SPACE TRAIL

Katie Noborikawa

WHAT IS SPACE TRAIL?

Space Trail was created from Katie Noborikawa and Amber Slovic's love of Sci-Fi and Oregon Trail. The two dived into creating Oregon Trail even better by raising it up into space. Thus, Space Trail was completed.

Space Trail has many exciting encounters along the way to make each play-through exciting every time. One encounter is the Space Pirates who wait to attack and loot unsuspecting travelers. There are also Space Pigeons that can be discovered on the ship and will eat anything in sight. They can cause food shortages but could also become emergency food supplies. More events are waiting for travelers to encounter. Play Space Trail now!

DESIGN DECISIONS

The design choices for Space Trail were focused on keeping a retro futuristic look mixed a cute flat style.
The color choices were easy, a dark background color and neons. Font choice was inspired by the retro futuristic screens found during early research.

The design for the game screen was focused on showcasing the illustrated characters designed for the game while showing important information. It was important to have the characters visually express most of the events happening by being very expressive. The console at top was to communicate verbally with the user as back up.

COLORS AND TYPE

Radioactive
#2DF5D0

Blue Moon
#0B4574

Space
#030D21

Starlight
#EEFFFC

Yellow Sun
#FFE387

Space Fruit
#FF555D

SOURCE CODE PRO

This font family was chosen because it has seven weights available and feels like a mix of retro and modern just like the game.

A a B b C c D d E e F f G g H h I i J j K k L l
M m N n O o P p Q q R r S s T t U u V v W w X x
Y y Z z

A a B b C c D d E e F f G g H h I i J j K k L l
M m N n O o P p Q q R r S s T t U u V v W w X x
Y y Z z

A a B b C c D d E e F f G g H h I i J j K k L l
M m N n O o P p Q q R r S s T t U u V v W w X x
Y y Z z

A a B b C c D d E e F f G g H h I i J j K k L l
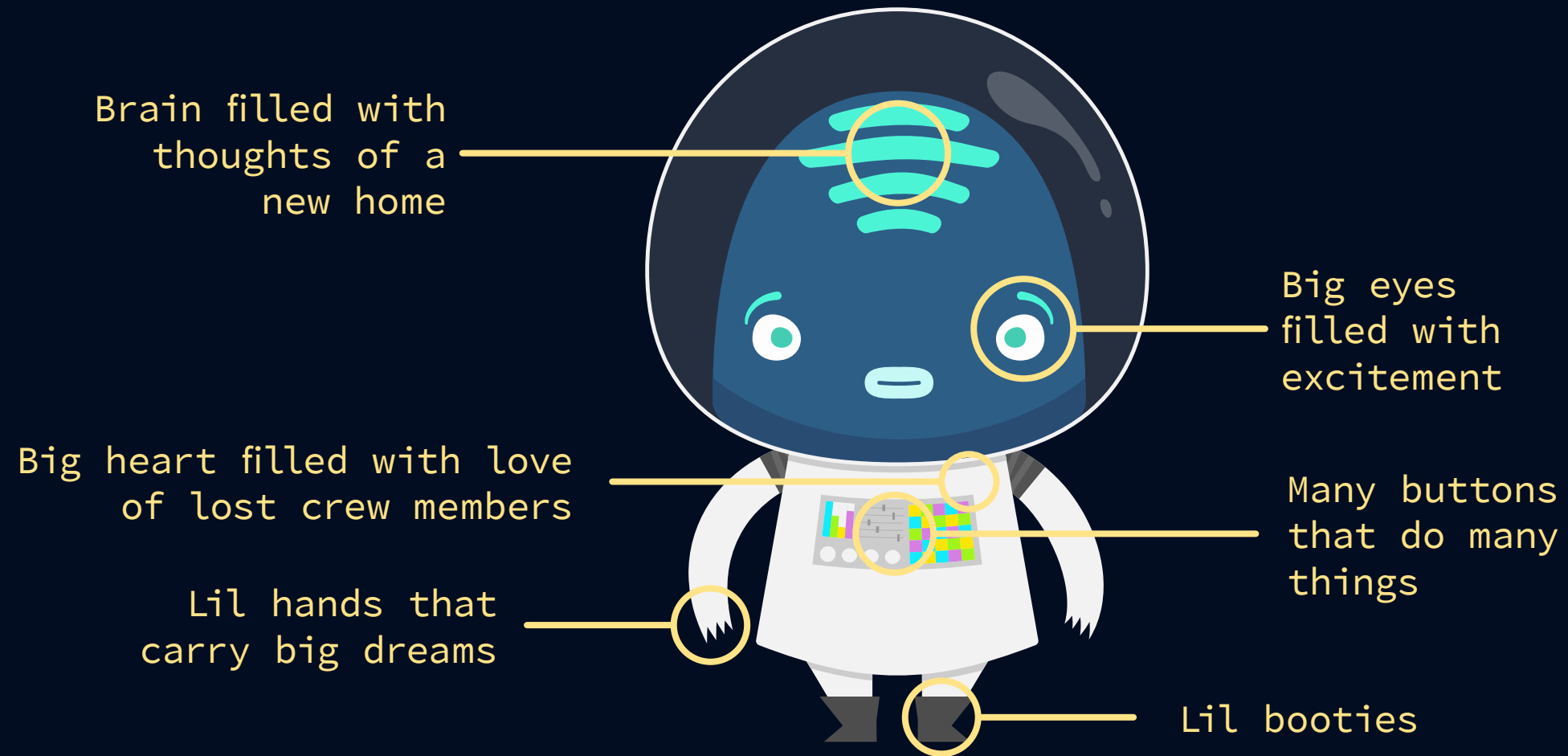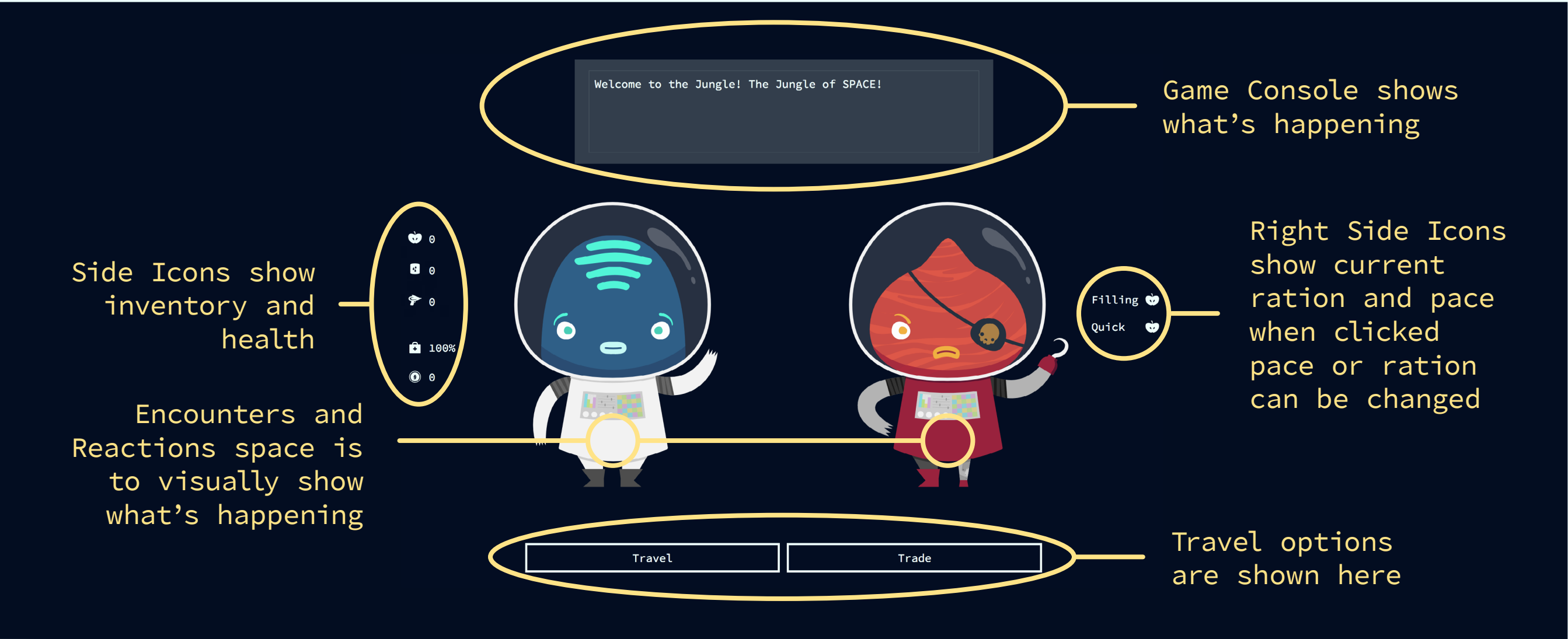M m N n O o P p Q q R r S s T t U u V v W w X x
Y y Z z

**A a B b C c D d E e F f G g H h I i J j K k L l
M m N n O o P p Q q R r S s T t U u V v W w X x
Y y Z z**

**A a B b C c D d E e F f G g H h I i J j K k L l
M m N n O o P p Q q R r S s T t U u V v W w X x
Y y Z z**

**A a B b C c D d E e F f G g H h I i J j K k L l
M m N n O o P p Q q R r S s T t U u V v W w X x
Y y Z z**

BREAKDOWN OF GAME UI

Welcome to the Jungle! The Jungle of SPACE!

Game Console shows what's happening

Side Icons show inventory and health

😋 0
🔪 0
🔭 0
🧰 100%
🪙 0

Right Side Icons show current ration and pace when clicked pace or ration can be changed

Filling 😋
Quick 😋

Encounters and Reactions space is to visually show what's happening

Travel	Trade

Travel options are shown here

TRAVEL DOCUMENTATION

The game has two main things that happen each travel day. Updating food and fuel depends on the set pace and rations for the day. The rations and pace do not need to be changed everyday they will stay the same if not touched. Each travel day also runs the risk of running into an encounter like space pirates, sickness, or weasels. Encounters will have different images to switch out on the right to visually show the viewer that something has changed. There is also a written cue about whats going on at the top Progress Console.
Any big change to the display is a series of hiding and showing different groups. One change like this is going from the travel display to the first planets display.

The full documentation for Space Trail can be found on Github at https://github.com/katkat100/wnm499_final.

MOST USED FUNCTIONS

CONSOLE. LOG()

Function c was one of the most used functions in the code. It was created to save microseconds on coding and most importantly keep the developer sound of mind.

```
function c(print){
    console.log(print);
}
```

MOST USED FUNCTIONS

ADD TO GAME CONSOLE

This function appends text and scrolls the container to the bottom so that the new text is quickly seen. There are two other variations for emphasis, used for landing on planets, and warning, used for alerting player about crew members getting hurt and such.

```
function addToConsole(t){
    $(".progressConsole").append("<p>" + t + "</p>");
    $(".progressConsole").stop().animate({
        scrollTop:$(".screen"[0].scrollHeight
    });
}
```

MOST USED FUNCTIONS

ROLL DICE

This function rolls a 10 sided die to get a random number that can be used to simulate randomness.

```
function DiceRoll(){
    diceOne = Math.ceil(
        ( Math.random() * 10)
    );
}
```

GAME MECHANICS

PACE

Slow – Travels one blorp and uses 5 fuel

Steady – Travels two blorps and uses 10 fuel

Fast – Travels four blorps and uses 15 fuel

RATIONS

Filling – Each crew member eats four meals a day

Meager – Each crew member eats two meals a day

Bare – Each crew member eats once a day and they have lower reflexes

POINTS

Points at the end of the game are determined by the chosen job; leftover food, fuel, and ammo; money; and crew members left alive.
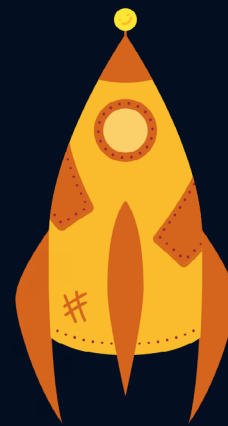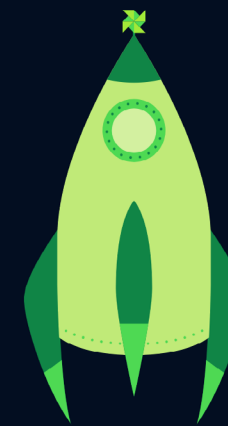
WALKTHROUGH

CHOOSING A JOB

This is the first decision made in the game. The job choices are like Oregon Trail and affect how much money you start off with and the point multiplier at the end.
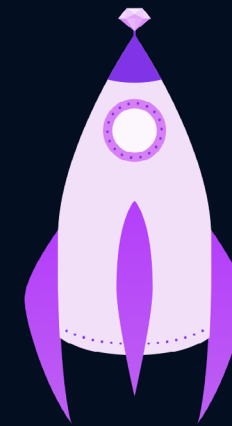
WALKTHROUGH

NAMING

The naming of you and your crew is to make them more personal and to make it more personal when they get hurt.

WALKTHROUGH

MONTH

Choosing a month to leave will affect the types of encounters that will happen during your travels.

THE YEAR IS 2148. WHAT MONTH DO YOU PLAN ON LEAVING?

| April | May | June | July |

WALKTHROUGH

STOCKING UP

Balancing the amount of food, fuel, and ammo to purchase at the store is a big decision and even harder when trying to save money for mishaps that will happen while traveling.

WELCOME TO SINGRID'S ONE-STOP SHOP!

Be sure to stock up on food for all your crew members, fuel to get you where you're going, and ammo to fend off those pesky space pirates. You won't find deals this good anywhere else in the galaxy!

FOOD

$10 for 20 meals

Buy: 0 X 20 meals

FUEL

$20 for 60 fuel pods

Buy: 0 X 60 fuel pods

AMMO

$20 for 5 shots

Buy: 0 X 5 shots

RECIEPT

Starting Amount: §1000

Total Bill: - §0

Ending Amount: §1000

PURCHASE ITEMS & EXIT STORE

WALKTHROUGH

ENCOUNTERS

Space Pirates, Pesky Pigeons, blackholes and sickness are just some of the problems that you could come across in the game.

April 9: You travel 2 blorps.

April 10: Oh No! Space Pigeons were found in your food bay and they ate EVERYTHING! Now all you have to eat is pigeon meat.

100

1092

4

4/4

§1380

Filling

Steady

Travel

Trade

WALKTHROUGH

CHANGE PACE & RATIONS

Rations and pace can be adjusted throughout your travels, each has three levels.
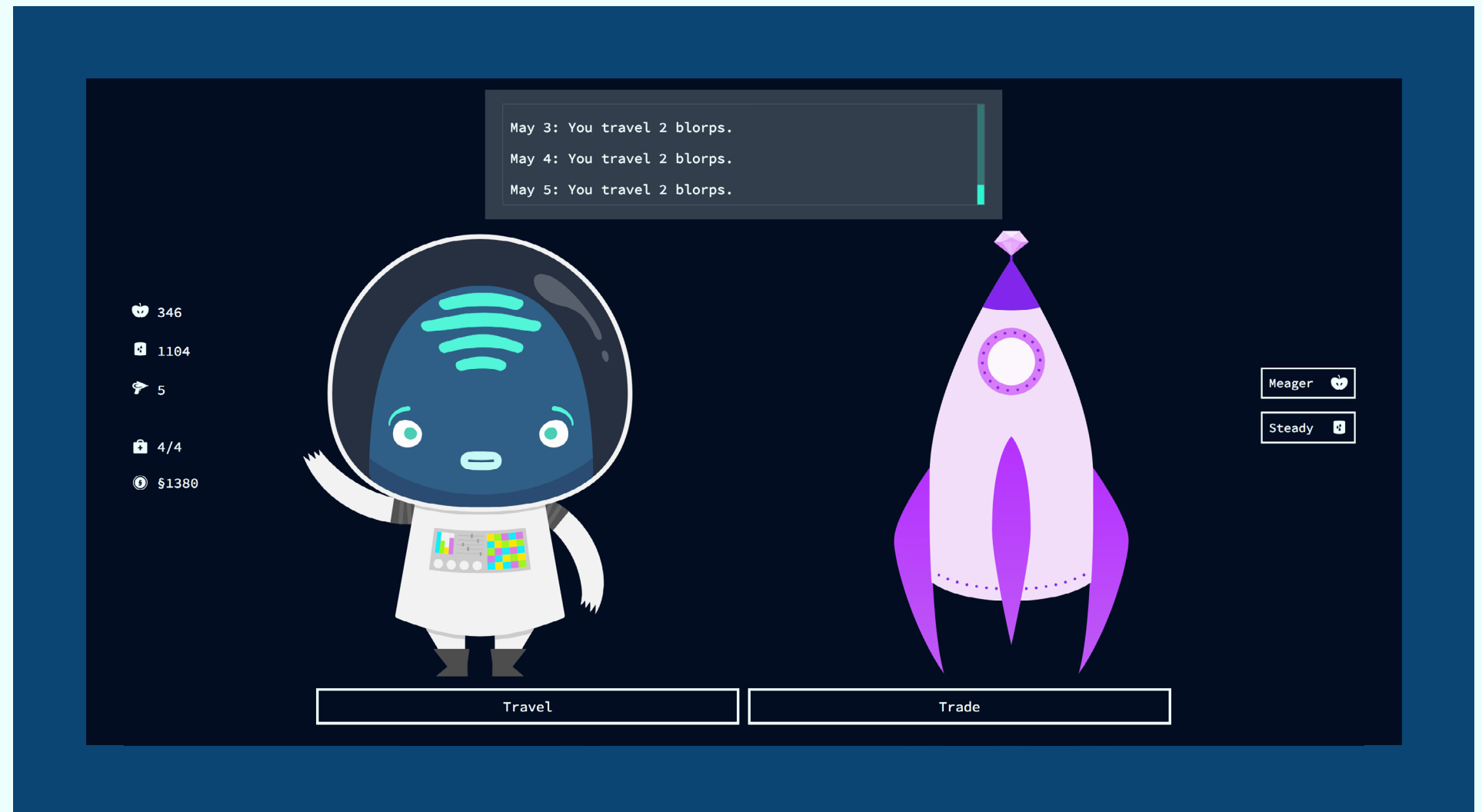
WALKTHROUGH

TRADING

Trading is an essential part of surviving through your travels. Be careful, sometimes a traveler may make unfair trades.

SPACE BAZAR

Ex-Pirate Urman
will give 20 meals for your §70

Lost Astrid
will give 100 fuel pods for your §60

Hitchhiker Sourdrop
will give 20 meals for your §70

1380   5   346   1104

Back
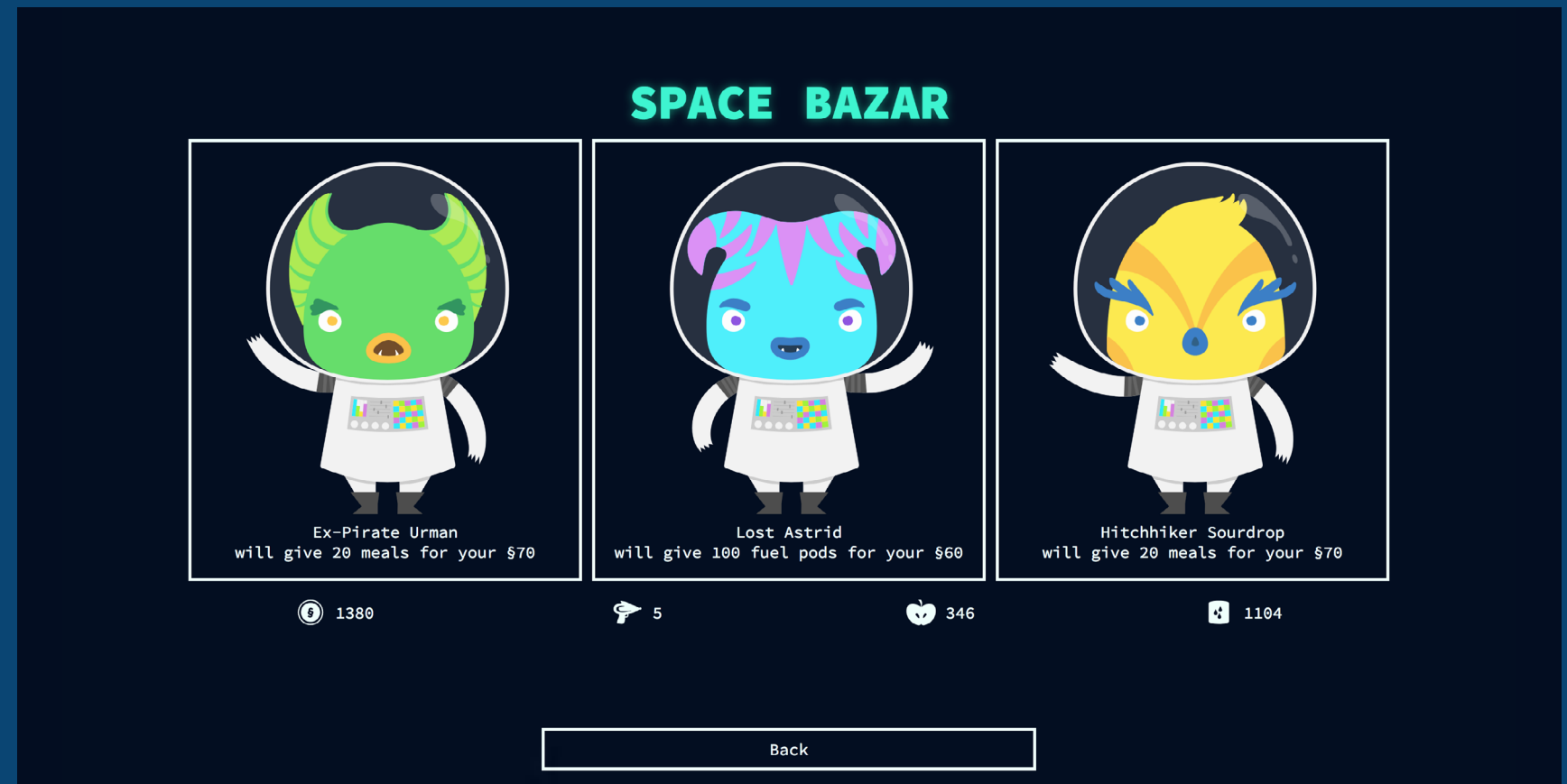
WALKTHROUGH

FANDALIN

Fandalin is the first location that you arrive at. Here you can chat with locals at the local bar and make trades.

July 14: Touched down on the Fandalin.

What would you like to do while here?

July 15: You enter the local bar.

SALUTATIONS, NEW FRIEND!

ORDER FOOD

Order some local food to take back to your ship. It's expensive food but at least it's something different. You can order 1 meal for §10.

EAVESDROP

Eavsdropping on the people around you will inform you on the local gossip. But be warned, the longer you eavesdrop the bigger the chance you get caught and anger people.

TALK TO A LOCAL

Talking to your new bar mates can cover things like current events or even betting on the flounder races.

0   3/4   §1380

Leave Bar

WALKTHROUGH

NONOVA PRIME

The nebula Nonova Prime has magnetic dust clouds that float through its expanse. This dust messes with ships and makes them vulnerable to those darn space pirates.

WALKTHROUGH

HOME

The final location for you and crew to settle down. Here points are totaled and the remaining crew members and you have a celebration.

```
pFood = remaining food / 10;
pAmmo = remaining ammo / 2;
pFuel = remaining fuel / 10;
pMoney = remaining money / 5;
pHealth = alive crew * 200;

pSubtotal = pFood + pAmmo +
pFuel + pMoney + pHealth;

if(captain['job'] ==
"farmer"){
    JobBenefit = 3;
} else if(captain['job'] ==
"engineer"){
    JobBenefit = 2;
} else if(captain['job'] ==
"moneybags"){
    JobBenefit = 1;
}
var pTotal = Math.floor(
    pSubtotal * JobBenefit
);
```

SPACE TRAIL

Thanks for joining the adventure
into deep space