

Get Out

My project idea for this class is to create a text adventure game. More specifically I want to create a representation of a "labyrinth" using a DFA. I will start with a simple foundation only incorporating directions (N,S,E,W) with one exit with an appropriate solution. I would increase the complexity of the project by incorporating more functions into the "labyrinth" such as levers activating new paths at dead ends (L). A wrong input at certain points can take you back to the starting point. I plan to further enhance this project by having certain sections require specific input by the user to pass major sections of the "labyrinth."