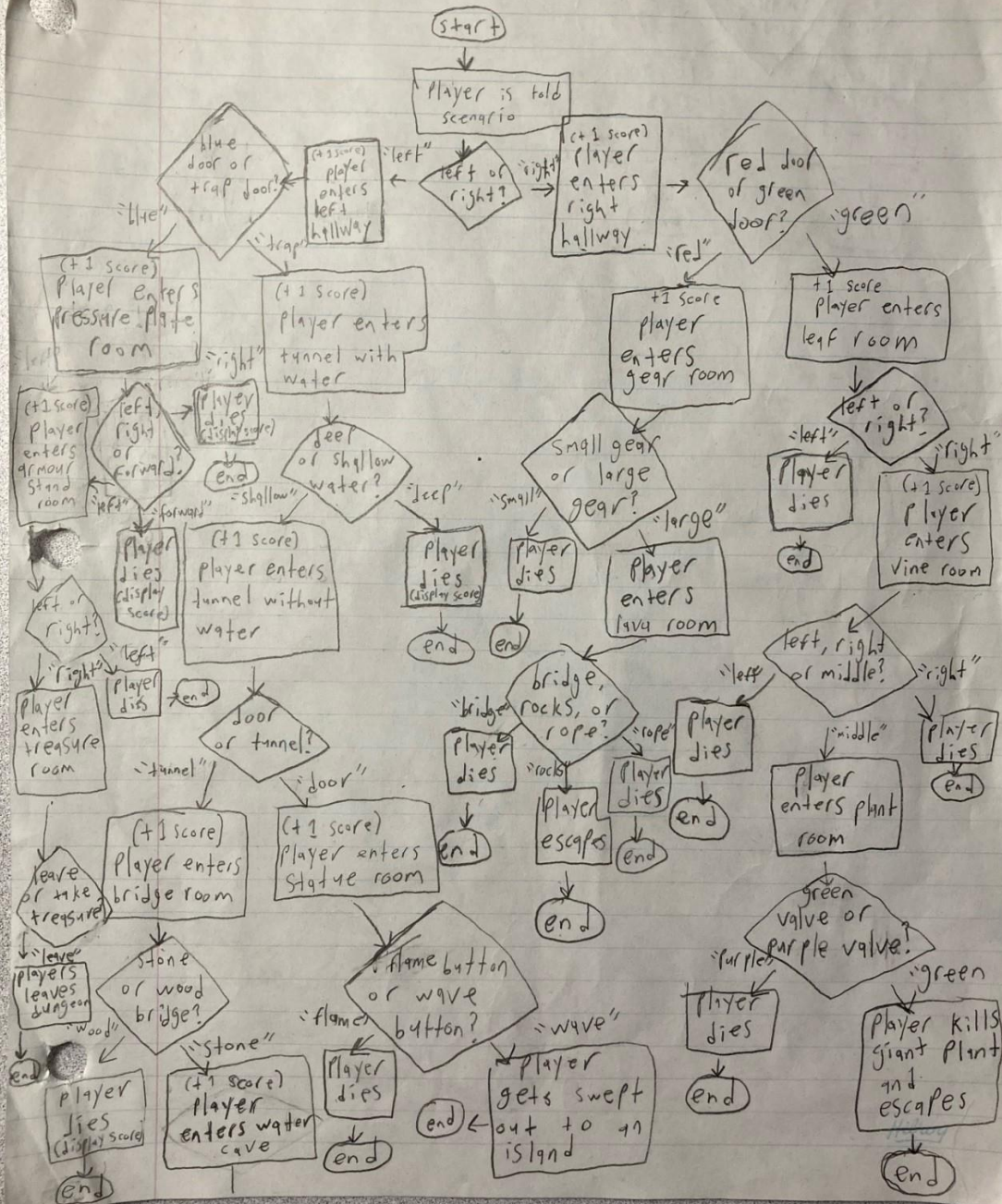
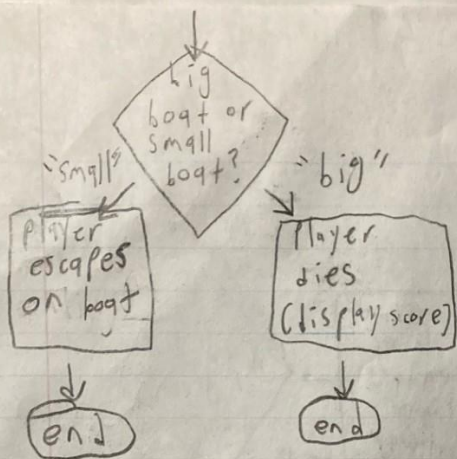


# Game development AI interactive terminal Project







# Game development AI interactive terminal Project

Game idea: Zombie apocalypse

Premise: It's a zombie apocalypse, and you need to search areas and make important decisions in order to stay alive. The player has four stats: strength, intelligence, charisma and stamina. Certain choices will be locked unless you have high enough stats. For example, there's a broken-down car. If you have high enough intelligence, you can fix the car. You can up your stats by finding items or doing tasks, like exercising or reading.

## Game development A1

### Game idea: Politics Simulator

Premise: You are the president of Glibland, and recently there's been a dilemma at the border of the neighboring country, Jerkland. There is a rock that is laying equally between the border. The game's objective is to negotiate with Jerkland's president and avoid nuclear conflict while still getting ownership over the rock.



## Game development A1 interactive terming Project

### Game idea: Escape the dungeon

Premise: You have been imprisoned in a dungeon, and must escape. The player has to navigate a maze-like dungeon while sneaking past guards. There are multiple ways to escape depending on what decision you make. Each room you clear without making a decision that kills you, +1 is added to the score. The score is printed when you die or when you get an ending.

# Game development AI interactive terminal Project

Game idea: Donut goblin

Premise: The game's main objective is to convince a goblin to give you a donut. The player must use different tactics to try and get the donut and avoid offending the goblin. It's a simple, interactive text game about persuasion.



# Game development A1

Game idea: the lost woods

Premise: You are an explorer who got lost in some woods. You have to explore the forest to escape while avoiding monsters. The game would involve winding paths with different endings.