Haunted House

Port to C++ Improvement Document

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Fixed major bugs:

1. 'climbing the tree'
2. 'ghosts not appearing'.

Improved aesthetic of gameplay by adding:

1. Ability to modify current input by deleting misspelled words and adding spaces.
2. One-word key verbs don't require a second word (e.g. unlight, unlock).
3. Added a description to each room, updates accordingly to actions that happened – could be a way of giving the player clues (e.g. 'there is a single coat in the room') or alerting them of their surroundings (e.g. 'The door has slam shut behind you').
4. Added sprites for special items (an icon of the item that can be seen when it is in inventory) – that way they have some purpose and the player feels more obligated to collect them. Possible future consideration could be, adding passive effects to them.
5. Minor changes to how the logic of the game play works (e.g. you can examine the coffin the that doesn't give you a ring, it gives you a clue that you need to open it).
6. Added personalized text for some verbs (e.g. if there are no items in the room and verb get is used – 'feedback = There are no gettable items in the room' or if the player can't go to a certain direction (e.g. go up, but there is no up 'feedback = nowhere to go up!').
7. Added a retro-style arcade font to fit the theme and time period (a spooky text adventure).
8. Bats and ghosts will now paralyze you and make you unable to pick up items until they are dealt with.
9. Candle life extended to 45 room updates + logically made more rooms dark.
10. Made every value easily customizable.
11. Magic barrier only appears when coming back with the painting in inventory.
12. Boat can no longer be carried into the forest area.
13. Every item would now award score of 2, the game will be completed when the player has collected all items (except boat) and returned to the starting position (after typing score).
14. Input is read by validating the first word (the verb) and then matching it to a second one if needed (the noun). This gives more freedom to which words are recognised. There is also a set limit to characters that can be typed (max 25).
15. Changed 'CARRYING?' to 'INVENTORY' to avoid the usage of a special sign.
16. Removed the pause with 'press return to continue' as it was not beneficial to the gameplay experience and was rather breaking the flow of the game.