Notes & Design

**What is the game?**

Text based game – Basic Story – Random Location of target

**What is the end result?**

Find target in location, if the player finds the target the game ends with a congratulations.

**Game Design**

Locations – Rooms, Gardens, Sheds, Basements, attic

**Player experience?**

Using different functions to accept player input and move player around each location, location of target will change with each play through. (Random library is needed)

**(Research)** Look up different libraries that can be used to improve experience., minimise if and else’s, use variables

**Added content** – If time permits add health and traps, traps to utilize questions for player, if player inputs wrong answer, player takes damage, if player answers correctly, the trap is avoided, and player takes no damage. If all lives have been depleted the game ends, if the player finds the target the game ends with a congratulations.