Python Game – Unearth

Angel Perez

11/28/2022

1. Text based adventure game where you explore the planet of Fysi.

**Lore:**

You wake up after a crash landing on the planet Fysi and you see smoke rising on the other side of the river, but you don’t see the ship itself. As you regain your senses and have a quick look around and as you see the beautiful landscape; you also realize that there are high chances of you being in danger from the odd lifeforms you likely have never heard of before.”

You think to yourself–*Well, seems like I’m stuck here for now. Let’s try and figure out what my circumstances seem like.*

You hear a voice in your head say: *Hey, I suggest you write* [COMMANDS] *in the input whenever you don’t know what to write! It’s a great way to find out!*

If you do [**look** around] at the start  
In the general area around you, north of you there is a river, in every other direction there seems to just be more grasslands like the one you are in. You see some trees here and there that you cannot identify currently.

If you do [**look** at *the scenery*]  
“After a more in depth look of the scenery, you realize there is a warm orange-purple sky with floating islands seemingly held by enormous tree roots. There are two suns interlocked in a beautiful spiraling dance in the sky. The clouds are magnificent, and you see large cloud-like amphitheres flying about with beautifully large butterflies gliding alongside them, that being said, you also note that one of the same amphitheres are hunting one of the butterflies. You are reminded of nature being full of gore and delightful scenery. It seems to have been the best possible place to have crash landed when compared to all of the other planets.”

**River Event:**

If you do [**go** to *the river*] whenever you are in a square next to the river’s edge.  
You get to the edge of the river and you some fish going downstream and others upstream despite there being surprisingly strong currents when you touch the water itself.

If you do [**go** to *the river*] whenever you are at the river’s edge.  
You enter the river and immediately taken by the river, you struggle to do anything. You can try and swim out but you’re not sure if you can.

The voice in your head: *Hey! You seem to be in danger of drowning! I suggest you try and [****swim*** *out] of the water and get to a safe spot.*

Special Command in this prompt: [**swim** out]  
*Random finale:*If it succeeds (20%): You get out of the river in time and get to a random part of the edge in the map.   
If it fails (80%): You get hit by a rock meanwhile flowing downstream and go unconscious. You Died.

**Footprint Event:**

If you do [**go** to *the footprints*] {Random chance for this event to occur when you enter a grid and use the [**look** around] command}

You walk to the footprints, and you notice they are *[large, medium sized, or small]* tracks of an animal. It seems to be *[two, three, four, or five]* toed and it seems to be rather of *[light, normal, heavy]* weight.  
  
Special Command in this prompt: [**follow** tracks]  
You have a chance to find it, a chance to lose its trail., 50/50  
If you find it, then depending on what it is, a certain sequence of events can occur, whether it sees you, attacks, runs, et cetera. Your main goal is to identify, collect resources if possible, such as food, veggie from what it might have been eating or meats from what it was eating if it seems as if it just hunted it, rotten food is edible but not suggested.

Command List: Accessed with [COMMANDS] but only shows possible commands in that area. Maybe also a couple secret commands that are shown written in some specific rooms or something.

* go (east, west, north, south, to)
* look (around, at)
* inventory (shows inventory)
* use (item in inventory, usable item in front of you)
* identify (plant, rock, or animal in your sightline)
* search (for, chest)
* attributes (checks your current health, hunger, and water level.