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Project Proposal
Text Base Game

I will be making in Java a text adventure game that has multiply elements that has the person go through some events such as gathering wood to later on gathering other things that may or may not be needed all being channeled and the decisions you are to make. From what you build to what choices you make and how you go about doing that. Part of the game will be button clicking and typing where you would be asked a question and if you get it right it will play apart of what happens next. If you go to the place and gather or build these house or trap will be mouse clicked options. There will be a statement or method that will have different or multiply routes from where you start but will meet and end point. Their is going to be a text you enter to that will show your health and other where you are located in the game. There will also be events that pop up at random that can change any the course of the game from supplies to other such things that could happen from attacks, weather effects , or other things that can happen at random. The game will also have other variable that will affect how the game goes and you as the player can plan and see the randomness that will change different parts of the game such as cool down, point and click, and other elements. One element will be bigger text if an event happens where a animal attacks the house or the town. Second if their is a merchant or someone that comes wanting a trade. And other things that would happen, there will also be a number system that displays a set number and go up and down wither or not you have less supplies and other elements.