



Introduction

What the Heck is Boulder Stew?

Boulder stew is a comedic Japanese Styled Role Playing Game (JRPG), or in other words, it is a game where you explore a vast world, talk to its inhabitants, and battle monsters on your quest to achieve your ultimate goal of assembling the legendary Boulder Stew.

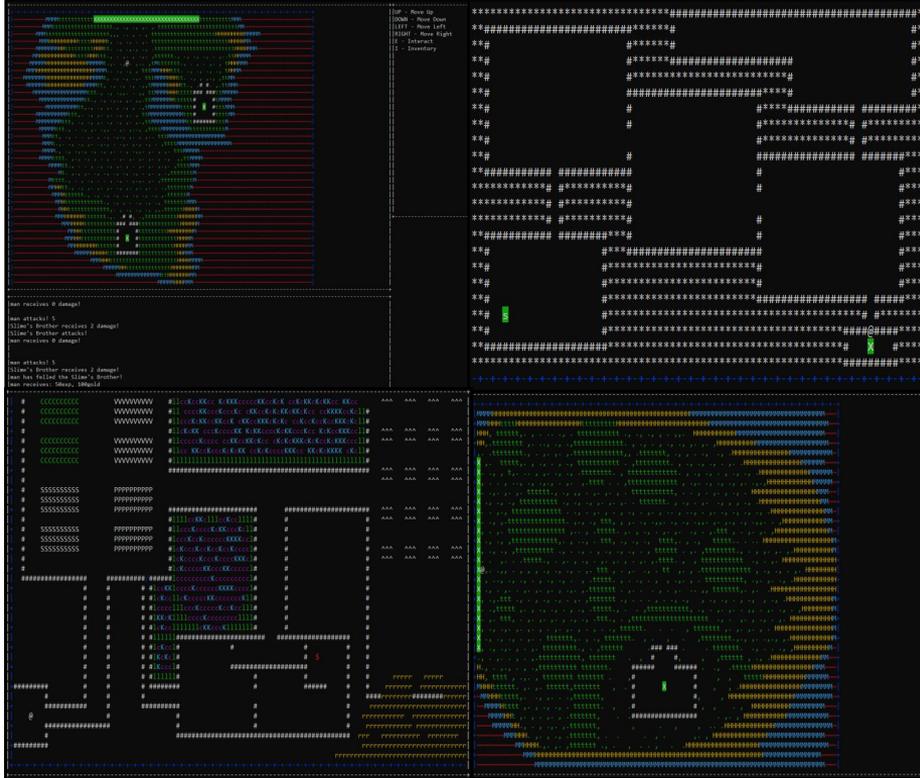
Alright, cool, but what goes into this stew?

Boulder Stew is a game that takes much of its inspiration from a much older set of RPGs and JRPGS. Notably, a lot of combat design considerations were taken from Dragon Warrior from the Nintendo Entertainment System, and the ASCII (American Standard Code for Information Interchange) graphical style of the world simulator known as Dwarf Fortress for PC.

But why?

Our choice in graphics was a twofold. Firstly: it is a very easy way to represent objects in our world without having to have the overhead of having to design/draw/implement said objects, saving us a lot of time to focus on story/engine/gameplay elements. Instead of having to draw a pot, a pot can simply be represented with a "p". Secondly, it is a graphical style that harkens back to an older time where computers didn't have enough power to actually process graphics. The ease of use combined with the retro appeal coincides with the combat and world exploration to reach a demographic with fond memories of an earlier time.

A Beautiful World, All Made of Text



Features

- Expansive overworld to explore with multiple regions to visit..
- A large variety of quirky enemies to fight.
- Treasure and items to discover and wield.
- Dungeons to delve into with bosses to overcome.
- Towns to explore with eccentric NPCs to talk to.
- One single drive to create the best stew the world has ever seen.

Graphics powered by Ncurses

While calling a bunch of ASCII characters on a black window "graphics" may sound like a bit of an oxymoron, there is in fact a lot more to it than one would think. All of the individual characters need to be placed on the screen at specific points to have the game make any sense! On top of that, they need to be updated when something happens, or else the "game" might as well be a digital book. Ncurses solves this by providing utilities that allow us complete control over where characters are placed, when they are updated. This control is so powerful we can specify certain regions of the screen that can remain unchanged while the rest changes constantly!

Team Development Areas

- Benjamin Jones: Combat Systems
- Matthew Taylor: Movement Systems
- Sydney Mayfield: Nurses Implementation + GUI
- Madyson Steiner: Game Map Design/Balance