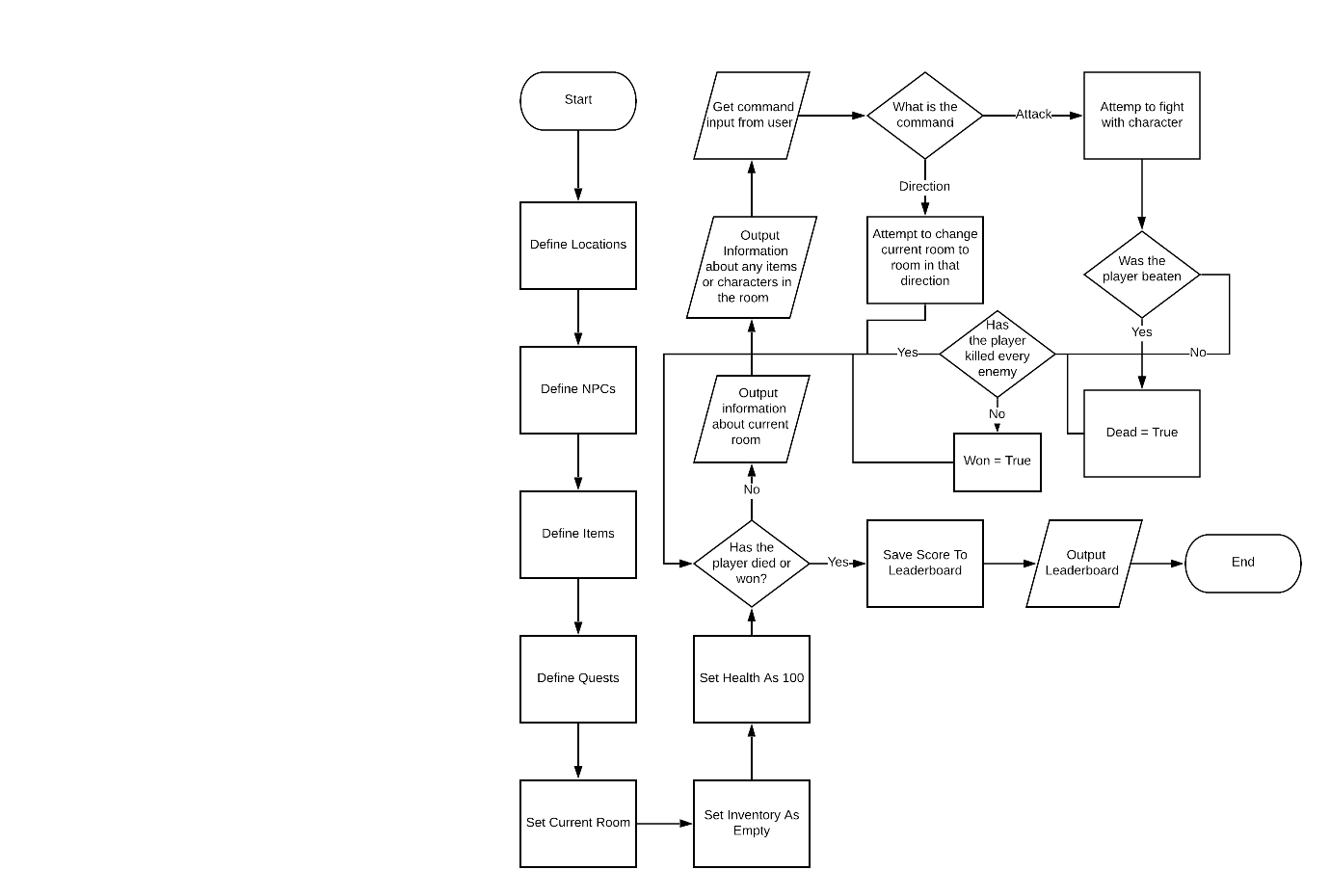
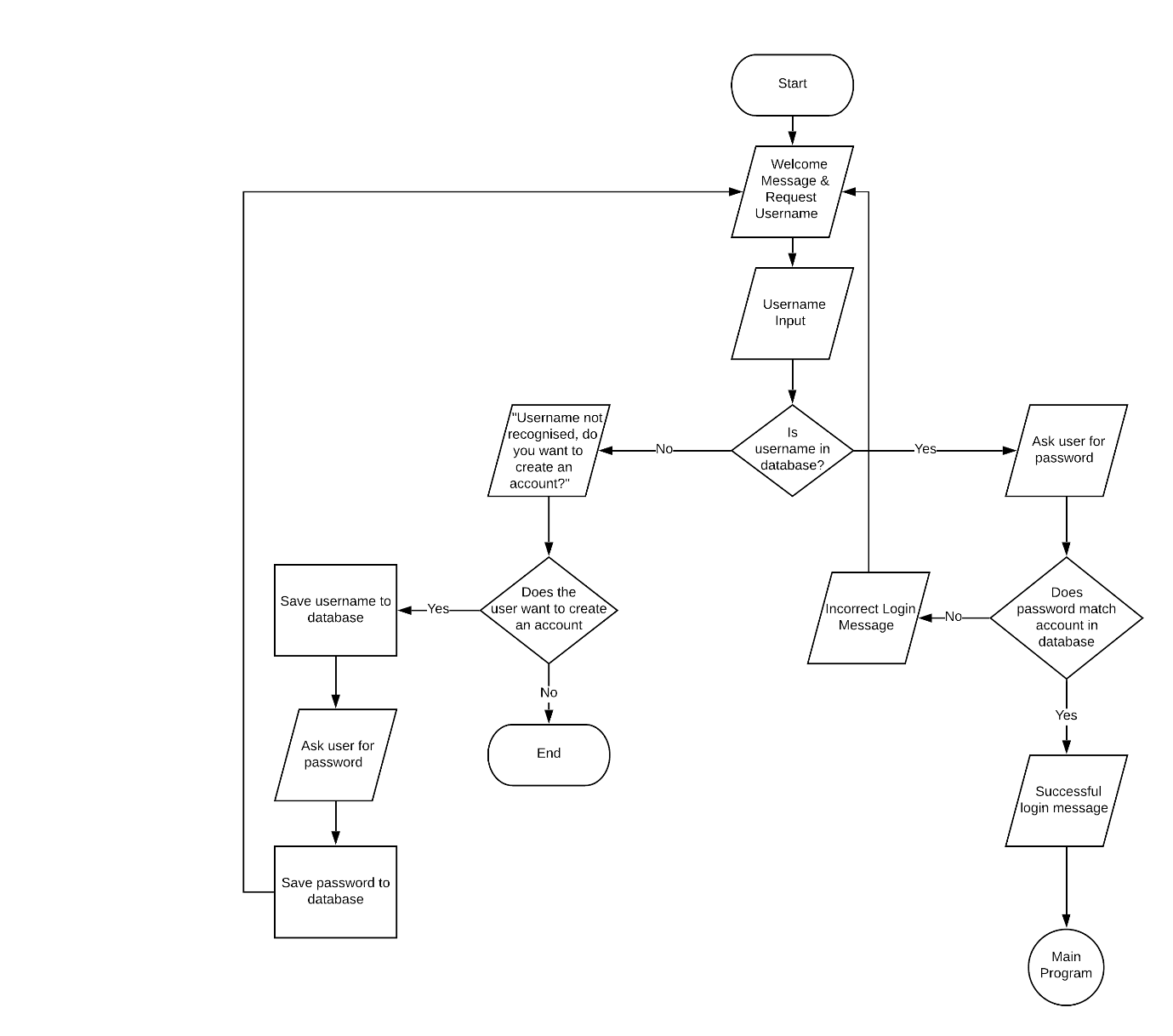
NEA Analysis

* Introduction
  + Text adventure games are a form of interactive literature used to convey a story through customisable options that make it a game. They are the origins of lots of computer games today, since they could run in the basic consoles of old computers. The first text adventure game was Colossal Cave Adventure in 1976, and is still available to play an updated version at <https://www.amc.com/shows/halt-and-catch-fire/exclusives/colossal-cave-adventure>
  + Educational games are also common in teaching, as they can make often boring learning fun which helps students learn
  + My target audience is Yr12 Computer Science Students, and my client is a Computer Science Teacher. Yr12 are old enough to grasp complex ideas so the game can have some complex mechanics. However, it does require more complex gameplay/questions to engage he audience.
  + A common design amongst existing text-adventures is that they can understand full sentences and convert them into commands, for example rather than saying “attack npc1” you can say “stab ncp1 in the chest” and it will know that it should be attacking npc1.
* Plan for Weapon Class Attributes:
  + Item sub class
  + Damage type, controls what type of questions to give and relates to the enemy weaknesses
  + Value, for trading with merchants
  + Name
  + Weapon type. E.g sword, bow, ect.



A screenshot of a cell phone

Description automatically generated