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Software Development 1

04/9/17

Project 2 Milestone

For project two, I wanted to do something that interested me, which should be obvious to me. It took me some time before I finally figured out an idea that caught my attention. I thought back to different programs and such that I have used throughout my life. One app that I used play all the time was a text adventure game. It was such a simple concept but it was still a lot of fun to play. This is where I got my idea to make my own version. Most of these games were set in the past. I wanted to change this aspect up a couple of ways. The major change was that it was going to be a horror game. When most people think of horror, it normally goes with an image however I wanted to try and put fear into the player's from just words. This allows the players to have their own imagination and create the images that best suit them instead of the stereotypical horror images as not everyone is afraid of the same things.

Into the darkness will be the name of my program. At this point, the user will be asked for their name which will be saved for later. I plan on using the saved name for the outcome of the game whether the user succeeds and survives the night or dies in the process. This will be saved using a string and next input. The user will then have the option to pick from three different scenarios which will be separated by classes. The three scenes are the forest, abandoned mansion, and a graveyard. Each will have a different story and different objective. So far I have completed the abandoned mansion. For this scenario, the user is going in to find a rare piece of

jewelry only to find many troubles along the way like a killer who lives there as well other harmful and dangerous thing throughout the mansion. To make this, I used a series of many if else statements. The user will be given a description of what they would see. They would then be given two different options to choose from where it be going in the front door or the check around the back of the mansion as well as checking a jewelry box or continuing to the next room. With the combination of next inputs, if else statements, and loops, the user will get an indepth description of what is going on with their character and how their actions come with either consequences or benefits.

Having done the abandoned mansion part of the code, I still have to complete the two other scenarios. The code for the other two will be similar as it will contain next inputs, if else statements, and loops. As well as these components, I would like to figure out a way I can incorporate an array into these other two scenarios to make the program more complicated which would make for a better and more intricate game for the user. Depending of the choices the user makes, the game will either be short the more wrong decisions they make or long if they make wise decisions which will results in them surviving the scenario and winning the game. This is about everything that the game will consist of and will would make me happy with the final product.

Player
String: username
User()

Adventure
Moves: double
userMoves() numOfMoves()