PROBLEM DEFINITION:

We are trying to make a text - based imaginative experience for teenagers 16 - 18. We are developing this so people test their mind and critical thinking to solve problems and progress through an experience that will provide laughter, intrigue, and challenge. These days, we have so many games that are just fluff stuffed inside some fancy graphics. The same games, just reskinned. Our goal is to create an original and fun game that shows that looks aren't everything, and your imagination is the most powerful graphics processor there is.

PROPOSED SOLUTION:

Client requested a game that includes elements that are thought provoking, replayable, and has worldbuilding. Solution: focus on writing, make puzzle style (player must figure out answer and type in), while also giving multiple choice conversation outside of puzzles (eg. dialogue). Helps to give the player a challenge through having to do problems or remembering things discovered in the past, while maintaining conversation with characters that commentate on society and such, making players take thoughts outside of the game. Python is perfect as it can use both number and word values and has ability to correlate words typed such as "search" to actions in code.

SUCCESS CRITERIA:
I will design and make a videogame for a client who is a local game store. The game will be made in Pure Python and is constructed using the software python. It will take 3-4 weeks to make and will be evaluated according to the criteria:

- Stores progress in game, inventory pickup, score, and times died
- Can respond to words typed by user with meaningful response
- Retain commands that can check score, inventory, progress, and word key
- Records flawless runs