**Text-Based Game**

High-Level Requirements

* Text-based adventure game
* Multi-player option where players may take turns (Single player or Two players)
* The backstory is given in the beginning of the game; it’s a quick few sentences that explain what happened and they’re prompted with what they want to do next; their destiny is in their hands
  + Backstory: you crash-landed on an alien planet and your ship is damaged, so you have to decide what’s best for your survival
    - Objective: repair the ship so you can get off the planet and that’s how you win the game
  + You will be given two or more options at each stage and each of your choices impact your gameplay and survival
* A main menu, which includes:
  + Options at any point during the game: (1) reset game, (2) quit
    - Type “quit” to exit the game or “reset” to
  + Options when the game ends: (1) play again, (2) quit
* Input validation
  + Users can’t select a number outside of the given options
  + Users can’t select a letter or alphanumerical option unless prompted to
  + Users can’t submit an empty space (“ ”)
* Gamification
  + Player has to collect 4 specific items in order to repair the ship
    - List that holds the entire inventory (in the ship) vs. the user’s inventory
    - Also, there are “parts” that can be used to make stuff
  + Player has a health bar that can decline based on wrong actions
    - Keep a variable that decrements based on dangerous/fatal moves
* Circumstances where the user loses
  + They used more than 30 moves
    - Keep a variable that counts/increments each move made
  + They hit a certain part and make the wrong move (they die or get stuck, etc.)

Low-Level Requirements & Miscellaneous:

* Preferably developed using C++
* Command line game
* Game works using keyboard input, rather than mouse clicks (which involves a UI)