**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”. I noticed from looking at these games that commands for movement and inventory had more than one input which did the same thing, for example inventory you could type “i” or “inventory”. I wanted to add this to my algorithm as it didn’t force player to write long commands constantly, instead of players typing “Inventory” every time they wanted to check what item’s they have they could just type “I”.

Input Parsing

When deciding on my input parsing I first tried using “Contains” method which would check to see if the users input contained part of a command (Dotnetperls.com), (msdn.microsoft.com).