

Project Idea: #3 Design and Implement a Domain-Specific Language (DSL)

Title: Interactive Escape Room Adventure

Description: My project will be a text-based interactive escape room game with possible visual elements. The game will utilize a Domain-Specific Language (DSL) to define rooms, objects, and puzzles, allowing for dynamic and customizable gameplay. Players will navigate through various themed rooms, interact with objects, and solve puzzles to progress.

Goals:

- Develop a Domain-Specific Language (DSL) for defining escape room puzzles and interactions.
- Implement a game engine that interprets DSL scripts to generate an interactive experience.
- Provide a structured system for players to navigate, collect items, and solve challenges.
- Ensure extensibility, allowing additional escape room scenarios to be created easily using the DSL.
- Demonstrate an understanding of programming language concepts such as parsing, tokenization, and execution within an interpreted environment.