**From Concept to Code: Shadows of the Forsaken**

**A Developer’s Perspective**

Course Code & Section: CSE 115.2

Project Group 1

Names & IDs

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# ***Abstract****—* Game development is a complex amalgamation of creativity, technical proficiency, and problem-solving skills. "From Concept to Code: Shadows of the Forsaken—A Developer’s Perspective" encompasses the creation, development, and refinement of a text-based adventure game in which players navigate an immersive world influenced by their choices. Interactive storytelling games are games where the player participates in the storytelling process in any way that they can imagine, and the game attempts to create a coherent dramatic experience around their input. Only since the early 2000s have they started to manage anything close. For Chris Crawford and scholars like Bostan and Marsh, and for the context of this dissertation, Interactive storytelling is not interactive fiction, or interactive narrative. Interactive storytelling does not use a branching structure to organize its content, but organizes and generates that content dynamically based on interaction (Miller, 2021). This project brings back the most important parts of interactive storytelling in a time when graphics are very advanced and rendering happens in real time. It shows that even complex graphics are not the primary consideration, since engaging storylines and strategy choices may improve the enjoyment of a game. This document puts together all of the steps of the process, including planning and research, design and implementation, alongside the most important details and challenges encountered during the process. The review of the literature looks into the history and evolution of text-based games and analyses their relevance juxtaposed to contemporary interactive fiction. This research examines narrative patterns, methods of player interaction, and mechanisms for player decision-making. It shows why text-based adventures are still popular and how they can immerse players through language alone. The methodology section outlines the fundamental elements of the game's architecture, including problem description, core mechanics, and system design. The document outlines the game concept and narrative, carefully crafted to evoke surprise, challenge, and emotional engagement. This part analyses the fundamental code architecture, encompassing essential components such as NPC behaviour, decision trees, user input and output management, game loops, logical flow, and save/load functionalities. The game is written in C, employing structured programming and efficient algorithms to ensure smooth performance and user involvement. The system requirements are examined, providing insights into the employed libraries, font selections, and the tools necessary for the efficient development and execution of the game. This study candidly addresses the challenges and constraints encountered during the development process, acknowledging the inherent barriers involved. Debugging complex conditional branching and enhancing user experience and interaction mechanisms presented opportunities for learning and development at every challenge. Enhancing game performance, addressing edge-case scenarios, and maintaining a seamless decision-driven narrative flow were some of the most challenging challenges undertaken throughout development. The existing implementation provides a comprehensive and engaging experience, while the scope for future improvements is substantial. The report describes planned changes that will happen, such as adding a graphical user interface (GUI) to make the game easier to access and use, a multiplayer mode so that players can work together or compete, and smart non-playable characters (NPCs) that can make decisions based on how players interact with them. These innovations would extend the boundaries of text-based games, linking traditional interactive fiction with modern AI-driven storytelling. The provided appendices illustrate the game while offering code snippets, thus enhancing one's understanding of the logic and mechanics of its execution. The comprehensive reference list and bibliography grant credit to the books, journals, research papers, and other internet sources that served as the project’s theoretical framework and technology execution documentation. “Shadows of the Forsaken” is more than a mere game; it is a perfect example of the effectiveness of text-based storytelling and the complexity that goes into game development. This document is a developer’s diary on how one’s idea transformed into an operational interactive experience. This document is important for novice game developers, avid readers of interactive fiction, and programmers by showing how the fusion of complex narrative, a decision-making system, and programming logic resulted in a captivating and fascinating game. This project demonstrates how far the world of interactive fiction can go with the combination of an artistic mind and technical skill; it demonstrates that the greatest stories rarely are found on the screens but within our minds.

# ***Keywords:***

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# **Introduction**

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# **REFERENCES:**

## Journal & Article:

Miller, E. S. (2021). TOWARD THE DESIGN OF INTERACTIVE STORYTELLING GAMES THAT TEACH COMPUTATIONAL THINKING. 270. https://utd-ir.tdl.org/server/api/core/bitstreams/fb04be69-f03f-4117-b05e-1fd4d0e325f3/content