**[M2T](https://faytechcc.blackboard.com/webapps/assignment/uploadAssignment?content_id=_5842092_1&course_id=_35086_1&group_id=&mode=view)**

**M2T1 - Due 9/13**

For this assignment, you should come up with a brief "pitch" or concept for a simple computer game.

I recommend this version be something that you can do as a text-based program.

This only needs to be a few paragraphs, as long as you can adequately explain the idea. It should be something that could be prototyped in a few weeks -- we'll do a few short projects, and this will likely be the first.

We'll discuss some ideas for games. You may also wish to pull from here:

**Basic Computer Games of the 70s and 80s**

These links provide explanation, sample run, and source code (although it's in BASIC, which probably won't be very useful) for dozens of short, simple games. Generally the writeup and sample run provide enough information for you to understand what's going on.

Taking one of these ideas and modifying it slightly to fit your own idea is a good place to start.

<http://www.vintage-basic.net/games.html> - Links to the original pages, and .BAS (which is ascii text) source files.

And here's the full text of both volumes of **BASIC Computer Games**

<https://www.atariarchives.org/basicgames/>

<https://www.atariarchives.org/morebasicgames/>

As an alternative, you may wish to search for "text adventures" or "interactive fiction", or "roguelikes", to get some other ideas of more recent games that also use text-only interfaces.