

Text Adventure - Notes

Characters die
as items are
collected

↳ Minimap (flowchart)

A fog world where player is "constantly" being hunted by a creature

They don't know where until they get a compass, are given lantern upon eating

They get a map from cartographer's hut

They find a knife on a hill of bones

They kill the creature

Will commit more often next time

	Estimated	Actual (rounded)
Creating the 'act' variable	5 mins	10 mins
Creating 'move' function (rm ₁ , dir, rm ₂)	20 mins	15 mins
Replacing 'move' with 'paths' map	10 mins	10 mins
Message for when player cannot move in specified dir	10 mins	15 mins
Room descriptions - 'look' command	5 mins	15 mins
Item handling ↓		
Take Item	5 mins	15 mins
Use Item	15 mins	15 mins
Look Item	15 mins	40 mins
Exceptions: "", "Banana", etc	10 mins	10 mins
Bug fix	10 mins	20 mins
"help" command	5 mins	10 mins
Final clean up	5 mins	5 mins

I scrapped the story. There are still more than 3 chores though