My final project is a text-based adventure game. It is not the kind where you fight enemies though. It is based on Alice in Wonderland and the theme revolves around talking to different NPCs to get keys to open 4 colored doors. Once these doors have been opened then another door appears and opens then you win. The player gets to go home. This project uses vectors and maps (dictionaries) for the item locations, the items, and the place descriptions. I used lots of strings for data. The biggest challenge was taking items as it was giving me all sorts of error codes. The project ended up being much bigger than I thought it would be and while it was a challenge, I found it to be pretty fun. I used ASCII art for the intro and end screen since it is text based. The game plays out where the goal is to get 4 different keys the heart key which is red, the spade key which is blue, the clover key which is green, and the diamond key which is yellow. The main idea is to find the items that the NPCs want and exchange them for the keys. The info command just shows a note that explains the way to win is to find the four keys and then unlock the four doors which in turn makes a fifth door appear and the player wins. The talk to command is for talking to NPCs the take command takes an item. The items command shows the current items in the player’s inventory. The go to command changes locations. The look command shows you your current location, the items around you, the NPCs in the area, and the other nearby places you can go to. There are five NPCs four of them will give you keys. In order to get all of the keys you must interact with each NPC. Talking to the Mad Hatter you can obtain a hat if you give that hat to the Red Queen then she will give you the heart key. If you talk to the Cheshire Cat he will wish you luck and give you a clover key. If you pick up the pocket watch in the fountain and give it to the White Rabbit, he will give you the diamond key. Then if you take the teacup found in the garden and give it to the White Queen, she will give you the spade key. Once you have the heart key, the spade key, and the diamond key the end is reached. Another door appears in the forest and it breaks the loop for the game ending it. It is unlike other adventure games where you need to attack enemies in this game it is mostly choice based and dialog based to get the items needed to return home.