C++ GAME Prison Escape

# Game Intro:

You’ve been in this hellhole for too long, and the days have begun to blur together—dark, cold, and endless. The prison is a labyrinth of cement and iron, and you’ve memorized every inch of it. You can feel the weight of the guards' eyes on you every time you walk through the halls. But you’ve also learned the rhythms. You know when to stay invisible, when to be quiet, when to act.

# Game Beginning Action:

Now the time to put this plan into action

-Leave cell (1)

-Stay in cell (2)

-Rest (3)

# Game tree Actions:

(1)

The Halls are empty time to move

-Head to Prison Yard (4)

-Head to canteen (5)

-Hit the showers (6)

(2)

Staying it is I wonder what I'll do

-Examine cell (7) = probability event

-Wait (8)

-Craft (9)

(3)

Sleep sleep sleep

+dang I feel so much better

+well I don't know if that helped much

(4)

This place is very dangerous I ought a be careful

-Examine Yard (10)

-Leave Prison Yard (11)

(5)

Ah the canteen home of the slop, top and flop that we digest

-Examine Canteen (12)

-Leave Canteen (13)

(6)

The showers not the showers!!!

-Examine showers (14)

-Leave showers (15)

(7)

Text given Determined by probability

+Three grey wall and a bed nothing new (30%)

+hadn't noticed how rusty those bars have gotten hmm... (30%)

+screws on that vent are looking loose (30%)

+my favorite poster only thing keeping me Sain thanks Mr. Devito (10%)

+neat someone left this pen behind guess guards didn't notice (pen added) (%)

+those bedsheets could come in handy (bedsheets added) (%)

(8)

Yeah waiting ....

(9)

Its Morbin no crafting time

+I Don't have anything to craft

+To Do Insert Crafting Recipes/options

(11,13, 15)/Day action

+For now, dialogue

+Ah well that's me spent morbin for another day

After, multiple types depending on outcome

+She was researching spiders in the amazon right before she died...welp

+

(10)

-bet I could throw around those weights.... y/n... for yes: the weight was too much for bill and everyone knew ...” very embarrassing burr!” muttered an inmate. No: probably best to leave it to the pros

-Those Prisoner don't look to nice what should I do

-Flee (16)

-Fight (17)

-Damn good fresh air those walls look menacing though

-Hot diggity Damn I found a shank finders keeper loser don't keister = (18)

(16)

+50% flee Success

+whoa I can't believe I got out of there

+50% flee fail

+uh oh spaghetti o’s = (17)

(17)

"You don't belong here," he growls, stepping forward. "This is my territory." He cracks his knuckles, clearly looking for a fight.

+attack

+Items/Weapons

+Flee

Result

+You die

Game Over

You were defeated the prisoners will remember you as a loser

+You Defeat them

Ahh, I did it that well teach them

? maybe give item

(12)

-The slop here never gets better

-I think I'll take this spoon for the road

-? eating to heal?

-ooh slop wasn't good today I don't feel well lose (20 health)

-that damn radio keeps on playing that same song guess people won't mind if I turn it off might take a little reward too (ad battery)

(14)

-The place is wet and sticky I don't like it

-almost all the drains are clogged what gives

-damn that mirrors broke actually that might come in use (add mirror)

-whose hairpin is this well no one's here guess they won't miss it (add hairpin to inventory)

-Ooh loosey goosey soap, could use this to slip away to some places (soap added to inventory)

-those fellas don't look so happy to see me actually they look like they've been waiting for me (22)

(18)

I guess if I want to keep this ill need to hide it

-Keister (19)

-Keep dignity (20)

(19)

50% chance

+smooth sailing

50%

+ouch that didn't work

+lose 50 health

(20)

Nope that's too far for me I'll just chance it with the guards = (21)

(22)

Hey newbie you have not paid your dews yet prepare to be beaten and buried get them boys

+attack

+Items/Weapons

+Flee

Result

+You die

Game Over

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Ahh, I did it that well teach them

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