

SURVIVAL GAME

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(Not yet started)

(In progress)

(Complete)

(Stretch goal/I don't know how I'm going to do this yet)

SCRIPT

You wake up to the smell of rain.

There is a chill in the air unlike any other.

There's something else too... it's quiet... too quiet.

Where is everyone?

Type 'yes' to continue...

Your hiking group left you behind in this cold, haunted, and lifeless campsite. The choices you make, or the choices you don't make, will decide whether or not you make it out alive. Choose wisely and stay alert.

Classes:

- Survival Game - main class (In progress)
 - User, Kitchen, Woods... are all associated with this main class
- User - dependent on main Survival Game class (Complete)
 - Attributes
 - Name (Complete)
 - Inventory (Complete)
 - Health (Complete)
 - Location (Complete)
 - Methods
 - Health (Complete): increases/decreases the user's initial health
 - Eating (Complete)
 - Drinking (Complete)
 - Add to Inventory (Complete): adds a given item to the user's backpack
- Kitchen (Complete)
 - Methods (Complete)
 - Explore: changes the user's location (Complete)
- Woods (Complete)
 - Methods
 - Explore: changes the user's location (Complete)
- Backstage (Complete)
 - Methods (Complete)
 - Explore: changes the user's location

- Lake (Complete)
 - Methods (Complete)
 - Explore: changes the user's location
- Firepit (Complete)
 - Methods (Complete)
 - Explore: changes the user's location
- Tent (Complete)
 - Methods (Complete)
 - Explore: changes the user's location
 - Explore day 5
 - Has batteries
- Showers (Complete)
 - Methods (Complete)
 - Explore: changes the user's location
- Lockers (Complete)
 - Methods (Complete)
 - Explore: changes the user's location
 - Explore day 5
 - Has radio

