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**Design Document**

**Abstract**: The Pasta Accountant is a browser-based game styled as a text adventure. The player plays out the story of a shady account named The Nigerian Prince or Princess that is hired by the Pastelly Family to launder money. The player most move money around and prevent a loss or poor choices. If the player loses too much or gets caught stealing, they will be “sauced”.

**Framework**: The Pasta Accountant will be developed using JavaScript.Html and CSS may be used to help style and develop the game. The APIs used are currency convertor and random name generator.

**API**: For this project we used the jokes and currency API for our game. The jokes API lets the player read jokes that unlock an alternate ending. The currency API is incorporated as a minigame into the game. The minigame plays like a stock exchange type game. If the player gets three good trades in a row they can unlock a secret ending. We also implemented the Emoji API which allows the users to “rate” their experience of the game either a happy face or a crying emoji.

**Input**: The users will have some input options for this game primarily with clicking their branching path options and money management, there will also be the name input/generator which will also allow the player to input a name they want. Otherwise the player will be reading through the game and making decisions.

**Gameplay**: Players will need to manage accounts and deal with random events, which may attempt to trick them or be difficult to deal with, to progress within the game. They will need to convert funds and put them into “offshore accounts” as well as make story driven choices which may cause the player to restart or continue. The game will be primarily text based with branching paths, so the player will be able to proceed and make decisions how they want to.

**Sounds**: Sounds were put into the game to help the player immerse into the story.

**Characters**: The Pastelly family aka Pesto tortellini Pastelly and the accountant (Player) are the main characters in the story..

**Graphics**: The graphics will be comprised of text with some images for the logo.

**Formatting**: The game will consist of paragraph style text with clickable link options at the bottom which will reload the page with the new series of text and options.

**Colors**: The team had color scheme picked out in adobe colors, but we chose to use the a blue #5EBFCC for the background.

**Font**: <https://fonts.google.com/specimen/Cormorant+SC>

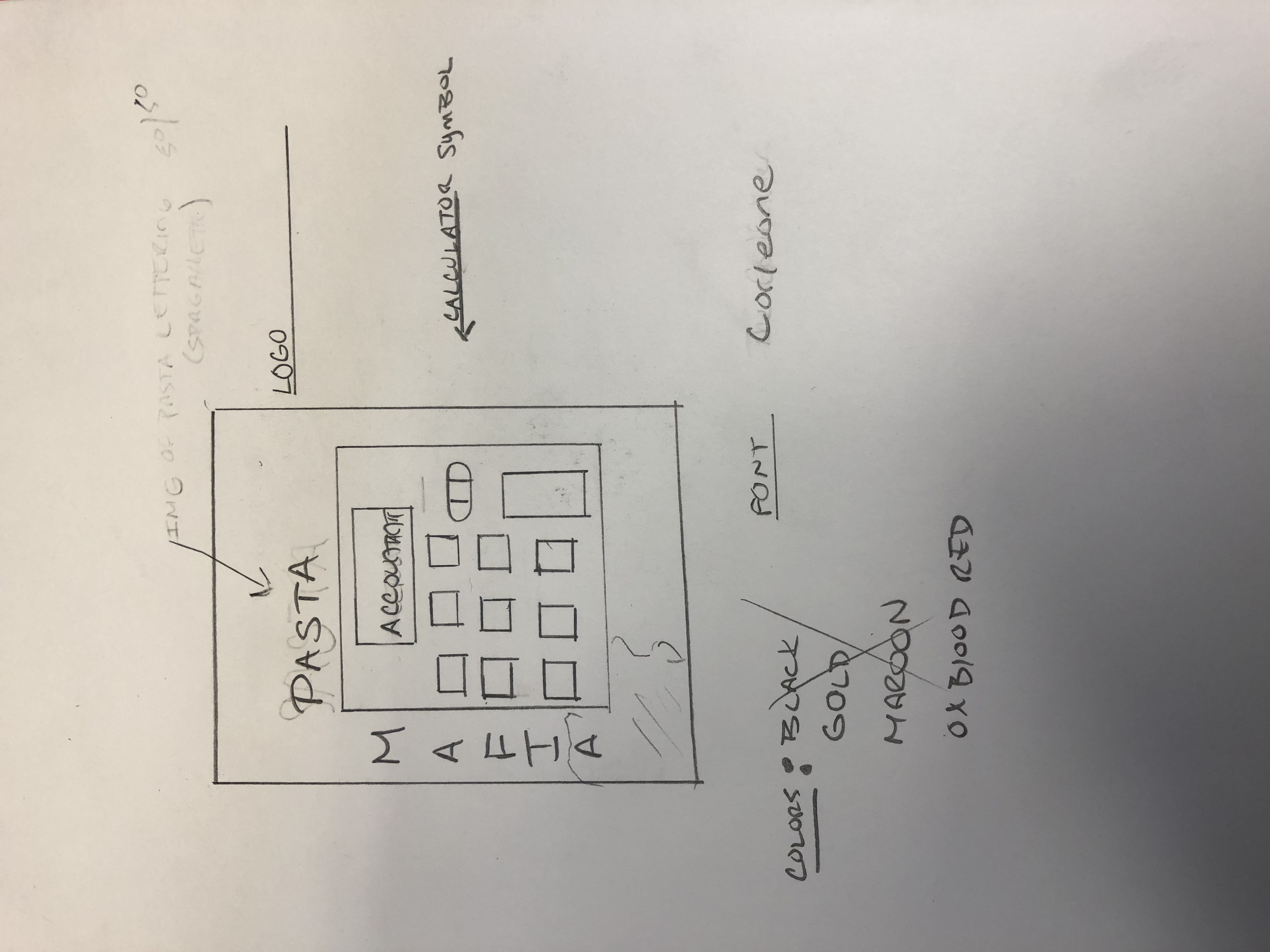
1. Cormorant SC

**Users**

1. The 25s Gamer: Rene has been a gamer for some time now. He has played a wide range of games on different platforms and generations. He is looking for a new experience and something that he can talk to his friends about or laugh at.
2. The new casual: Danielle is new to the gaming industry and is trying new things. She heard friends talking about text adventure and willing to give it a try. She has played very few games is does not like crazy complex games.
3. Youngling: Kory is a 13-year-old boy who’s into free games and adventures. He is bored and is allowed very little computer time. He is not allowed to play M rated games but understand crude dark humor.

 **Logo**: 50 x 50 and 400 x 400

Center has a basic calculator icon and on the top is the word Pasta and down the left side is Mafia. IN the bottom left hand corner is some pasta sauce.

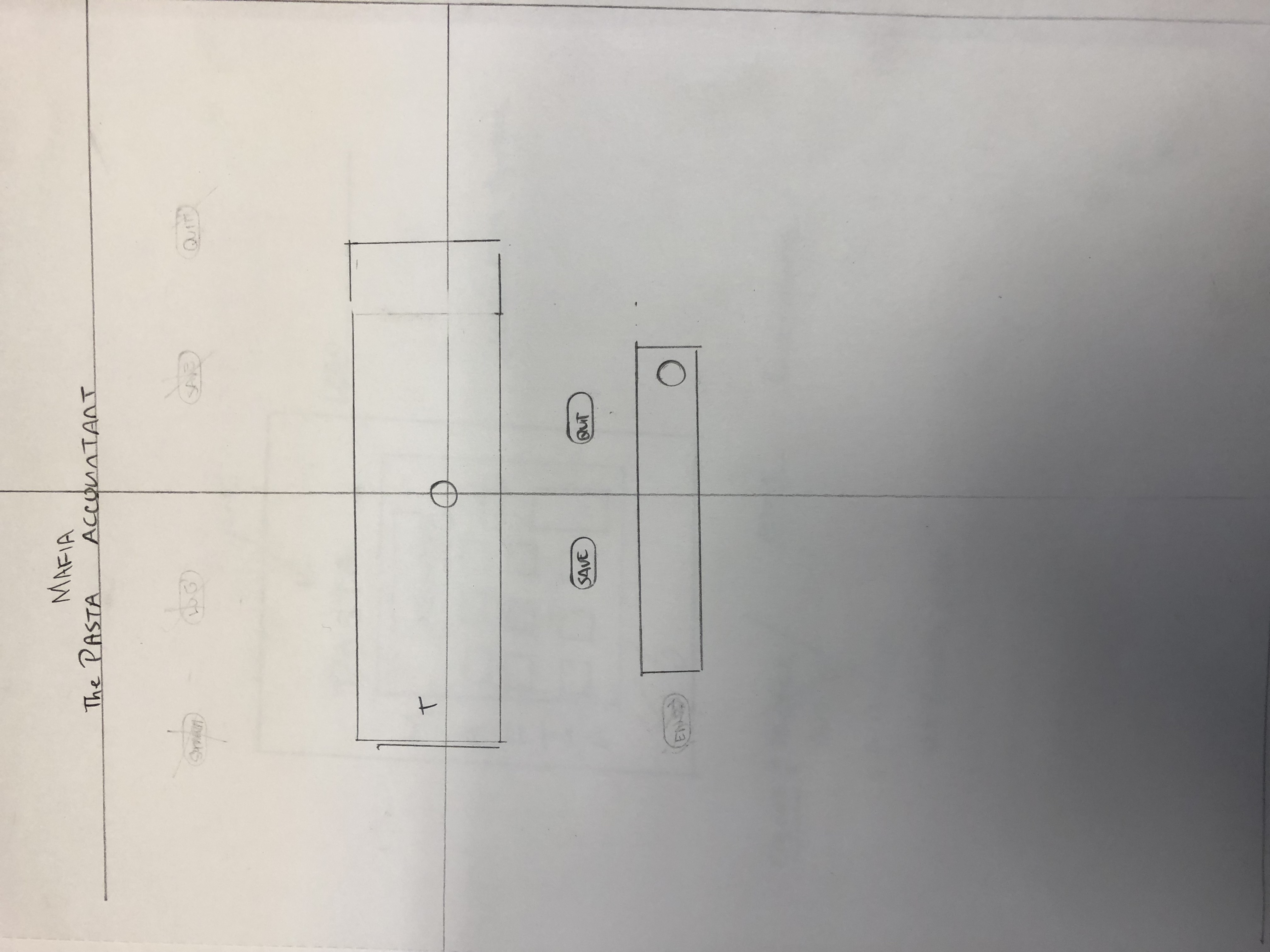


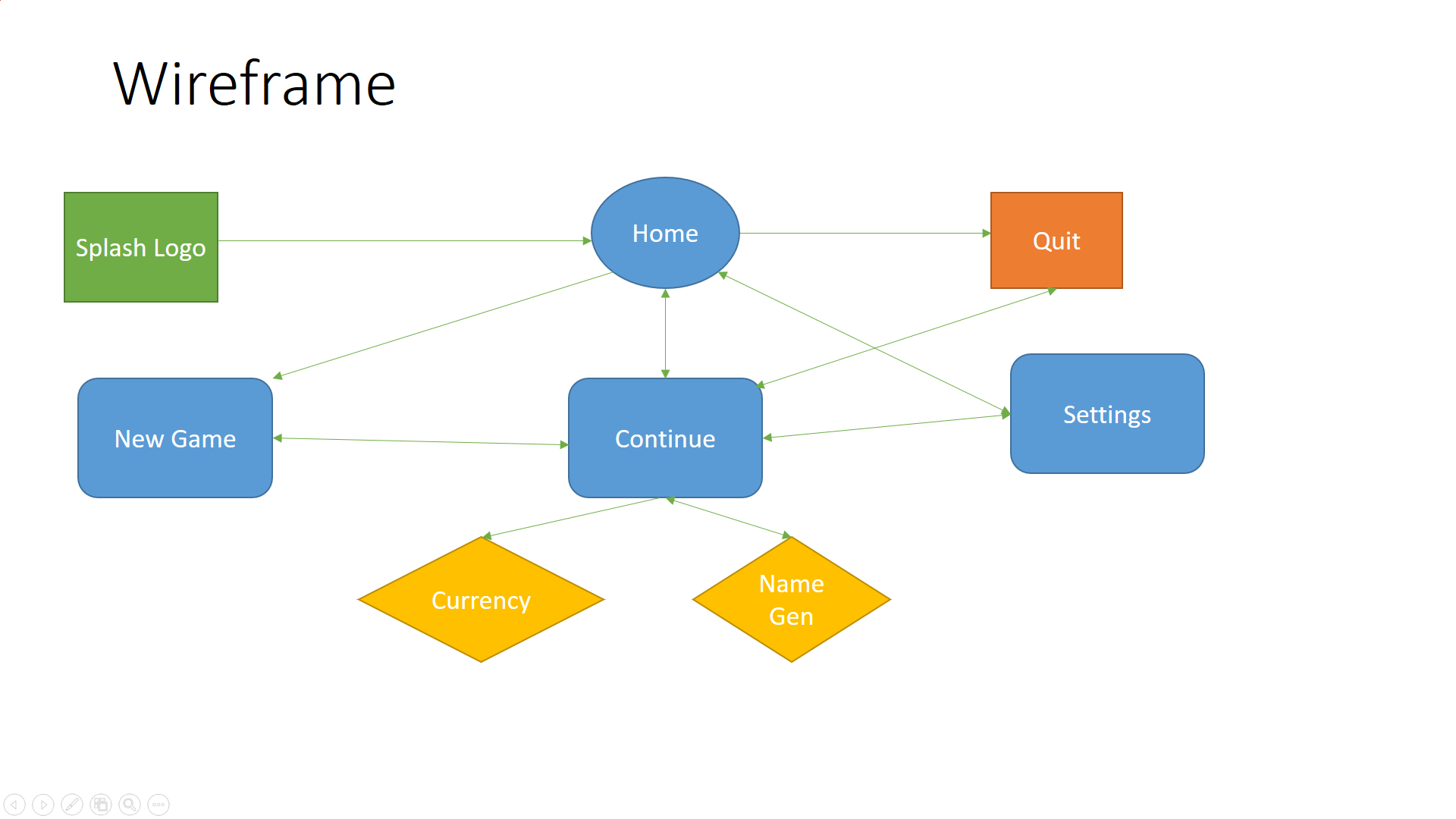
Final Version:



**Interface Navigation/ Wireframes:**

Concept of the Screen





Update Wireframe: This wireframe was simplified down. We took out save game and settings and made the game faster. We kept the currency API but changed name generator to the joke API.