

# Assignment 1 notes

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want to make an adventure game

will use 6 scenarios, with two options actions for each

1. fantasy themed adventure game where player travels along a path that forks multiple times
2. interface with an "AI" that asks the player several questions
3. Traversal of a surreal landscape, no real objective, just sightseeing as surroundings are described to player
4. Room escape game where players must put in a code they get from other clues in the room to win
5. virtual animal that has its responses described to the player when the player attempts to give it commands

