Adventure simulator!

Adventure simulator is a text-based adventure game that has been created in the image of other famous text and point and click adventure games of the past, such as day of the tentacle and monkey island.

It has been created with HTLM, CSS and Java with JSON file capabilities. This was done using visual studio 2022.

Time: 0 hours, 0 minutes, 5 seconds

The application features a timing script which allows the user to see how long they have been playing, along with a scoring system and a Username, the application saves all these to the user's machine in a JSON file so that they can revisit their previous attempts. It also features a custom background that is pleasant for the eye!

The structure of the application uses a CSS file for the stylisation of the application, an HTML script as the main function and a JavaScript for where the choices and coding of the story are held.

Once you have completed the game, it will display your time and score at the end! You can rerun the program to begin again and explore all the options and possible dialogue trees of the game!

Adventure Simulator

Level: 2

Score: 200

Player: player

Total Score: 200
Total Time Spent: 0 hours, 0 minutes, 6 seconds
Player data saved to JSON file.