



Objective definition

- Firstly, I am going to make a texted based adventure game based on hide and seek.
 - There will be two friends playing hide and seek online
 - There will be some questions, and the friend who is searching for the hiding friend has to answer those in yes/no/maybe.
 - Let's start with giving the first hint and taking the user's input.

- If the answer is correct, she'll win. Otherwise, she'll fall into the trap. Now she has to go through the next step to find the friend.
- Now there will be some other steps and a trap.
- If she comes that way, no matter what she chooses now, she'll be defeated!
- If she doesn't fall into the trap, she might win or lose!

Test cases

- choice
- direction
- cupboard
- sure
- bed
- left

Followup Questions

1. How long did this project take you? Almost 3 hours
2. Did you complete the extension? Yes, I did.
3. How did you come up with the narrative for your decision structure? Hide and seek is the most common game, so I thought about it!
4. How many paths of execution are there through the structure? 7
5. Explain your usage of AI in this project. What type of queries did you make during development?
I searched for the extension explanation on YouTube.