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CMPT 220 Section 201

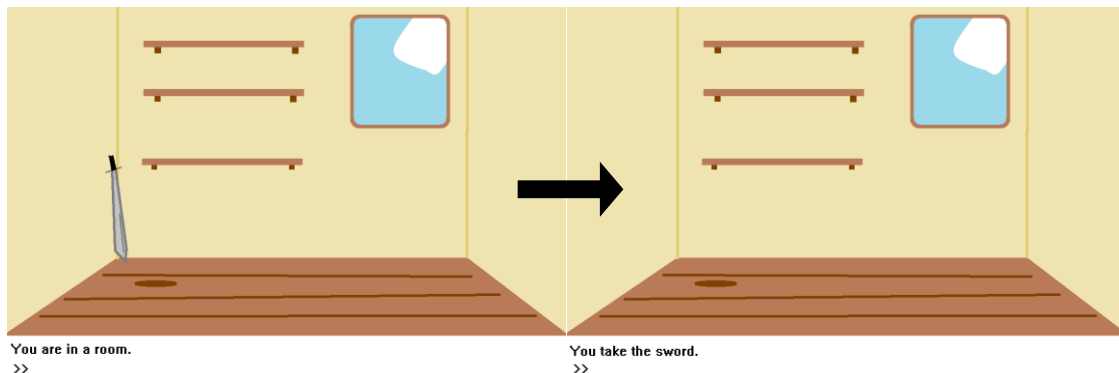
Dr. Rivas

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Project Proposal

For my project, I intend to make a short text adventure game. The program will be able to parse text input by the player in order to allow the player to interact with the environment. The game will have a set list of commands and will be able to understand multi-word commands such as “go north”, “open chest”, or “use key on door”. The program will also keep track of the game world, including the current state of environmental objects and the player's inventory. This will allow the program to keep track of what a player can do in the game. For example, nothing will happen if the player uses the command “use candle” if there isn't a candle in their inventory or in the room they are in. In addition, I plan for the game to display a visual representation of the current game environment, which will change as the player takes actions. For example, if there is a chest in the current location, it will be displayed, and if the player then opens the chest the image will change to represent that.

Mock Up:



Game Display

Display after changing the environment