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Software Dev 1

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## Text Adventure Game Project Proposal



I plan to do a text based Adventure style game for the project semester long project. The player of the game has to escape an area by using clues from the locations on the map. The game will include hints in the descriptions of each location for example a map and a flashlight and other items. you visit as well as some puzzles that the user must solve to find items and progress. The player will moved by either typing north, south, east, west or up, down left and right. Different items that are picked up will be able to interact with different locations. For example a flashlight will be able to light up a dark cave that was not able to be explored before the flashlight was acquired. There will be certain failure scenarios like not being able to escape in a given amount of moves of falling into a trap if you don't have the right item. I chose this as my project because I am a game design major and making games has always seemed really fun to me no matter what kind of game it is. I think this assignment will be something that I'm very passionate about and I am excited to start working on it.