

Choose Your Own Adventure Game

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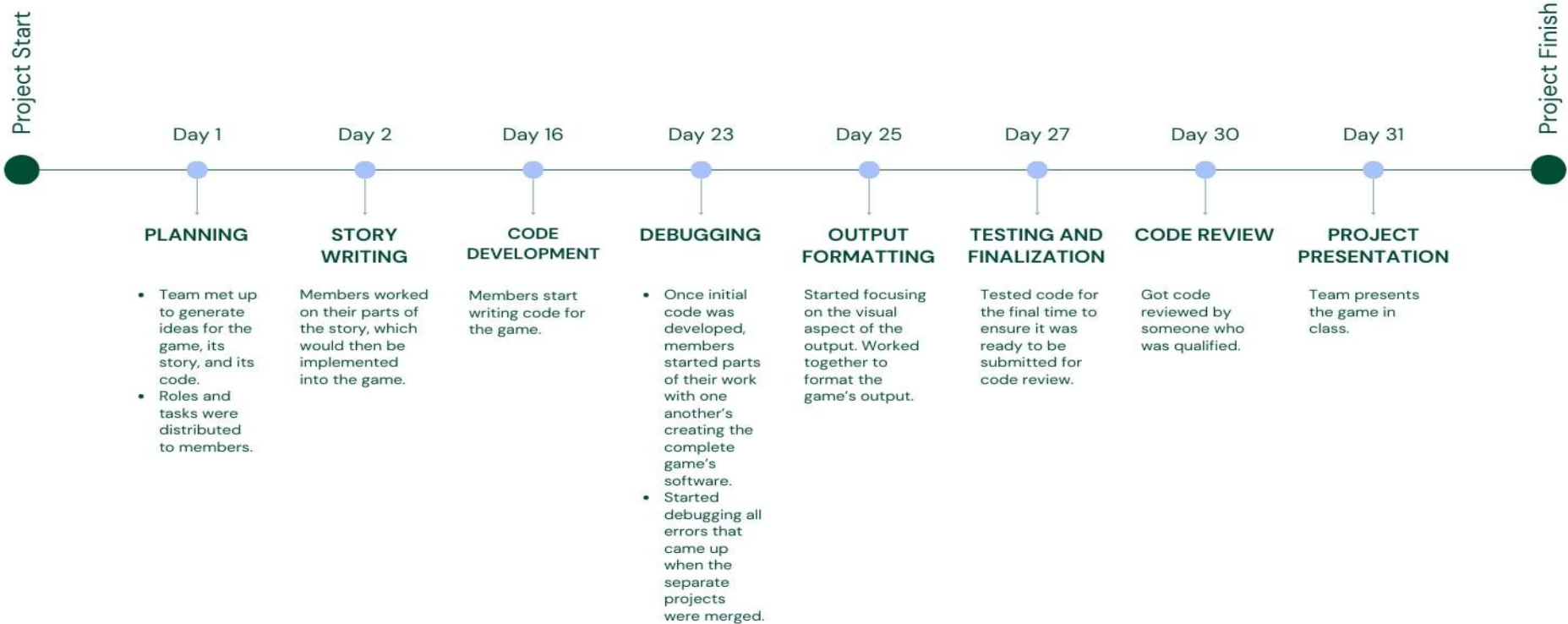
Problem Definition

- The goal for this project is to create a game that tells a story depending on the user's input.
- After an excerpt from the story is output for the user to read, it will provide two choices for the user to choose from.
- This leads to the story forking at each choice, creating different endings for the story.

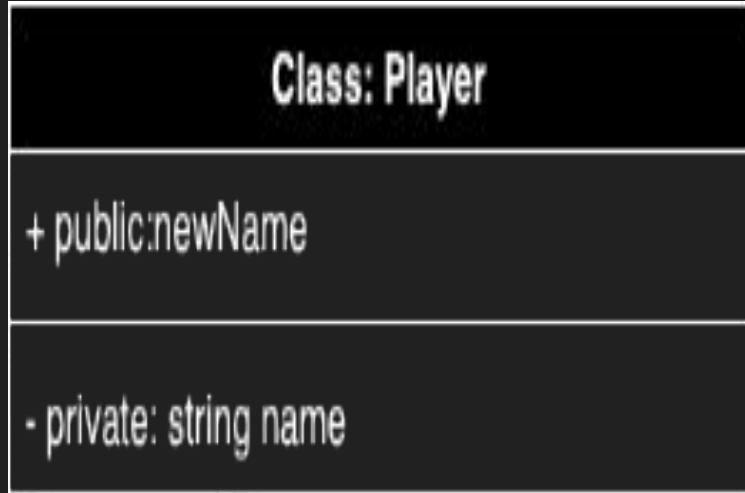
Challenges

- **Some issues we have faced is keeping the files together.**
- **Keep track of naming the files**
- **Making sure the code works properly**
- **Stuff getting deleted**
- **How to integrate an object**
- **Organizing Code**

Project Timeline



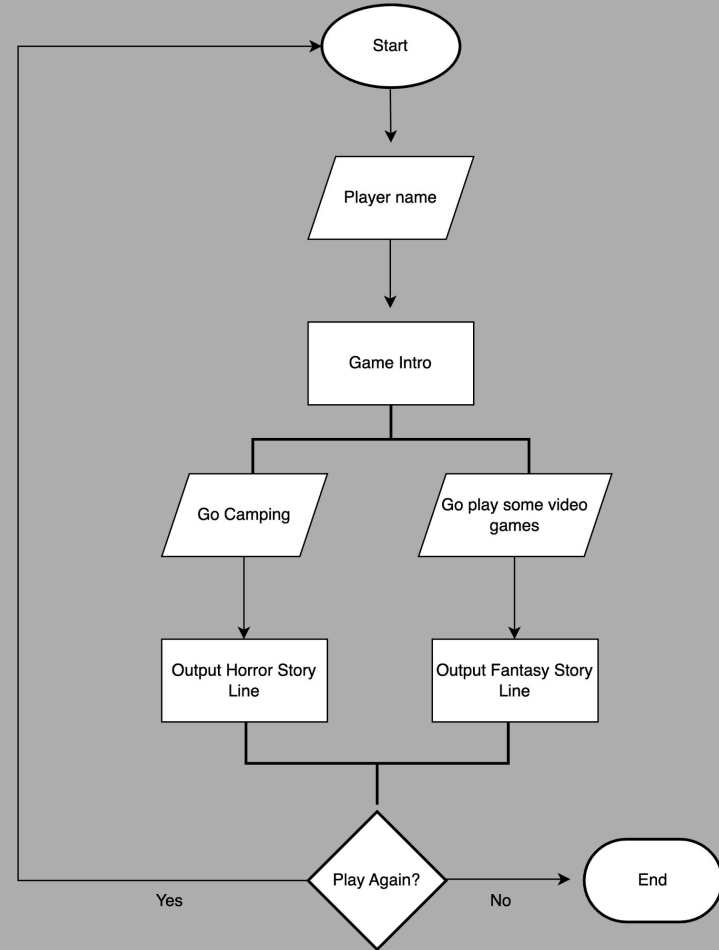
UML Diagram :



The class player gets the character's name. That's all it does. The user gets to put the name and from there they go on a story adventure.

Flow Chart

This flowchart shows an idea of what our storyline looks like. It starts off by user inputting name for the story. Then it takes them to decide whether to choose a fantasy or horror story. Whatever they pick based on their choices will lead them to different outcomes for each genre.



Thank you
for
listening!



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