Text Based Adventure Game Design Document

Inventory – list of items + quantity

Item – index (ID), name, description, attributes

Character – name, description, attributes (story nexus states?), inventory (?)

Locations – name, description, attributes, items, doors

Locations could be structured like K.C. Noire: several “rooms” within a location and you can move between locations using a “car”. This would allow the world (and design) to be modular.

Commands

do – do something

look – look around

say – try and talk to NPCs?

take, drop – item manipulation

inventory – look at your inventory