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CS 402 Project Proposal

For my project, I would like to create a text-based adventure game. In the game, there would be a map created by a linked list. In the game, the player would traverse the map looking for the way down to the next level. Each time the player moves to a new tile, there would be a random chance for an encounter of some sort to happen. Each level the player moves down, will increase the difficulty of the game. I also plan on adding a save and load function so that the player can save their game and continue it at a later date.

Regarding the map, I plan on creating at least a 4 linked-list, a link for each cardinal direction. Ideally, I would like to generate each map randomly when needed. I plan on creating a predefined list of map tiles that would be separated in groups based on how many paths are defined in the map tile.

Regarding the random encounters, there will be basic combat as a chance along with other possibilities that I have not yet figured out. In combat, there would be basic options such as attack or run away.

When a player chooses to save their game, I will store their characters name, current statistics, and their current level. By saving their current level, when the player loads their game they can start off at a level other than 1.

I feel this project is reasonable due to the complexity of the overall integration of the various aspects in the program.

I hope to learn more about generating random events and then integrating them into a bigger project.

List of expected files:

* Map - I will need functions to read map tiles in from a file and then link them together to create a level.
* Random Encounters – I will need functions to generate a random number and then use that to determine the type of encounters.
* Combat – I will need functions to handle combat between npc’s and the player character.
* Player – I will need functions to handle the storage of the player character’s statistics as well as saving and loading a player character.