Zork Project Milestone 1

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General Description

For our final project we will be programming the game of Zork. Our goal for this project is to take some of the ideas and concepts from the original game of Zork and make it our own. We plan to treat our game like a classic RPG (role playing game) where we have a character interact with the world around them to try and complete some type of overarching quest. Along this journey that the player will go on, there will be many perils for them to face and side quests for them to complete.

Possible Game Components

One component to our game that we would like to add is a health and combat system for the player. Along the player's journey throughout the story they will face several enemies and creatures that will be trying to block their way and kill them. These combat encounters will be resolved in a turn-based system. We will need to develop a class that would allow the player to carry out attacks on these enemies, and that would allow enemies to respond with attacks of their own. The health of the player would be tracked throughout the game, and if the player's health drops below zero it would be a game over.

The player, as well as the enemies that are faced, all have several different stats that affect how they perform in combat. Every creature has 4 main stats: strength, constitution, intellect, and dexterity, which all affect a creature's combat effectiveness. Every creature also

has the ability to cast spells. There are additional values for accuracy in melee, spell accuracy, a creature's ability to dodge incoming attacks, a creature's potential to miscast a spell -- potentially damaging themselves -- as well as the ability to resist a spell's effects. Every creature has a level tied to it which could be randomly generated upon initiation of combat, and the player would be able to level up over time, giving them points to spend on increasing their main stats, learning new spells, or purchasing other abilities that may affect their combat potential. The player will be able to obtain items that can be equipped such as weapons and armor, as well as consumable items that may give them an edge in combat for a few turns.

Currently the main objective of the game we have in mind is the player will travel to 2 dungeons which will contain items that allow them to reach a final boss, which when defeated will result in the player winning the game. While travelling to these locations, there will be random encounters along the way, which could either be a hostile creature that wants to kill the player, or another traveller on the road who might want to sell the player items otherwise unobtainable by looting and killing monsters. Another feature that would be interesting to implement would be a town where the player can purchase equipment and consumable items, converse with non-player characters, purchase spells with currency instead of points gained from levelling up, and possible a save game mechanic, so if the player dies it is not entirely game over. The option to turn off game saving could also be implemented if the player wishes to challenge themself.

We will focus on implementing the more important features such as combat and exploration first before we start to flesh out the variety of spells and equipment available to the player. The town feature will probably be implemented after everything else has been completed.