Michael Cummins CMPT 220L-111

Adventures Through Zyrosa

The project that I would like to do is an application. Inspired by the game Zork, I would like the opportunity to develop a text-based adventure game. The game would offer the user the ability to create a new persona in a vast world consisting of many different environments and zones. The story will unravel as the user progresses through the world and the user must react to the changing world. Think quickly and decision will play a critical or lose everything that their new persona has come to know and love. To create this application I plan to use various topics that we learn in class during the semester, and elements from the textbook as a secondary resource. Some of the topics that I will use, but am not limited to, are: method classes, loops, arrays, and java classes. While this project is very different from a strong password generator, image filtering, or file compressor, I believe that it will be a good test of my ability to create a fully functional java program that will both entertain the user and deliver a good coding style. This project has the capability to be used by all Marist students as a relaxation and procrastination method for when exams or homework are on the verge of giving the student a mental breakdown. The idea of creating a text based adventure game came from my video game hobby and wanting to find some way to integrate that will the semester project. While Adventures Through Zyrosa may seem like a small toy, the different java elements used in creating a text based adventure game will prove that actually developing a game from scratch requires creating a network of different java programming tools that needs precise coding and the artistic ability to create a whole new world using java.