BENJAMIN_MOODY - AND_LIFE_GOES_ON

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Rules:

- The game has 3 verbs the player can use to manipulate the game state.

- the player can "go" to adjacent locations the game allows for

- "grab" items in the area they are currently in

- "talk" to people in locations they are in. If the player holds key items, the speech will change

- any incorrect and invalid inputs will receive an error message letting the user know what was incorrect.

- the game's inputs are case specific so people names need a capital letter, but no other words do

Initially I followed a tutorial for a text-based adventure in c but very quicky realised this was a breach of contract, so I started over without the help of the guide.

The game follows the main character going through their day trying not to fail or end up distracted, by picking the right paths and collecting certain items you learn more about the player character and the world they live in. Make friends and remember to eat!

The locations each have an id number that lets the function doGo know whether one location is "connected" to another, in that if one location has another's id in its ids array, the player can travel from location 1 to location 2, but not necessarily from location 2 to 1. This creates one-way barriers that locks the player out of certain decisions.

The game runs in a loop of receiving an input, parsing the input and executing the parsed input. If the input is empty or has only 1 word an error will be produced.

The game has a few endings which are not fully implemented as the last step in my progress was creating more content, however the full framework is there for a content update.
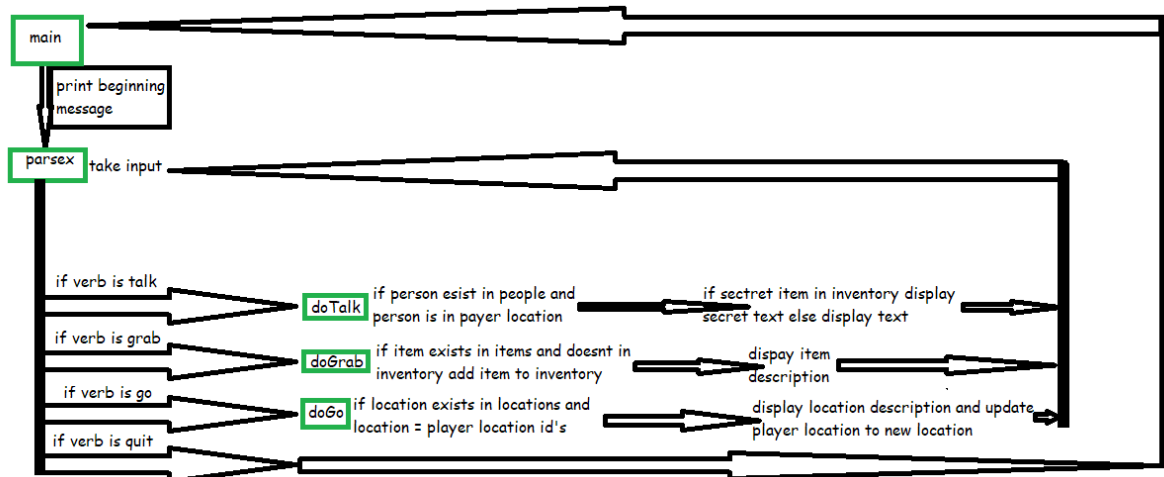
main

print beginning
message

parsex   take input

if verb is talk

if verb is grab

if verb is go

if verb is quit

doTalk   if person esist in people and
person is in payer location

doGrab   if item exists in items and doesnt in
inventory add item to inventory

doGo   if location exists in locations and
location = player location id's

if sectret item in inventory display
secret text else display text

dispay item
description

display location description and update
player location to new location

Figure 1 - flowchart of game design