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Abstract

My main motivation for creating a Text-based adventure game was my passion for gaming and how it can help people. In this paper I will discuss why this project is very significant to me, the way that the java code works together, requirements of the system resources, previous projects that I am modeling mine after, and how it guides users easily in its ability to teach you the directions of the game.

Introduction

"Adventures Through Zyrosa" is a text-based adventure game that any type of user group can enjoy. The main motivation for deciding to create a video game for my final project came from my love for gaming. I wanted a way to integrate something that I enjoy doing while also displaying my skills as a java programmer. A problem that many students face during difficult parts of the semester is that they drown themselves in their studies and do not give themselves any resting time the night before a test, instead they are cramming and trying to remember what the mathematical equation is for finding the derivative of a number. Being a gamer my way of helping students was to develop an easy to navigate text game that allowed them to relax for a few minutes and destress, just like me. For inspiration and guidance, I looked at past text adventure games such

as Zorc and Multi User Dungeon games, MUD for short. Zorc being one of the most well known games in history I thought it would be the best platform to introduce what I am trying to do for students. In conclusion, I believe that if I were to put "Adventures Through Zyrosa" in a Marist class Facebook available for download that few students would download it at first. But then as critical responses of it spread by word of mouth that many students would download and enjoy it and use it to not only destress, but procrastinate the night before tests so that they are not cramming.

Literature Survey

There are many different text-based adventure games that have been created, Zorc being the most famous and many MUD games following and evolving from Zorc. My project will be different because while it will take notes from Zorc and some MUD games, it will remain unique by offering players a different experience with this adventure game. To users who have played Zorc it will seem familiar, but only due to the nature of the amount of creativeness that can go onto a black screen with plain text. "Adventures Through Zyrosa" will use imagination and creativeness to separate itself from its predecessors.

Requirements

The only thing required to run this program is a computer and the background knowledge of how to access the terminal.

User Guidelines

"Adventures Through Zyrosa" is a very beginner friendly game that slowly makes sure that you grasp the game's mechanics one at a times so as not to overwhelm the user. Through the use of help commands and in depth descriptions of items, abilities, player stats, and maps, "Adventures Through Zyrosa" is an easy to pick up game that all users of varying gaming backgrounds can enjoy.

Conclusion

In conclusion, I believe that by incorporating something that I enjoy doing into my final project that doing so will strengthen my passion for this final project and make it something that I would be extremely proud to put on an internship or job application.