

Assignment 1 Log - 10/9/2025

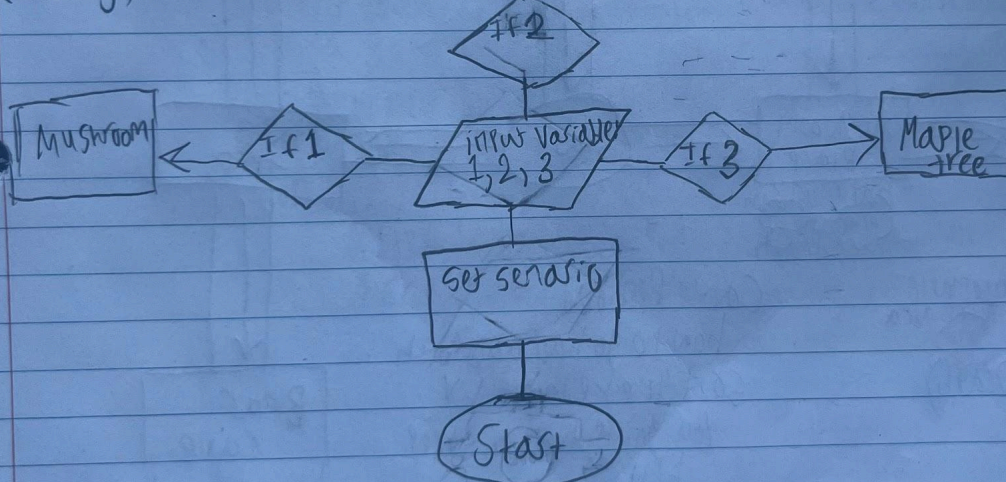
- An RPG

~~- A Simple Dungeon~~

- The Player can't go back as I have not learned how to "repeat code" (go back to a previous statement)

- Starts in the woods and the player needs to get out of it

~~Scrapped for a secret way ending~~
~~- Start encounter where you can use food to exit out of the woods~~
~~(could be near the end of stick)~~



```
int move = int.Parse(Console.ReadLine());
```

1 = Left

2 = forward

3 = Right

else = Crash

~~if (move == 1)~~

Assignment Log - 12/9/2025

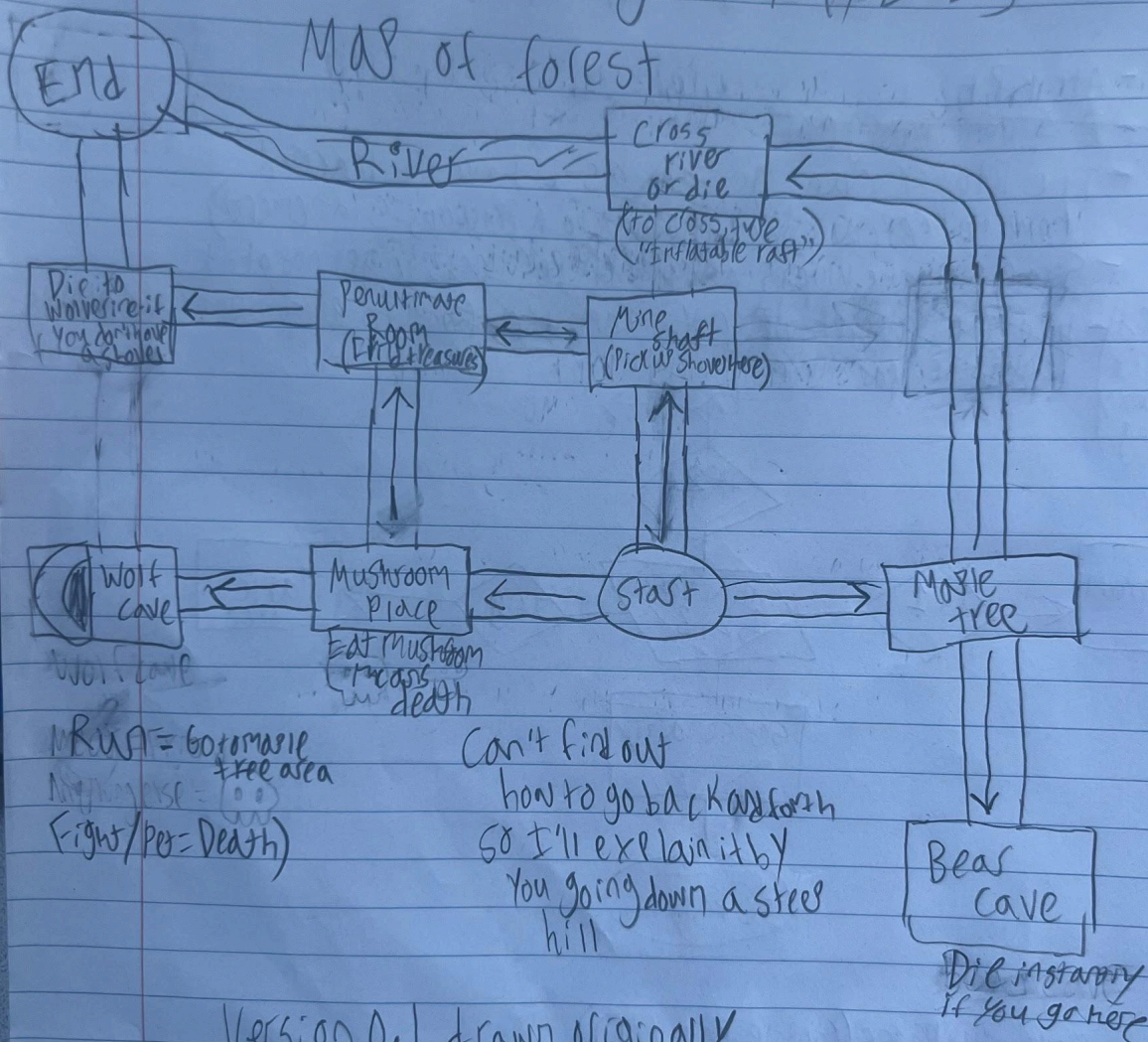
Fixed the problem and made the win condition actually work

All of the left path is finished except for the right path which leads up.

version 0.3

Assignment 1 Log - 10/9/2025

MAP of forest



1. RUF = Go to map
free area
Fight/Per = Death

Can't find out
how to go back and forth
so I'll explain it by
you going down a steep
hill

Version 0.1 drawn originally

ended at Version 1.2

Version 0.1



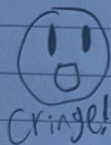
Scenario (2/2)

3) Diffusing a Bomb

- Each time the Player takes an action, the time increments down by 1.
- At 0, the Player loses
- The Player needs to explore and use items to aid in bomb diffusing.
- Higher the time, better the ending

4) Wolf dating Sim

- Player is a wolf trying to find a mate
- 3 different options, and thus 3 different endings
- One assertive, second nice, and other edgy
- Player must choose options from list
- Furry DWD

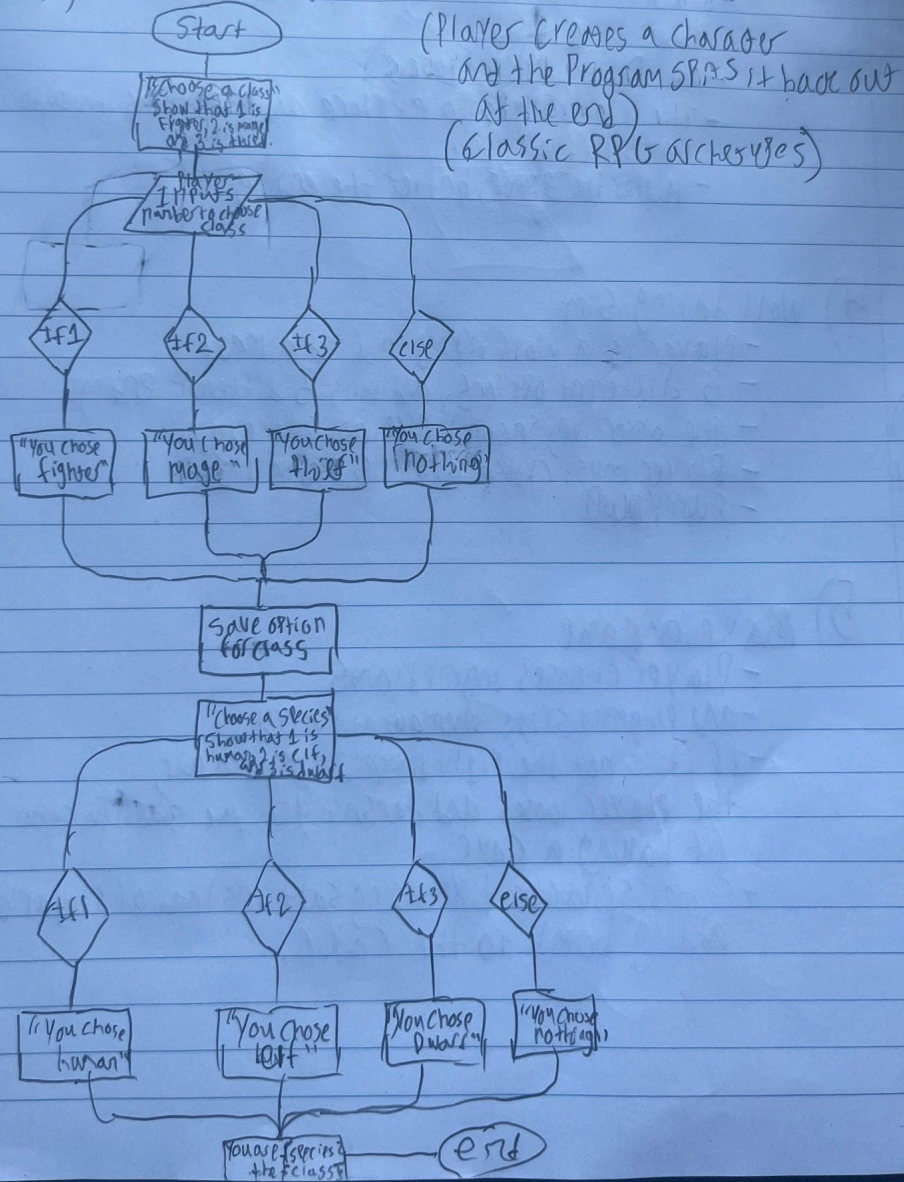


5) Bake a Cake

- Player chooses ingredients
- and program splits them out at the end
- If it is not the right base ingredients, the player loses and doesn't get the satisfaction of baking a cake
- Secret scenarios like using salt instead of sugar or adding bomb to the cake.

Scenarios (1/2)

- 1) Explore a forest and get home (Shawnleasher)
- 2) Character creator



Assignment 1 Log - 11/9/2025

Ending where you use the raft to pass the river.

Found out a way to have a String readLine in a if and statement.

~~Found a way to do it.~~

~~String Swin = Console.ReadLine();~~

~~Nevermind!~~

Nevermind again! It works. Should have tested it first.

Couldn't fix problem where "Mushroom death" happen everytime

I went forward and both ending with the wolves happened, resulting in a game over

It's 9pm and I'm sick so I'll sleep on it.

WAS able to

Version 0.2

After committing, the previous version could not be accessed by GitHub.