Text Based Adventure Game

Project Name: Command & Conquer

The project is to create a text based adventure game using python. (compatible with python3.6+)

The main goal of the game is entertaining the players while expanding their horizons and their figurative imagination.

The players will command a small fleet that can get increased through victories and loots they find on their way navigating through simple compass direction commands

CHECK FURTHER REQUIRMENTS

Since players do not necessarily follow the rules, the text commands need to be instinctive. A Tutorial or a help section can inform the players about the possible input commands.

If the player gives a custom input that is invalid the code will provide a message indicating that the choice or the action is not proper the player needs to check the possible commands from the tutorial. Sometimes the action is listed in the code but is in proper in the current situation like for example go north and now in north there is a sea that cannot be crossed the player will have to change the direction.

Further Requirments:

- Libraries like PIL can be used only for file format operations in image projects.

- hard-coded stages will not be accepted to avoid too many nested if-else statements; stages should have some level of randomness. Stages, characters, objects, dialogs, and similar items can be created randomly or by reading configuration files.

- Only text based no Images.

- Configuration file, to avoid nesting and long code as well as to prevent crashes

- There should be some randomization in certain scenarios

- As an inspo you can check this:

http://textadventures.co.uk/games/play/5zyoqrsugeopel3ffhz_vq

Our game should be better than this ;)

The outline of the story is below. If you have any questions don't hesitate to ask me.

Configuration file is very important to avoid nesting and game crash.

Plot

Cursive text are the messages the player will receive.

Since the name of the game is Command & Conquer it should get some Red alert 2 / Command & Conquer vibes. For the ones who don't know what red alert 2 is it is a game from the year 2000

Where the players establish a base while the enemy is establishing another base at the same time. The base becomes bigger and bigger with more building options if you have the money and loot for and when you have enough resources tanks and soldiers you can attack the enemy's base. Be aware that the enemy could attack you at any time so while building your base don't forget to build defences.

First Message:

Welcome commander I was informed that you'll be in charge of the new base since your information where confidential how would you like me to call you.

Your Name: [Input]

Commander can you tell me more about your experience:

Young Commander (easy)

Advanced Commander (Medium)

Expert Commander (Hard)

Commander X building your fleet while defending your main base from any attacks most be your first priority
If the main base is lost, we'll lose the fight

If we manage to destroy the enemies base we will win this fight.

At any time you can press status to see the current status of your base and fleet

[Status]

Soldiers: 20
Elite soldiers: 5
Tanks : 10
Airplanes: error no airbase build

Barracks (10% damaged)
Tanks factory (30% damaged)
Airbase not build yet
Defence system (30% damaged)

[Buy tanks]
Error tank factory not available /destroyed

Dear commander since you have 5+ tanks you can send them on observation trip when the enemy base is found you'll unlock the attack enemy base ability

[Attack enemy base]

Error attack enemy base is not unlocked since no enemy bases were found. To search for a enemy base you need 5+ tanks or 5+ elite soldiers

[Buy 6 elite soldiers]
[buy]
What do you want to buy commander
List items that can be bought with their prices

[Build]
What do you want to build commander list items that can be built in the base

Dear commander since you have 5+ tanks you can send them on observation trip when the enemy base is found you'll unlock the attack enemy base ability

Airplanes, elite soldiers or tanks can be sent on observation trips
Minimum requirement for observation trip is
Minimum 5 tanks
Minimum 5 elite soldiers
Minimum 2 airplanes

Start budget 10.000€
Soldier : 300€ needs barracks to be bought
Tanks: 1000 needs tank factory
Elite soldier : 700€ needs barracks
Airplane : 2000€ needs airport

Buildings :
Barracks: 2000€
Tank factory : 4000€
Airport : 6000€
Oil mining : 7000€
Gold mining: 5000€
Defence system: 3000€

Main base : can't be bought it already exists it can only be repaired if damaged... When it's destroyed we will lose the fight (lose the game)

Damage :
5 Soldiers : 5% damage (1 soldier 1% damage)
5 Tanks: 20% (1 Tank 4% damage)
5 Elite soldiers : 10% damage (1 elite soldier 2% damage)
5 Airplanes : 50% damage (1 airplane 10% damage)

Function of the Defence System is to reduce the damage 5%

Reparing building damage:
Each 10% building damage costs 500€

Gameplay :
So basically the player should build his base gather some soldiers tanks and etc... And go through the map
If the player sends observation troops he can scout the map either he finds a sea that he can't cross if he navigates too often in the same compass direction the steps should be randomised too so sometimes if the player goes 5x times north he'll find a sea (the end of the map) sometimes when he goes 10 times to the north he'll find a mountain
But max after 10 steps he should find a sea and minimum after 2 steps in one compass direction

When the player finds the enemy base through sending his fleet on a observation trip check the requirements for the observation trip he can find loots or the enemy base if he finds the enemy base the player gets a option unlocked "attack enemy base"
the enemy can send random type of observation troops and attack the buildings of the players Base the frequency of the attacks and the damage (depinging on the number of soldiers,tanks,etc....) depends on the hardness chosen at the beginning.

Young Commander (easy) – very minor damage not so frequent attacks

Advanced Commander (Medium) – Best gaming experience – medium damages, frequent attacks

Expert Commander (Hard) – Big damages makes the player build new buildings, frequent attakcs

The damage amount and which building is random since the amount the enemy sends (number of tanks number of soldiers) is random

Further Text messages:

At any time you can press status to see the current situation of your base and fleet

[Status]

Available resources: 10.000€
Soldiers: 0
Elite soldiers : 0
Tanks : 0
Airplanes: no airbase build

No Barracks built yet
No Tanks factory build yet
No airbase built yet
No Defence system built yet
No Oil mining built yet
No Gold mining built yet
Main base (0% damage)

_____

Loots:
If one navigates he'll be able to find some loots

Possible loots:
Congratulations commander you just found an old gold mine (+3000€)

Congratulations commander you just found a gas pipeline (+5000€)

Congratulations commander you just found a Tresor in an old embassy building (+2000€)

These loots should come randomised there is no certain way to find them, and they should not occur very often... Like for example in 6 moves you find a loot

Lose/win
The player can win if he destroys the enemies main base by attacking it
The player will lose if his main base gets more than 90% damage

More damage depends on the hardness of the game (more damage and more often attacks)

Damage :
5 Soldiers : 5% damage (1 soldier 1% damage
5 Tanks: 20% (1 Tank 4% damage)
5 Elite soldiers : 10% damage (1 elite soldier 2% damage)
5 Airplanes : 50% damage (1 airplane 10% damage)

Function of the Defence System is to reduce the damage 10%

If the enemies defence system is destroyed he won't be able to build a new one and he won't benefit from the 10% damage reduction

After the observation is done and the position of the base is known for example enemy base 3 north 2 east

One can attack the main base and destroyed

An option of the available building of the enemy is shown

[Attack enemy base]

Which building do you wish to attack commander

Barracks: 0% damaged
Tank factory : 30% damaged
Airport : not available
Oil mining : not available
Gold mining: 5% damaged
Defence system: not available
Main base : 60% damaged

Attack enemy base
Your: 5 soldiers
20 tanks
Are attacking enemy base

......
..... (loading points)

Congratulations commander x you destroyed the enemies base

Play again?
Press Y to play again

Enemy Base:

For simplifying

there are 3 templates for an enemy base that are predefined.

These templates define how the enemy base is already built.

If the player chose

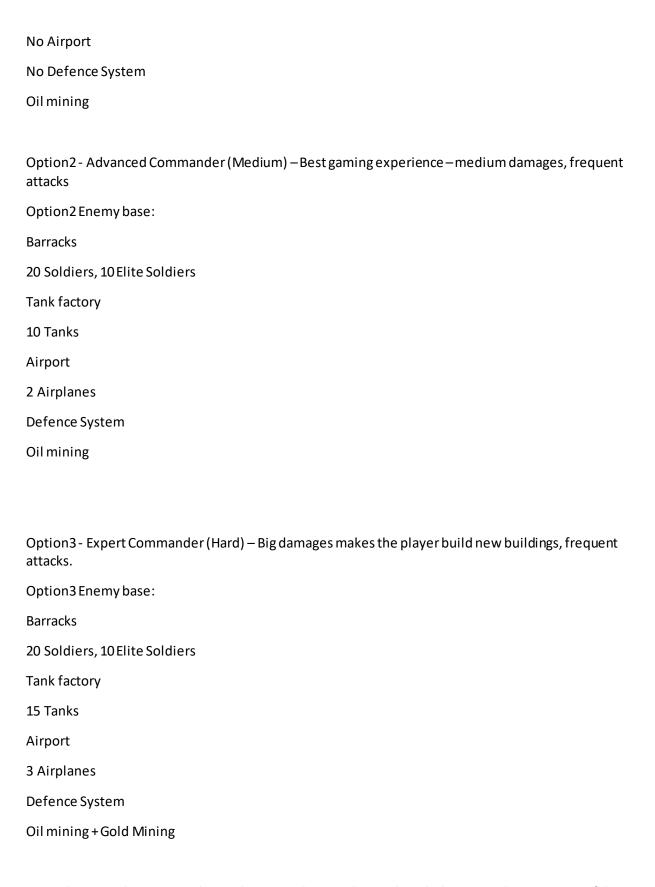Option1 - Young Commander (easy) – very minor damage not so frequent attacks

Option1 Enemy base:
Barracks

20 Soldiers, 5 Elite Soldiers

Tank factory

5 Tanks

No Airport

No Defence System

Oil mining

Option2 - Advanced Commander (Medium) – Best gaming experience – medium damages, frequent attacks

Option2 Enemy base:

Barracks

20 Soldiers, 10 Elite Soldiers

Tank factory

10 Tanks

Airport

2 Airplanes

Defence System

Oil mining

Option3 - Expert Commander (Hard) – Big damages makes the player build new buildings, frequent attacks.

Option3 Enemy base:

Barracks

20 Soldiers, 10 Elite Soldiers

Tank factory

15 Tanks

Airport

3 Airplanes

Defence System

Oil mining + Gold Mining

Since there are these 3 templates, the enemy bases role is reduced. The enemy base consists of the above-mentioned buildings and fleet. If a building is destroyed only the player can build a new one the enemy base wont. Although regarding the enemy base this only affects the defence system since the enemy base won't benefit from the 10% damage reduction.