Quentin Beck

Initial Design for Final

I want to make a text-based game in a console window. It will have different choices the character can choose, it will be a choose your own adventure game. I want to have scrolling text. Also, ­I want to add a health system, a strength system where you can add weapons to raise your strength, and a fighting system. I’m going to do it in Visual Studio and have separate methods (maybe different classes, whichever is more convenient) for the different systems based in the game. Some of the problems I foresee are implementing what happens when a character dies in the game and creating all the statements of what the character says and how it changes the game. My end goal is to have a game where the player can choose an input when a decision comes, and it to cure boredom. I want the character to be able to successfully fight in combat and keep track of their player stats. I want this program to be fun and enjoyable for the player.