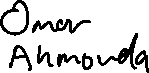
Project 1 Description(Adventure Game)



For this project, I would like to create a text based adventure game with 6 different locations for the user to explore.  The user will start by waking up in front of a mayan pyramid temple with no recollection. The user’s only goal will be to get back to Ohio.  The user will have to find a lamp on the ground by solving a riddle, and will be directed to go into the temple by a note attached to the lamp. Once they turn the lamp on they will have to find the door to the temple by moving around the base of the temple.  When at the door to the temple, ghostly mayan guardian will appear and challenge the user to a game of rock, paper, scissors in order to enter the temple. In exchange for beating the guardian, the user will be awarded a key to the temple, and the users choice of a wand, a bow, or a sword and shield.  Once in the temple the user will need to visit the different sections of the temple. There will be 4 chambers of the temple, each with a guardian who holds the key to the next chamber. The user will need to beat the guardians in turn-based-combat, each guardian harder to beat than the last and also having different weaknesses.  Once the user beats the final boss they will be taken into a secret chamber, which holds a ufo, allowing the user to fly home.

Unique Feature of game: Turn-based combat system that works for 3 different weapons, each having their own strengths and weaknesses.

ITEMS: Lamp, Wand/Bow/Sword, 2nd room key, 3rd room key, 4th room key

Tracking Items: Each item will be a Boolean object, with if statements to determine what object the user has.

Map:

