M4HW1-Orientation Memo

CTS-285-0001 (CSC-221-0001)

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Name of Project: Project 1- Text Based Adventure

Basic Functionality:

There are locations that the player can move to and from.

There are objects, like keys, that the player can pick up, drop, and use.

The player has tasks/missions to complete to win the game.

The player has puzzles that they have to complete to get further in the game.

There are commands that the player can enter to do actions. Get or pick up, gets an item. Drop, drops an item.

The player and containers have inventories. They can put items in them and take items out of them.

There are NPCs in the game, that the player interacts with.

There is a game timer running, and when it runs out the game ends, with the player losing.

Repo board: https://github.com/TaylorBrown96/Team_Proj/projects/1