Game Development Project Report

# Course Code & Section

Cse115.2

# ProjectGroup1 Names & IDs

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## *Abstract* - This project presents the design and implementation of a text-based adventure game titled “Shadows of the Forsaken”. The game allows players to immerse themselves in a haunting storyline involving choices that determine their survival. The game offers an interactive experience, enabling players to make decisions that guide them through various pathways, each with distinct outcomes. The primary aim is to deliver an enjoyable and intellectually stimulating experience for users. Built in C, the game utilizes conditional pathways and interactive user input to progress through the narrative. This paper discusses the motivation, methodology, implementation, and potential future improvements to enhance game play and engagement.

***Keywords: text-based game, game design, interactive narrative, C programming, user choice..***

## Introduction

This project aims to develop a text-based adventure game using the C programming language. The game is designed to offer players an interactive storytelling experience, where their decisions shape the narrative's progression. By employing clear console input and output mechanisms, we strive to create an engaging and dynamic gaming experience.

## Game Design

The game is designed using modular programming in C, ensuring reusability and readability. The narrative consists of branching pathways based on user’s decisions, influencing the progression. The game begins with a welcome screen, presenting players with three options: start a new game, view credits, or exit. Players interact with the game by entering numerical choices.

1. *Main Menu*

Players choose between starting the game, viewing credits, or exiting.

1. *New Game*

Upon initiating a new game, players are greeted with a story prologue that effectively establishes the narrative context for their upcoming adventure. Subsequently, players are faced with choices that direct them to various locations within the game world, such as the ground floor or the first floor of an abandoned house.

1. *Credits*

The credits section showcases the contributions of the team members involved in developing the game*.*

## Code Implementation

* 1. **Code Architecture:**

The game is implemented using the C programming language. Below is a summary of the key functions.

1. *get\_choice(intnum\_choices)*

This function captures and validates the player's input, ensuring the choice is within the specified range.

1. *main()*

The main function presents the initial menu and handles the player's choice to start a new game, view credits, or exit the game. The main menu provides the following options:

**1. New Game**: Starts the game with a story prologue and initial choices.

**2. Credits**: Displays the names of the project team members.

**3. Exit**: Prompts the player to confirm their decision to exit the game.

1. *new\_game()*

This function initiates the new game sequence, presenting the story prologue and the initial choices for the player.

1. *ground\_floor() and first\_floor()*

These functions handle the game's progression as players explore different parts of the abandoned house*.*

1. *credits()*

This function displays the credits and returns the player to the main menu upon completion*.*

**2. Narrative and Game play:**

The storyline, Shadows of the Forsaken, revolves around some friends who ventures into a cursed forest. Players navigate scenes like the hallway and upper floors, making decisions that influence their survival.

**3. Sample Code Snippet:**

## Conclusion

This project demonstrates the integration of storytelling and programming to develop an interactive text-based adventure game. The text-based adventure game provides an immersive and interactive experience for players. Through a series of choices, participants navigate diverse pathways and explore a variety of scenarios within the game world. This project demonstrates the potential of text-based games to deliver rich and dynamic narratives utilizing straightforward programming constructs. While the game is functional, future improvements include: Adding more pathways and scenarios. Enhancing text formatting for better readability. Incorporating a scoring system to track player progress