Zork Game Doc

1. Use C++ and QT to create my own GUI based version of Zork.
2. After completing the game, must record a 5-minute presentation outlining the gameplay and technical aspect of the game.
3. Must have a GitHub repository that includes your semester-long progress
4. Must meet the assessment criteria

Assessment Criteria:

1. MUST implement a Wordle game in Zork and the associated words must be stored in a .txt file (that the game reads when it starts)
2. Virtual Functions
3. Template Classes
4. Multiple Inheritance
5. Namespaces
6. Programmer Defined Exceptions
7. Unions
8. Operator Overloading
9. Abstract Classes
10. Copy Constructors (Deep, Shallow Copy)
11. Bit Structures
12. Advanced Pre-Processor Directives
13. C++ Object Construction Sequence
14. Initializer List
15. C++ References
16. Pointers
17. Inheritance
18. Destructors
19. Memory Management
20. Header Files (inclusion guards)
21. Arrays and Pointers
22. Friendship :>
23. Global Variables
24. Private, Public, Protected

First Thoughts:

~ Incorporating Wordle into this Zork code means I should dedicate a part of the interface for Wordle itself. I think I will make the Wordle the "main" puzzle of the game, in order to obtain something/advance somewhere the player has to finish the wordle.

~ The associated words for the Wordle will match the theme of the game *maybe*

~ Game has to be simple; I'm considering putting a time limit on it which means it's going to be a fast paced and not extremely intricate.

~ Game Idea #1 : The player has a time limit of x minutes to find the exit of this "maze". The player encounters Wordle puzzles that upon completion will allow you advance forward. It will primarily be a puzzle/memory game where the player can carry a **very** limited inventory so is forced to remember where things are (let's say after completing a wordle puzzle, the door requires you to have a ruby key and you saw that ruby key in room b)

~Game Idea #2: The player is a thief; you enter a house to steal this **specific** object. There is a time limit in which you must find that object or else you lose the game. There are various things in the house that will require the player to open through successful Wordle attempts. *Failing a Wordle Attempt alerts the guards????* Each item you steal besides the main item adds money to your wallet which will be seen on the GUI and perhaps I will add a feature that will be like a scoreboard??? (this will be added at the end if I have time)