**Project Option: Open-ended Project**

**Project Description:**

For the open-ended project, I plan to develop an intriguing word-based adventure game titled "Chronicles of the Lost Realm." Players will start on a mission through a mythical country, meeting difficulties, making decisions, and influencing the end of their voyage.

* Abstraction: I'll break down the game world into classes that represent various elements, such as people, places, and missions. Each class will have particular tasks that will contribute to the overall story and gameplay.
* Encapsulation: Internal game entity characteristics, such as character traits, mission details, and plot aspects, will be contained in classes. Public ways will allow players to engage with the game environment securely, making decisions and moving through the story.
* Inheritance: Inheritance will be used to construct a foundation class for characters that specialized character classes (e.g., warriors, magicians, thieves) will inherit from. This will reduce code duplication and allow for easy character-type expansion in the game.
* Polymorphism: The game will show polymorphism by providing methods for character actions (e.g., attack, defend) in the base class that are overridden in the derived classes. This will allow various character classes to have distinct behaviors.

"Chronicles of the Lost Realm" will immerse players in an engaging and dynamic adventure while demonstrating the fundamentals of Programming with Classes uniquely and interestingly.