Object-Oriented Programming – Final Project: Text-Based Adventure

Project Abstract:

We are creating a classic text-based adventure game. Users will choose different paths to go down to create different stories.

Team Members:

Matthew Wempe

Kristia’na Bailey

Tyler Denson

Stephen Gallo

John Norris

Technologies Used:

We are only using IntelliJ. The simplicity of text-based adventures allow us to only use IntelliJ so that everyone is familiar with using it.

Division of Labor:

Matthew Wempe: Dialogue/ coding

Kristia’na Bailey: Interface and Design/ back-end coding

Tyler Denson: Dialogue

Stephen Gallo: Back-end coding

John Norris: Coding