

Chad Hodson

Prof. Arias

Software Dev 1

4/6/17

### Project Milestone

The project that I chose to do was a text based adventure game. The player starts stranded on a beach and must move around and explore an island in order to find a way to escape. You are given more information about what to do as the game goes on and you explore more areas. There are significant items and parts that will help the player complete the game as well as riddles and other elements. The goal of the game is to get off the island and make it back home.

I am enrolled in the game design major and I wanted to do something game related so I figured this would be my best option. I am a big fan of puzzle type games where there is a lot of thinking required in order to advance. I also feel that I could be more creative with a text based game since I would be able to control the story and what happens instead of just programming a standard game like checkers. To me trying to think about what items and areas to incorporate an sort of build my own small world was a really fun part of the project.

A majority of the situation is presenting you with information and the player must choose what to do with what they are presented for example. Every time you enter a new area it will give you information about that area and possible hints to let the player know what to do. For example there is a dark cave that the player cannot see down normally. They must find an item to light up the area before they can advance. I idea behind this was to try and immerse the player as

much as possible and There are also dangerous wild animals that they player must either choose to run or attack. The game will prompt your decision.

One big problem that I had was that some of the items were not working with each other and creating errors. I had to remove a lot of the options where the objects were crafted together to make different items.