



Hackathon Challenge: Create an Interactive Text-Based or Multiple-Choice Game

Overview

Your challenge is to design and develop a **text-based** or **multiple-choice** game where player decisions impact the outcome. The game should include a win condition and at least one lose condition. Player choices should meaningfully affect the game's progression. The challenge is deliberately open ended to allow you to explore different themes, settings and mechanics. Some ideas and inspirations are listed below.

Requirements

To successfully complete this challenge, your game must:

- Be a text based or multi-select game
- Include at least one way to win
- Include at least one way to lose.
- The player choices along the way must influence the story or outcome.

Feature Ideas / Suggestions

To make your game more compelling, you could include:

- Character progression such as a stat system which evolves with the players choices.
- An inventory / resource management system.
- A points system where good or bad choices affect the outcome.
- AI is everywhere; you could integrate with ChatGPT to allow the player to “speak” to NPCs or use AI to make a decision.
- An ASCII character map, visible at the press of a button to show where the player is and nearby items.
- Branching storyline where different choices lead to unique paths.
- Utilise randomised events to add replayability.
- Consider building a web app for multiple choice games.
- Turn based multiplayer

Game Inspiration

- An exploration game, using text command to navigate around a map and discover treasure while avoiding danger.
- A mystery or detective game where you solve a crime using deductions.
- A moral dilemma where your actions play a large part in how the game pans out.

Final Submission

Provide a playable version of your game (hosted online, a script file, or an executable).