

RGUHack 2020

Text based games have been around since the 1960s. Most of these games are typically controlled through keyboard commands (for example, “go north”, “get key”, and “unlock door”) but there are some that allow the player to select these actions from a menu instead. Sometimes, graphics are included to compliment the text (such as in *The Hobbit*).

1 The Challenge

Create a text based adventure game using any software language or framework. The player should be able to navigate a small game world using text commands, and there should be at least one way to win the game.

You are free to pick the theme of the game. You may also add any additional features - some examples include items to pick up and use, an inventory system to manage those items, monsters to fight, and/or characters to talk to. If you're feeling adventurous, you could also add graphics and sound to your game.

2 Examples

The first text adventure game, *Colossal Cave Adventure*, was released in 1975:

https://en.wikipedia.org/wiki/Colossal_Cave_Adventure

The Hobbit, an illustrated text adventure based on The Hobbit by JRR Tolkien, released in 1982:

https://archive.org/details/msdos_Hobbit_The_1983

The Hitchhikers Guide to the Galaxy was released in 1984:

<https://www.bbc.co.uk/programmes/articles/1g84m0sXpnNCv84GpN2PLZG/the-game-30th-anniversary-edition>

3 Getting Started

Any programming language can be used to create a text adventure game, so it would be wise to work with something you're already familiar with.

A C# console application is a good choice for a simple text based game:

<http://programmingisfun.com/learn/c-sharp-adventure-game/>

<https://www.youtube.com/watch?v=3foH7ZfC-Hk>

Python is also a good choice as it is simple to learn and has plenty of tutorials:

<https://coding-grace-guide.readthedocs.io/en/latest/guide/lessonplans/beginners-python-text-based-adventure.html>

You could also write your game as a web application using a web technology such as PHP or JavaScript. This would make it much easier to include graphics in your game.