**Crystal Adventure**

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**Planning**

I had lots of hope about this adventure game when I started developing it, like how it would have a “Battle System”, “Puzzle” and “Side Challenges”. Although I was able to add the Battle system only.

It took quite a while to figure out how will I switch to battle mode to explore mode which was quite a challenge.

I never thought that my game would have 75 rooms to explore, which was quite amazing from my perspective.

**Synopsis**

In ***Crystal Adventure*** you start as a hero named ‘Jack’ who is set out on an adventure to rescue his sister ‘Maria’ from the evil ‘Arceus’. You start from your home and explore in different directions searching for the legendary elemental crystals which will help you defeat Arceus.

Initially you have nothing in your backpack but as you explore you can collect different items and weapons along the way. When you die you lose all your items at the area you died and start over from ‘Home’ with nothing.

At specific locations you will encounter enemies against whom you must battle to progress further. These enemies have a weakness to one item (which you need to figure out from clues) and by default you can always punch an enemy if you are out of items.

Each crystal (Topaz, Emerald, Sapphire, Ruby, Diamond and Amethyst) are protected by beasts who have immense power. Each of these beasts have a weakness to one of the 6 crystals. Sapphire and Amethyst are special crystals as they are needed to access specific areas in the game.

The Final battle is between the hero and Arceus at Sinister

**Instructions**

The rules of the game are simple. Use the following list of commands to explore and get through each challenge of finding the crystals. Here’s the list of commands you can use: -

1. **Look around: -**

Gives a brief description of the area you are in along with the possible directions in which you can go.

1. **Go <direction>: -**

Go in the specified direction that the player enters. Can’t go in the direction which doesn’t exist or require specific items to go through.

1. **Pick <item>: -**

Pick the item that you specify if it’s present in the current area.

1. **Inventory check: -**

Displays the list of items in your backpack.

1. **Help me: -**

Displays the list of commands the player can enter to interact with the game.

1. **Attack <item/punch> {only in Battle Mode}: -**

Attacks with the specified item/punch. Only applicable in battle mode. Also, can’t use attack with an item which are present in your backpack

**Incomplete**

I couldn’t implement the **SAVE** and **LOAD** game functions which was expected according to the project guidelines.

I have kept an option for Load but it does nothing.

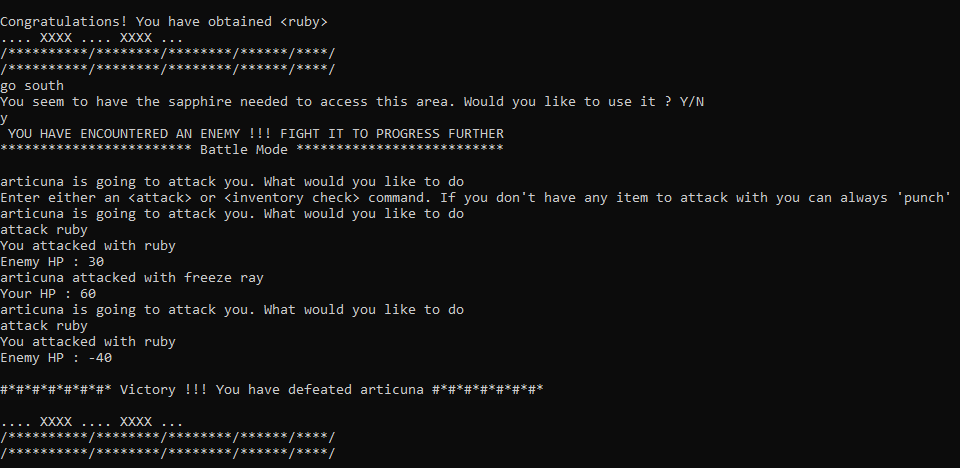
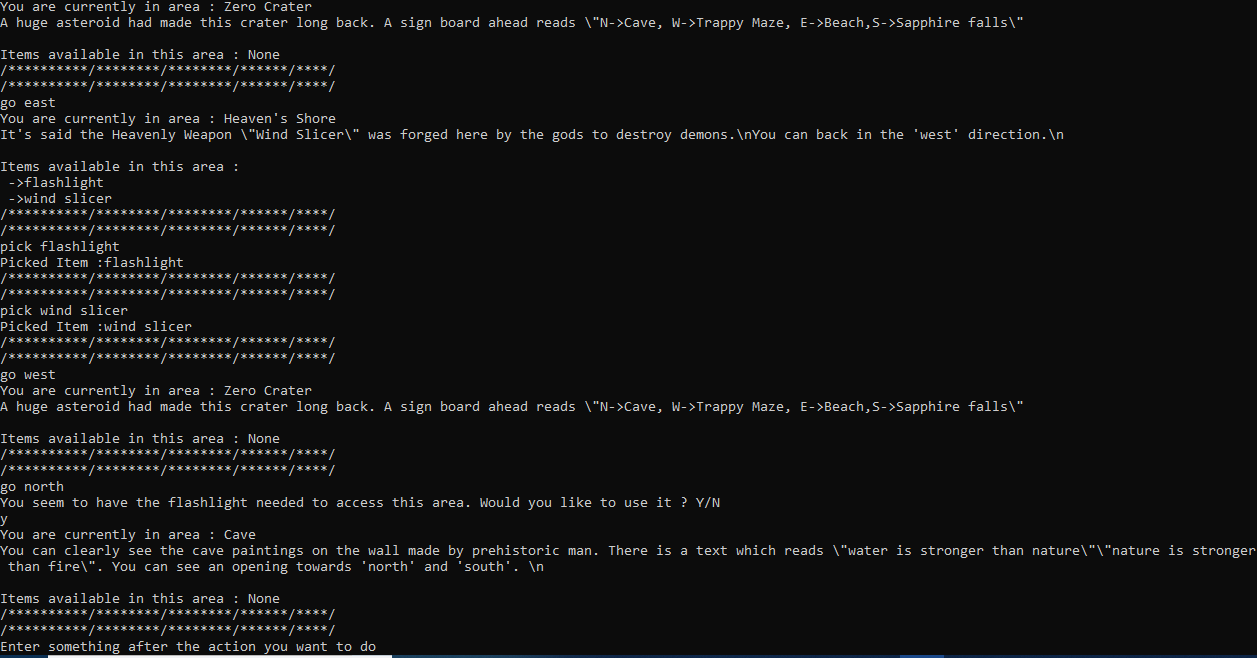
**Wishlist**

When I completed the game I realized that I had way too many rooms for exploration and get’s quite tedious at one point (Especially the maze section) to explore different areas.

There were some issues in displaying outputs when you encounter non accessible areas and some enemies.

I wish I hadn’t kept a repetitive pattern in my game or at least given the player some side quests to keep them occupied in the game.

**Screenshot**

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