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Software Development I

For Project 2, I want to make a text based adventure game as an application project. The game will have a basic structure of a player typing an input, update where the player is, and then rendering a scene based on the location the player is at.

The player's input can be a multitude of things, it can mean typing help for assistance on commands, typing a direction (north, south, east, west) to move to another location, typing a command that informs the player if there is an item in the location, and picking up items and putting it in an inventory. This could also be meaning using items as well which can assist the player in getting somewhere or getting them into other locations that are blocked off.

For updating the game state, this will mean moving the player to new locations. This could also mean updating a player's score based on if they're at new locations or not. It could also mean keeping a player at the location they were at when they made their input because there's nothing in the direction they typed, or they are going somewhere that has access denied.

For rendering the scene, this is just displaying the location's description, or maybe updating a story. This can also be part of showing the ending, or just telling the player they can't go in that direction.

I want the game to have at least 12-20 locations that the player can travel to. Some locations may require the player to have items in a personal inventory. If they don't have an item they will be sent back to their previous location. There will also be a location that will

trigger an end game message that will tell the player that they have beaten the game. Once this happens they will be asked if they want to play again.

The player will also be put on a time limit, the limit is based on how many moves they make (how many times they input a direction that has them move). If they run out of moves, they lose and will then be asked if they wish to play again. Other minor additions early on could be having the player type in a username, which will appear in the game's backstory as well when rendering scenes.