Final Project

* Self-proposed project in C
* Must utilize conditionals, loops, arrays/strings, functions, advanced data types
  + Must be written efficiently
  + Must protect against invalid user input
* Proposal must contain overview of project, detailed examples of concept implementation, reason for picking this project
* Project will be due on final day of class

Text Adventure Game

A simple text adventure game that allows you to pick up items, look around, and go to different rooms. The story I haven’t figured out yet.

Todo:

1. Player
   1. structure with
      1. location (takes room)
      2. inventory – array
2. Inventory
   1. array of player structure probably
   2. available items could be an enumerator
3. Room structure
   1. each room has a summary when you walk into it
   2. each room has a different summary for when you look
   3. Room summaries can change
   4. rooms have items in them that you can take
4. Commands
   1. housed in a player command function
   2. Look – gives a room’s summary
      1. in bag = see inventory
   3. Open – goes to a smaller “room” like a cabinet, closet, etc.
   4. Go
      1. Go back, to previous room.
   5. Take – take an item in environment from inventory
   6. Help – gives all available commands
   7. yell – call something, doesn’t do anything most of the time
   8. Hint – Maybe implement suggested commands
   9. put – try to put an item in something else