Mustafa Osmani

Project 5

1. This program is a text-based RPG with unique events and choices to the user’s character. The user will have the options to personalize their character with different powers and other things. The game will change based on the choices the user makes. One small choice could impact the entirety and outcome of the game, which gives replay value to it. In this story, the user is already well-known in the world, so there is already a reputation to uphold OR change. That is up to the user. The game takes place in a fantasy world with magic, knights, monsters, villains, and many more things.
2. **Instructions:** The main program is called Story, so after running it, the game will provide instructions on how to play. When text is capitalized and ends with a colon, it means that the game is asking the user for input that personalizes their character. For example, name and Power System class. There will be times where the user is presented with multiple choices after a unique event occurs. The user is, then, instructed to type in one of the choices provided in parenthesis. For example, (Run/Hide/Attack) gives the user the option to select, run, hide, or attack. That is all.
3. The user input will be inputted at various times within the story. This will lead to a customized end screen that provides the user with the total amount of points and the distinct types of awards they won.







