# Text-Based Adventure Game

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Class: CPSC 41000

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Create a text-based adventure game centered on a building consisting of at least ten rooms. In one of the rooms lies a goal of some kind. The player's job is to move from the map's entry point to the goal without dying. Along the way, the player will encounter dangers that reduce his score (what the score represents is up to you) and prizes that increase it. If the player reaches the goal before running out of points, they win; otherwise they lose. Moving to each room should add to the game's narrative in some way. In other words, each move will introduce new text to the story line that will display on the screen. The player should be able to play the game multiple times until they decide to quit.

Start with a mini GDD that gives the title of the game, an elevator pitch, and the plot. Include in the GDD the game's map. Then, customize the code we've started in class to implement the game described in your GDD. Submit your game and GDD to your GitHub account.

Here is how your game will be graded:

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| Points | Requirement |
| 5 | GDD is creative, well-written, summarizes the game well, and makes us want to play the game. |
| 3 | The map is complicated enough to add variety to the game. |
| 2 | Each time the game starts, a room is chosen at random as the goal room. It must be different from the entry room. |
| 4 | The game repeats until the user decides to quit. At the end of each game, the user is asked if they would like to play again. The game will restart if the player answers yes, and the game will stop if the player answers no. |
| 5 | Each room introduces additional detail to the narrative |
| 4 | Each room has a positive or negative impact on the player's score. |
| 4 | When the player's score goes to zero or less, the game announces that the player has lost. |
| 4 | If the player reaches the goal before running out of points, the game announces the player has won. |
| 2 | The game is correclty uploaded to GitHub, you inform me of its address, and I can access it. |
| 2 | The code is well-organized and well-documented |

To submit your work, simply post the url of your repository on Blackboard. Make sure you add me as a collaborator so that I can access it.

If the game crashes during testing, you will be penalized 10 points.

If any part of your code is copied from another source, you will earn -35 points out of 35.

Have fun!

Castlevania

* 1. **Description.**

Castlevania is a single player text-based game where the player is looking for his beloved princess since she has been captured and taken to the dark castle where she could be mistreated. The player must go through multiple rooms full of different creatures and articles where he must consider what items he will need since these could be the key to finding his beloved.

* 1. **How would you describe the genre? Single-player or multi-player? If multi-player, cooperative or competitive?**

Castlevenia is a single player Text-based game.

* 1. **What is the target audience (age, interests, game experience, game platform, special equipment required).**

The target audience would be around 10 – 15.

The game will take you on an adventure where you must play smart as you must find your princess before something bad happens to her. It will be full of treasures and monsters which you must overcome to be victorious.

The equipment would play a big part since there are some items that you will need in order to keep moving forward in the game.

* 1. **Why will people play the game? What is its hook?**

Finding your beloved princess has always been very popular over the years. I think the story is engaging to the player and can cause certain satisfaction ones you find you princes.

**Mechanics**

**The rules of the game world (here, "character" may mean "player" depending on the type of the game)**

1. **What are the character's goals?**

The player goal is to find his beloved princess and save her from getting harm.

1. **What abilities does the character have?**

The player only has the abilities to pick and drop items that will need later on his journey in order to succeed through some rooms.

1. **What obstacles will the character face?**

He will face infamous creatures as well as thinking what does he have to do in order to find his princess.

1. **What items can the character obtain?**

He can get multiple items which are crucial for his succeed.

1. **What resources must be managed?**

The player will have a list of multiple items that he will have to use smart if he wants to open and survive the rooms of the castle.

1. **Describe the game's world: how big, for example; linear in its progression from level to level or open?**

It is a small linear map. It contains 10 rooms where each room has significant items and instruction that can help the player.

**Dynamics**

**The interaction between the player and the game mechanics**

1. **What hardware is required to play the game?**

The game has to be played in a command prompt terminal.

1. **What maneuvers is the player able to make?**

The players are able to enter different rooms and interact with items.

1. **What gameplay data is displayed?**

You will only see the narration of the game, your progression and the instructions of what to do.

**Aesthetics**

1. **Describe the style and feel of the game.**

It is a game mostly focused to reflect fantasy and sort of a medieval environment where you can find creatures that do not exist on real life.

1. **What kind of art does the game use: pixel art, line art, or realistic graphics? Describe the graphics and special effects.**

The game is text-based. Has no special effects nor graphics.

1. **Explain the game's backstory.**

The player is a prince from an unknown town where a bad guy kidnapped his princess and took her to the dark castle located in the middle of the wild forest. The prince finds the castle and now has to complete and pass certain obstacles in order to rescue his beloved princess.

1. **What makes the game fun:**

Since is a text-based game the story is what makes the player interested in the game.