# Project Description

Choose a story to tell and write a description of it below. Include a breakdown of rooms and objects that will be implemented in the story.

In this game, you are a man in cave. You wake up and find out that you have no idea how you got there. You must figure out how to escape and how you got there.

The game will have a starting room that branches into other rooms. These other rooms may contain things to help you figure out what caused you to end up in the cave. They may also branch off into other rooms. You can also find weapons to fight the ogre guarding the exit. The ogre will be in one of the rooms, and that room will lead to the end, after you defeat the ogre. In order to confront the ogre, you must find armor, weapons and potions.

# Project Assignment Decomposition

With your group, identify the major story components such as rooms (areas), objects and descriptions. For each component or area of the story, provide a descriptive and meaningful name for the function that will describe and control the features of that area.

|  |  |  |  |
| --- | --- | --- | --- |
| **Room / Area** | **Function Name** | **Description** | **Group Member** |
| Deep Cave | deepCave() | The room where you start the game in. Leads to 3 other rooms. There is not much else in this room. | Andrew |
| Armor Room | armorRoom() | This is one of the rooms accessed from the Deep Cave. Has a chest in it that has armor. It leads to 1 other room. You have to solve a puzzle to access the chest with the armor. If you fail the puzzle 5 times, you die from a trap. | Gavin |
| Witch Room | witchRoom() | This room is accesses from the Armor Room. It contains a witch, who is making potions. You have to kill her in order to take them. There are things in the room that can be used to kill her, such as knocking her into the cauldron, or throwing a rock at her head. If you enter the room without armor, the witch will kill you. | Justin |
| Weapon Room | weaponRoom() | This is the room where you obtain a weapon. There will be a chest with a weapon in it. In order to get your weapon, you need a special potion from the Witch Room. | Andrew |
| Tunnel | tunnelRoom() | This a tunnel that leads to the exit room. Accessed from Deep Cave. This is where a clue for the Armor room puzzle is located. | Gavin |
| Ogre Room | ogreRoom() | This is the final room where you confront the ogre. You will need potions, armor, and a weapon in order to fight the Ogre. Otherwise you will die. You will have to choose what you want to do against the ogre; the wrong choices will make you die. After defeating the ogre, you will get a victory message. | Justin |