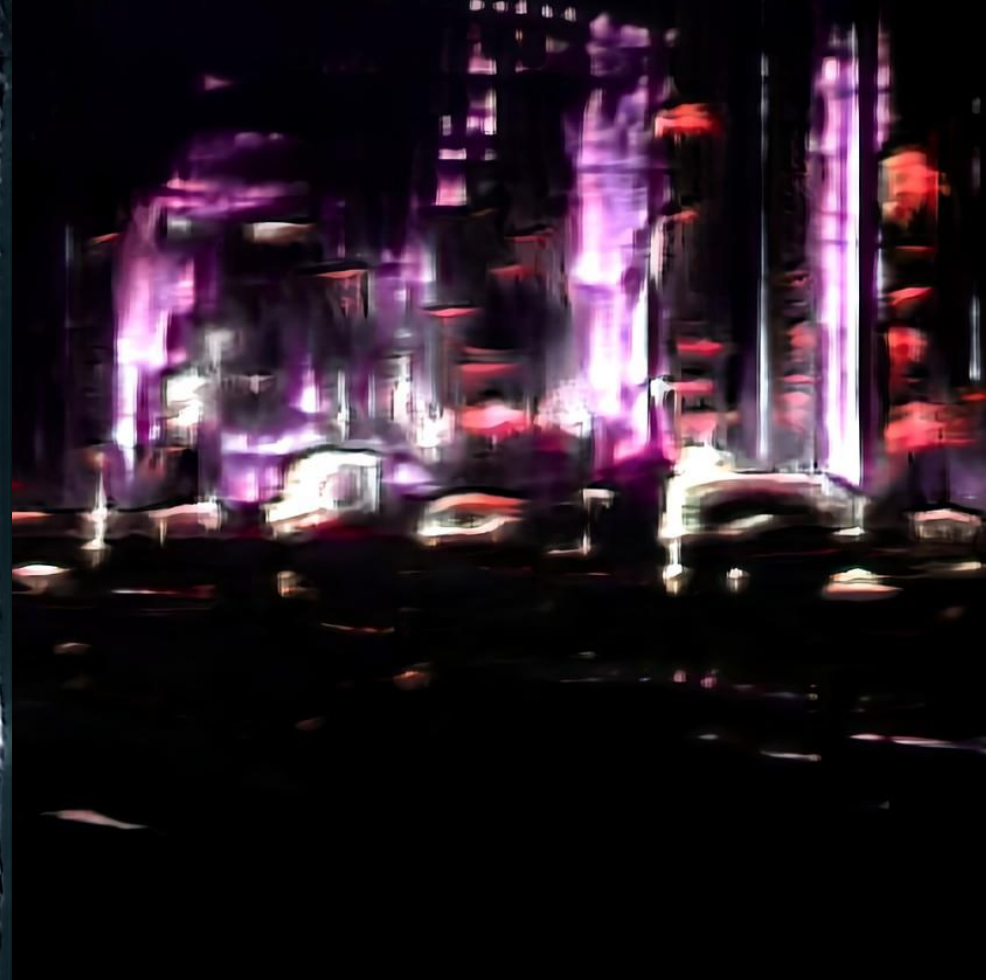
In 2076 the gateway to the Hollow earth opened causing a host of races from inside to come to the surface world. Many live in the heart of New Provo

New Provo's Security Dogs

When the Defense Corporation found its ways into the halls of power for the American West they needed an obedient and capable police force to keep their new constituents in line

A Beast remembered only in whispers.

During the "Second Atomic Age" the floundering American Empire needed some... thing good for espionage and sabotage, what they created was a man-made biological nightmare.



...AND YOU!

Yeah you! You're the star and the primary decision maker. You are the master of your own destiny in this story.

PLAY THE GAME!

1. Scan QR Code or Click [Here!](#)
2. Enable Android Phone to run unsigned apps
3. Install the APK
4. Enjoy!

