

## Cowboy rex

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Cowboy Rex is a choose your own adventure in the form of a video game. Much like point and click adventure games, players choose where their journey will take them. Win or lose, just seeing all the different outcomes can be fun. However, players won't need to worry about making notes or keeping track of our hero's inventory as his items will visibly change with him as players progress. There won't be a room in which players are punished for lacking an item they missed or forgotten they have. Players are not locked to a single path for the majority of the game. Players will be able to freely move around the environment when they can be accessed.

Programs used to bring this to life:

Asprite – For all artwork assets

Game Maker Studio 2 – game engine.

How to play:

You are Cowboy Rex



In order to make progress in the game, various arrows will display onscreen prompting the user for actions they can take. Said arrows will have illustrations on them depicting what the action they can take will be. Some options will be scenarios in which the player will encounter a dark room. Arrows depicting a hand accepting a torch to illuminate the room, or an arrow with an eyeball crossed out to signify he'll be wandering in the darkness. Other situations will be a series of panels depicting how the cowboy moves from room to room. Accompanied by an arrow to progress to the next screen.

All a user needs to do in order to play is click these arrows as they display on screen.

If they reach a death screen, they must click an END screen that displays, which will bring them back to the beginning of the game so they may take more than one different action should they choose. The same occurs when a user reaches a win screen.

Win Screens are similar to END screens. Upon reaching an ending where the cowboy claims treasure, will display differently depending on how far into the game players have reached. With three different endings they will be displayed with a star and a colored background of bronze, silver, and gold. Players can achieve these in any order and there's no penalty to explore. Players can achieve any ending despite their chosen paths for the majority of the game. When a win screen is displayed, players must click the colored box with a star in it thus the game will return to the start screen so players may try again with different ideas.

There are no timers on any screen so players can take in all the time they want in choosing carefully.