# AQA Text Adventures

**Additional Programming Tasks**

**These challenges offer the chance to further explore and understand the skeleton program. They are listed here in approximate order of difficulty, beginning with easier challenges.**

1. Add a ‘restart’ command, to begin the current game again from the start or to allow the user to begin a new game by entering a file name
2. Modify UseItem to incorporate a win condition that involves using an object as an alternative to finding the flag
3. Randomise the location of the guard
4. In the original program, the guard’s blue die is not presented as an option when the player is selecting an item to take after winning a dice game unless it is the guard’s only remaining item, but the player can still take the die even if the guard has other items. Modify TakeItemFromOtherCharacter so that the player can only take the items that are listed after they have won a dice game.
5. Modify Go so that the player will automatically try to unlock any locked doors and open any closed doors in their way
6. Incorporate an additional command ‘look’, which could be used instead of ‘go’ in order to preview a location, assuming ‘go’ wouldn’t have been blocked by a closed door
7. Attempting to pick up an item by using part of its name (such as ‘die’ in lieu of ‘red die’) should successfully pick up the item
8. If the player is carrying two dice, both can be rolled and the total used against the guard’s roll
9. In the starting room for ‘flag1.gme’, the trapdoor is hidden by a rug but can be opened without moving the rug. Edit the game so that the rug must be moved before the trapdoor can be opened.
10. Edit PlayDiceGame so that characters cannot lose a die in a dice game (and cannot play a game if they possess nothing but dice)
11. If you enter ‘use truncheon’ in the same room as the guard, the guard is knocked unconscious, and his items can be taken without the need to play dice
12. Incorporate a ‘save’ command for players to save their progress, which could subsequently be re-loaded
13. An option to create a game from the console, with the new game file being saved with a given name