**CS550 MA: Adventure Game Guidelines**

For this assignment, you will work on a text game. Examples of text games are choose your own adventures, perhaps a dice or card game with text output, fortune tellers, etc. Choose content for your game that is engaging; games that don’t have a compelling goal or that don’t provide a positive user experience are not ideal. Have people outside of the class test your game to give you feedback on areas for improvement!

The minimum project requirements are as follows:

* Functions as necessary for organized code and modularity
* input() for user input
* If statements / logic for program customization
* Loops or recursion for accurate data entry, and reducing repetition in your code
* Basic error checking
* Documentation and cited sources, as well as thorough comments throughout your code
  + Name, date, description, sources, honor code at the top
* DRY coding practices (don’t repeat yourself)
* GIT commits that reflect steady progress

When you make this game, it should be unbreakable. If you require a user input to be a number, and instead they type a "hello", your program should handle that issue nicely. The output from your program should be very clear, and what you are expecting from the user should be unambiguous.

In order to receive a top score, a student must bring creativity and originality to their project, creating a project that not only works well but is personally relevant.

To submit this project, upload a screenshot of your description of your game, or a screenshot (or several) of your game running, and add the link to your code on github to the caption.