**Script CM1101 – The Game**

* Text adventures are one of the oldest types of computer games and form a subset of the adventure genre. The player uses text input to control the game, and the game state is relayed to the player via text output.
* Around 1975, will Crowther, a programmer wrote the first text adventure game. Having gone through a divorce, he was looking for a way to connect with his kids. And thus made the game ADVENT~(six characters long)
* Input is usually provided by the player in the form of simple sentences such as "get key" or "go east", which are interpreted by a text parser. Back in the day you will be looking at 2 word input by the user. Later parser could handle increasing complexity of sentences.
* Despite their lack of graphics, text adventures include a physical dimension where players move between rooms. Many text adventure games boasted their total number of rooms to indicate how much gameplay they offered.

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