ASSIGNMENT THREE. The Yard Sale: A Shopping Game

Description of Final Application:
The game begins with a first-person perspective of a house with a garage sale slowly coming into view. A static shot of the yard reveals over thirty objects for sale; yet, none of them have price tags. Knowing that your grabby neighbors will soon arrive to steal these treasures out from under your nose, you take heed of the narrow text bar at the bottom that reads “Grab up the bargains while they last.” Each time you pick up an object by clicking on it, it disappears as you hear the sound of a cash register. As you pick up the first object, the text bar switches out to read “Are you ready to proceed to the check out line?” The “yes” answer to this question is conveniently there for you to click on once you have completed your shopping spree. Uh oh, perhaps you should have checked your wallet first. Unbeknownst to you, you have been randomly assigned an amount of cash on hand. If you overspend your budget, then you lose the game. However, you also lose if you are too frugal of a shopper and leave with over half your cash still in your pocket. If you get past these two hurdles, then you have secured your title as Yard Sale Royalty. Wear your tin tiara proudly.

Preparatory Work (due September 29):
Each person must bring in three graphics: 2 pieces of yard sale merchandise and an image of money. Each yard sale item should be on a white background and should be roughly in the area of 80 by 80 pixels. Name each of your sale items with whole numbers that indicate the price in dollars (no cents – this is a high-class yard sale). The money image might be an open wallet, a series of gold bars, an empty purse, or a briefcase stuffed with bills. Over the top of the image will be a dollar amount in red. Turn this in as a layered Photoshop file (just in case someone wants to standardize the text on all items). The money image should be 640 by 450 in size and, like your merchandise, be named with a number – in this case, a whole number that approximates the amount of cash depicted.

Scripting Assignment (due October 6):
A quick animation brings the yard sale into view, and a loop which repeats through a series of sprites sets the visible of all the yard sale items to true as soon as the animation stops with a static view of a dumpy suburban home. You may even wish to put a brief delay into this repeat loop so that the objects pop up one at a time. The first mouse click changes the text box at the bottom so as to make the “proceed to check out” option available. With each click on an item, the visible of the sprite is switched to FALSE and the item’s price is added to a list. Change the cast member name into a value in order to access an item’s price. If more than one item has the same price, change the name of one to a different and distinct price. Upon checkout, a money image cast member is randomly selected and appears on the stage. Meanwhile, all of the values on the list are totaled and compared to a value that corresponds to the randomly selected money image. The text box at the bottom is once again used to tell you whether you have won or lost. You lose if you spend more than you have or if you spend less than half of your money. The text box scolds you for being too extravagant or too frugal or, if you spend more than half of your budget while not exceeding it, you will be congratulated for your shopping success.

Helpful Lingo
Value(“400”)
Value(the name of the member of the sprite (the currentSpriteNum))