**Development Report**

Initial Research

When planning, and researching my algorithm I ended up playing a few text adventure games. I played these games mostly for examples of different input parsers and commands. The games I played gave players the freedom to type commands, and could handle complex commands from intelligent parsers.

Games used for research

* Zork
* Jigsaw
* Galatea

When playing the games above all command parsing was very similar, the main format used was a verb then a noun for example “Take Rock” or “Attack Enemy”.