

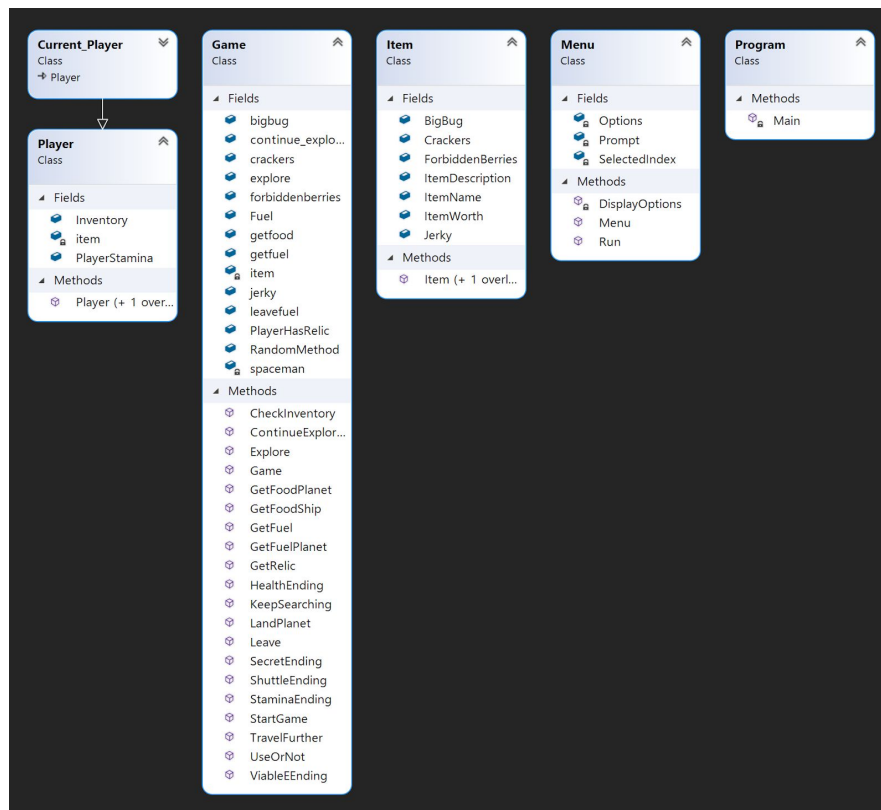
Adventure Game: Radio Silent

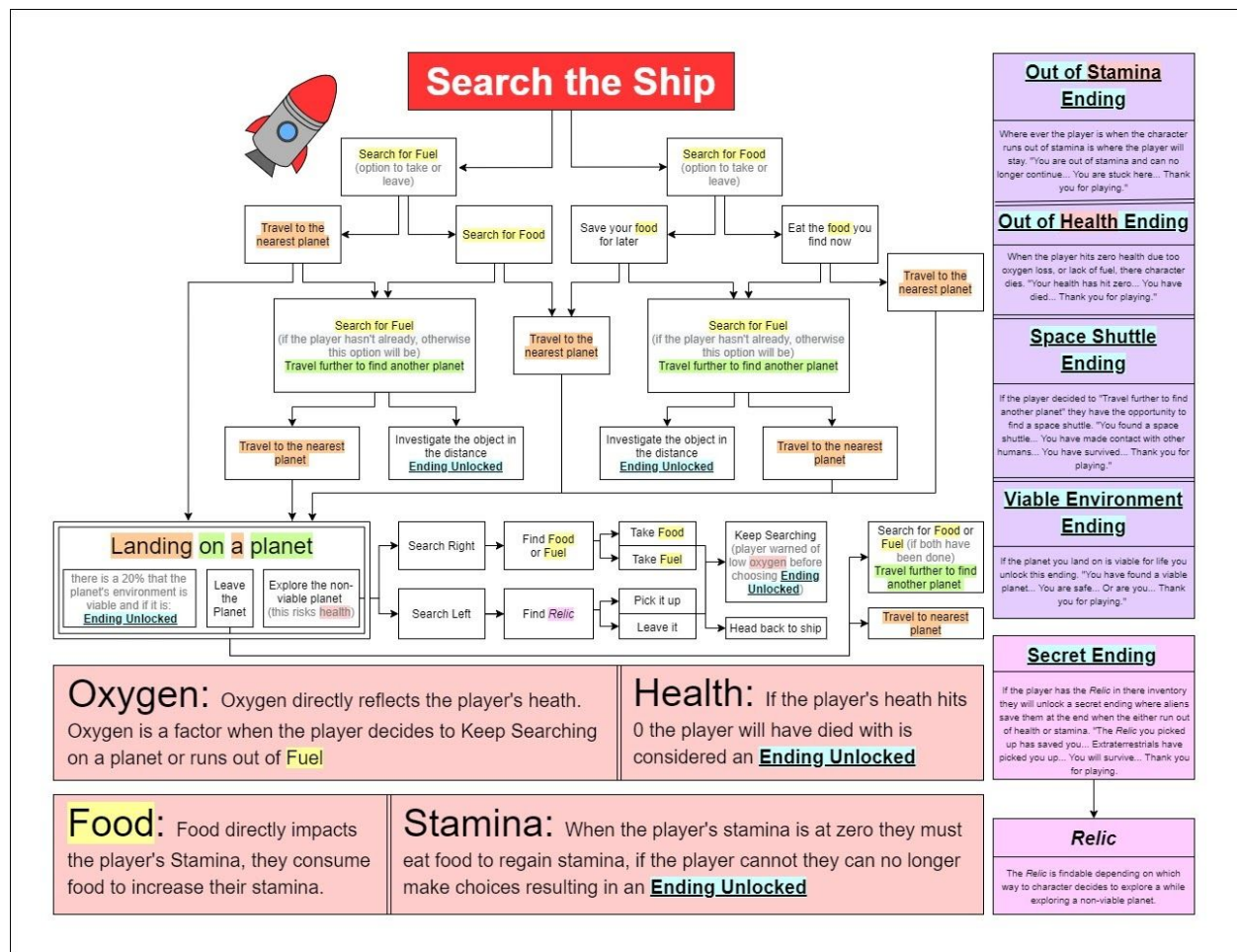
Radio Silent is a game where you play as a lone spaceman. You are running low on stamina and fuel, and have a limited time to save yourself. The goal is to survive, can you?

The only character in the game is you. Two out of the three endings do result in interaction with other creatures.

Items:

- (These Foods can only be found on the ship)
- Name: Crackers | Description: A thin, crisp biscuit | Item Worth: 20
- Name: Jerky | Description: Lean trimmed meat that has been cut into strips and dried | Item Worth: 30
- (These Foods can only be found on a planet)
- Name: Forbidden Berries | Description: An unknown food that looks edible | Item Worth: 30
- Name: Big Bug| Description: A large insect like creature that emits a green glow | Item Worth: 40
-
- Name: Relic| Description: An unknown object that emits a purple glow | Item Worth: 0





Three variables that impact game play:

- **Fuel:** Fuel is necessary for the player to land on planets and stay alive. If the player runs out of fuel their ship can no longer take them anywhere or produce oxygen and the Health Ending is unlocked. When looking for fuel you can either find 10, 20, 30, and the amount you get can greatly affect your game play.
- **Player's Stamina:** Stamina is the largest factor of the game. Almost every choice, other than landing and yes and no questions, require stamina. Stamina can be replenished through food that is found and consumed. The amount of stamina it replenishes depends on what food item you get. If the player runs out of stamina it unlocks the Stamina Ending.
- **The Relic:** The relic is an item that can be found when exploring on a planet. This item acts as a save from the player getting The Health or Stamina Ending. If a player has this item they unlock a Secret Ending

Credits:

- Keyboard controlled Menu:
https://www.youtube.com/watch?v=qAWhGEPmIS8&feature=emb_title
- How to tell if a list is empty:
<https://stackoverflow.com/questions/18867180/check-if-list-is-empty-in-c-sharp>
- Had my roommates play test

Inheritance:

- Code Examples:

```
namespace RadioSilent
{
    public class Current_Player : Player { }
```
- Explanation: I couldn't think of a useful way to include inheritance, but knew it was necessary so I decided to use it with the Player Class. My code works fine without this. If I made multiple characters or npc I could easily think of how to include this.

Polymorphism:

- Code Examples:

```
string prompt = "Would you like to eat the items in your inventory?";
string[] options = { "Yes", "No" };
Menu mainMenu = new Menu(prompt, options);
```
- Explanation: Every time a question gets asked the same prompt and options are used so they are overloaded every new question.

Encapsulation:

- Code Examples:

```
private void DisplayOptions()
{
    WriteLine(String.Format("{0," + ((WindowWidth / 2) + (Prompt.Length / 2)) + "}", Prompt));
    for (int i = 0; i < Options.Length; i++)
    {
        string currentOption = Options[i];
        string prefix;

        if (i == SelectedIndex)
        {
            prefix = ">";
        }
        else
        {

```

```

        prefix = " ";
    }
    string textToEnter = $"{prefix} {currentOption}";
    Write(String.Format("\n{0," + ((WindowWidth / 2) + (textToEnter.Length / 2)) + "}\n",
textToEnter));

    }
    ResetColor();
}

```

- Explanation: DisplayOptions(); is only used in the Menu class and nowhere outside of it, this is why it is able to be private. The prompt and options stings are private as well, but are accessible from outside of the class using the public menu method. Though said method is how DisplayOptions(); get's the information it needs.