**Assessment**

Find 3 different text games and explain their features and how did they make the game interactive?

**Contain Multitudes** – This is a mystery text game where you are a character named Chandra Fitz, a young engineer who is serving on a cruise ship Prinzessin Anna Alexia. One of the characters in the game have disappeared, Bishop of New Elmee. You must explore the cruise ship trying to find him and figure out what has happened.

This game is well set out and easy to understand, it has a map in the top right corner for the player to navigate around the game. The text is easy to read and the questions are simple to answer, you get a few option to answer the question you are given and they all have a different outcome in the end.

**Choice of the dragon** – This is a fantasy text game where you are a fire-breathing dragon and your main goal is trying to kidnap the princess and try to survive as there are knights trying to slay you from doing so, this game is well organised everything is easy to read and to understand there is a set of different answer and action you can take as the dragon however all of them have a different outcome from the other.

**Murder in the woods** – This is a mystery/horror text game where you try to survive in the woods with a few of your friends and others you are not familiar with and one of those people try to kill you and the rest of the group however you do not know who it is, it is up to you who you trust and who not to trust in order for you to survive. The gameplay itself is very straight forward its easy to understand what the game want from you and you have a clear set of option for you to take in the game however you need to be careful what you choose as if you pick the wrong answer you lose.