

## Process Work:

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### Assignment 1: Interactive Terminal Project C#

**Concept:** A Player embarks on a quest to find a relic/artifact to diminish evil of a sort. Player must navigate through locations to gather items and make choices for their journey.

**Objective:** Retrieve relic/artifact  
**Secondary objective:** Choose between X and Y  
Game Win Game Lose

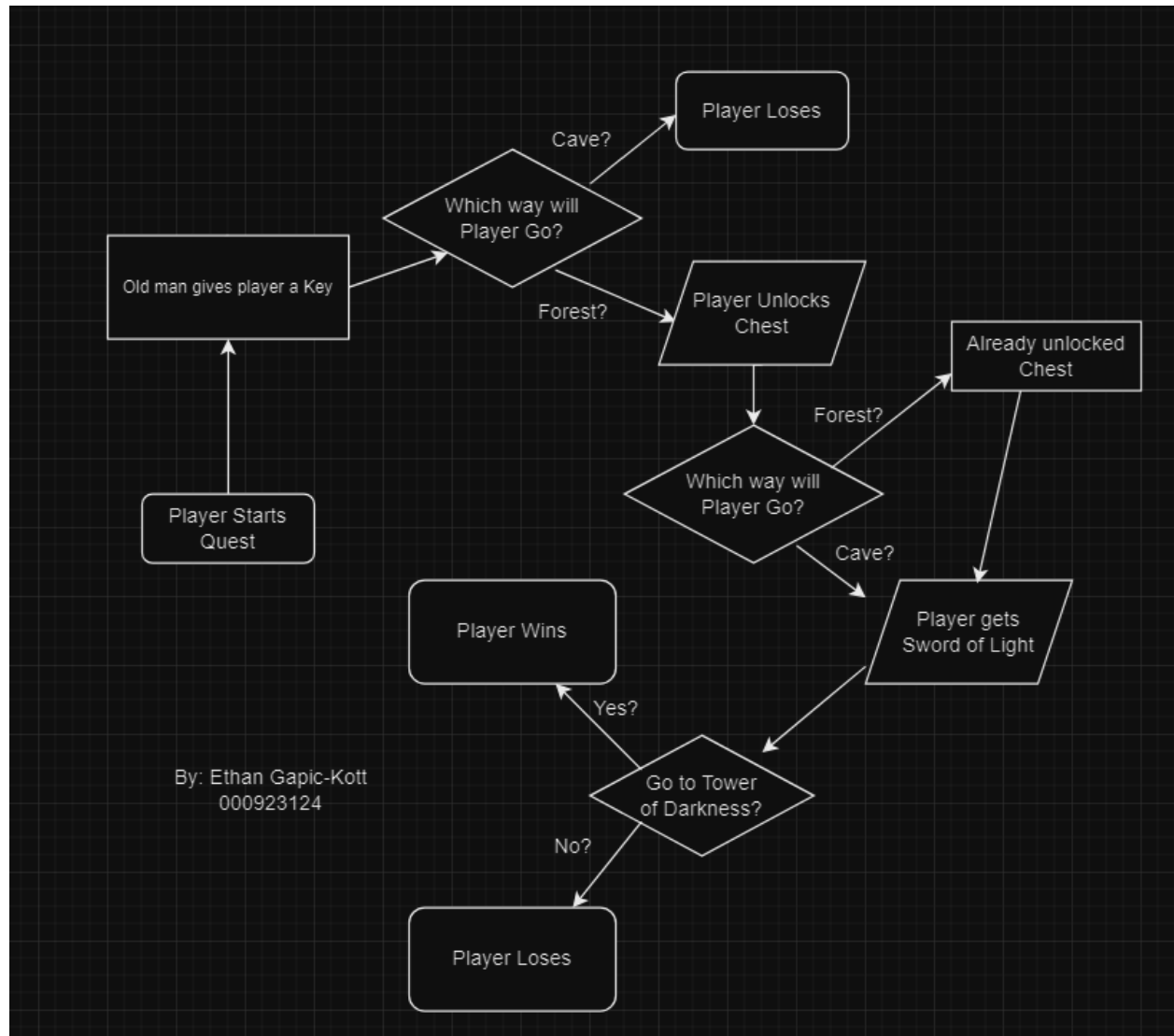
**Mechanics:**  
Player enters their name  $\rightarrow$  Affects Dialogue  
Player talks to a person to receive a quest/item

**Exploration:**  
The player can choose to explore sequential locations impacting the story

**Scenarios:**

Var:

- 1.) Talking to an old man for a quest/item  
bool. TalkedToOldMan (This tracks if requirement is met)
- 2.) Player explores an area to find an item, Paired With item received by old man (key and chest)
- 3.) The paired item creates an essential item for continued exploration (torch to ward darkness)
- 4.) Player can access new location with the item found
- 5.) Player has found something in new area and can decide between saving old man or not

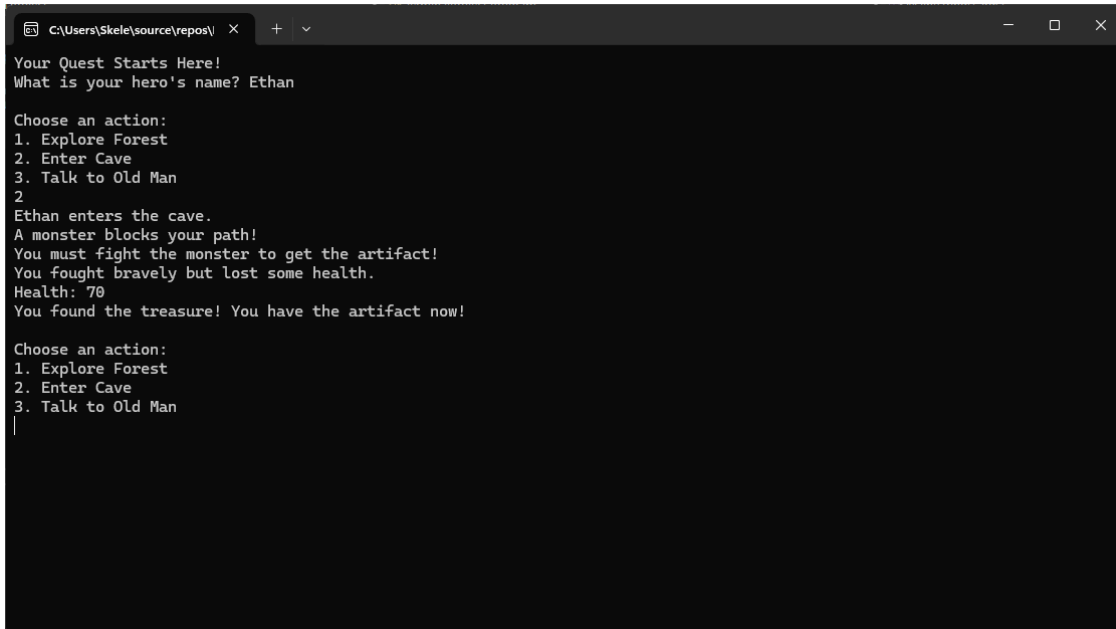


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Starting off, I eventually ended up changing my mind on the player Losing the game from Entering the cave instead of the forest. I decided that "The cave is too dark to enter" Was a better solution rather than ending the game entirely.

While creating this program I've encountered many errors and changes within my code:  
I went for a style of creating an entity such as a monster for the start. (Creative design choice)

The player has a health system such as  
int health = 100; which gets decreased  
health -= 20; once the player fights a monster.  
Console.WriteLine("Health: " + health);

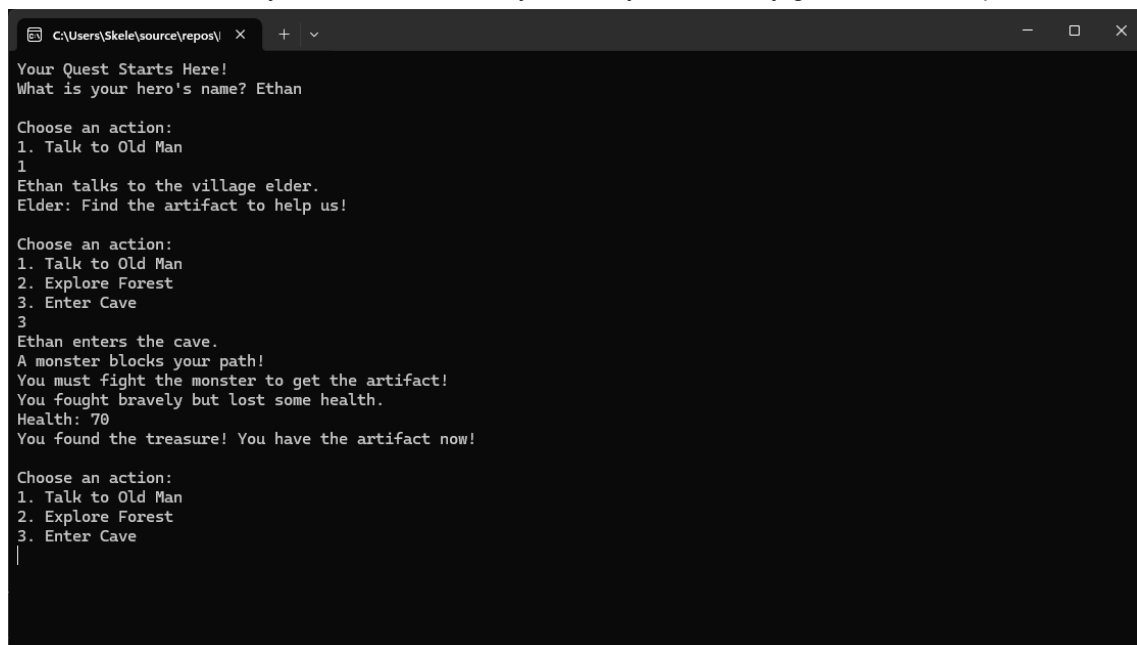


```
C:\Users\Skele\source\repos\ X + v
Your Quest Starts Here!
What is your hero's name? Ethan

Choose an action:
1. Explore Forest
2. Enter Cave
3. Talk to Old Man
2
Ethan enters the cave.
A monster blocks your path!
You must fight the monster to get the artifact!
You fought bravely but lost some health.
Health: 70
You found the treasure! You have the artifact now!

Choose an action:
1. Explore Forest
2. Enter Cave
3. Talk to Old Man
|
```

The story didn't force the player to talk to the Old Man and I wanted the player to have to talk to him in order to actually understand the story of "Okay, What is my goal within this quest?"



```
C:\Users\Skele\source\repos\ X + v
Your Quest Starts Here!
What is your hero's name? Ethan

Choose an action:
1. Talk to Old Man
1
Ethan talks to the village elder.
Elder: Find the artifact to help us!

Choose an action:
1. Talk to Old Man
2. Explore Forest
3. Enter Cave
3
Ethan enters the cave.
A monster blocks your path!
You must fight the monster to get the artifact!
You fought bravely but lost some health.
Health: 70
You found the treasure! You have the artifact now!

Choose an action:
1. Talk to Old Man
2. Explore Forest
3. Enter Cave
|
```

Once the player talks to the Old Man, The player can just go into the cave and win gaining the artifact without the forest even being used, I wanted a prerequisite for each of the locations to be used within this code and decided to have the old man give something to insight to the player, They must go into this location for a reason.

I eventually decided to backtrack and remove the health bar system and monsters altogether because it didn't make much sense to me if the player loses 30 health each time they fight an enemy, they can just survive and there is no point in it.

If I added a random integer for fighting a monster for how much damage it does, The player could just lose the game without even playing which led me to its removal.

I added a prerequisite that the old man gives a chest and the player must find a key, making the Old Man an important part of the story

```
C:\Users\Skele\source\repos\ X + v
Your Quest Starts Here!
What is your hero's name? Ethan

Choose an action:
1. Talk to Old Man
1
Ethan talks to the village elder.
Elder: I have a special chest for you, but it is locked. You need to find the key.

Choose an action:
1. Talk to Old Man
2. Explore Forest
3. Enter Cave
|
```

I later revamped this by making the old man have a key to a chest (chests usually found buried or hidden in locations) so the story made more sense to a typical RPG game.

Then I ran into another problem, The Forest and Cave are unused, I wanted the Forest to be entered by the player and have a chest in which the key from the Old Man unlocks the chest so the player can go into the cave.

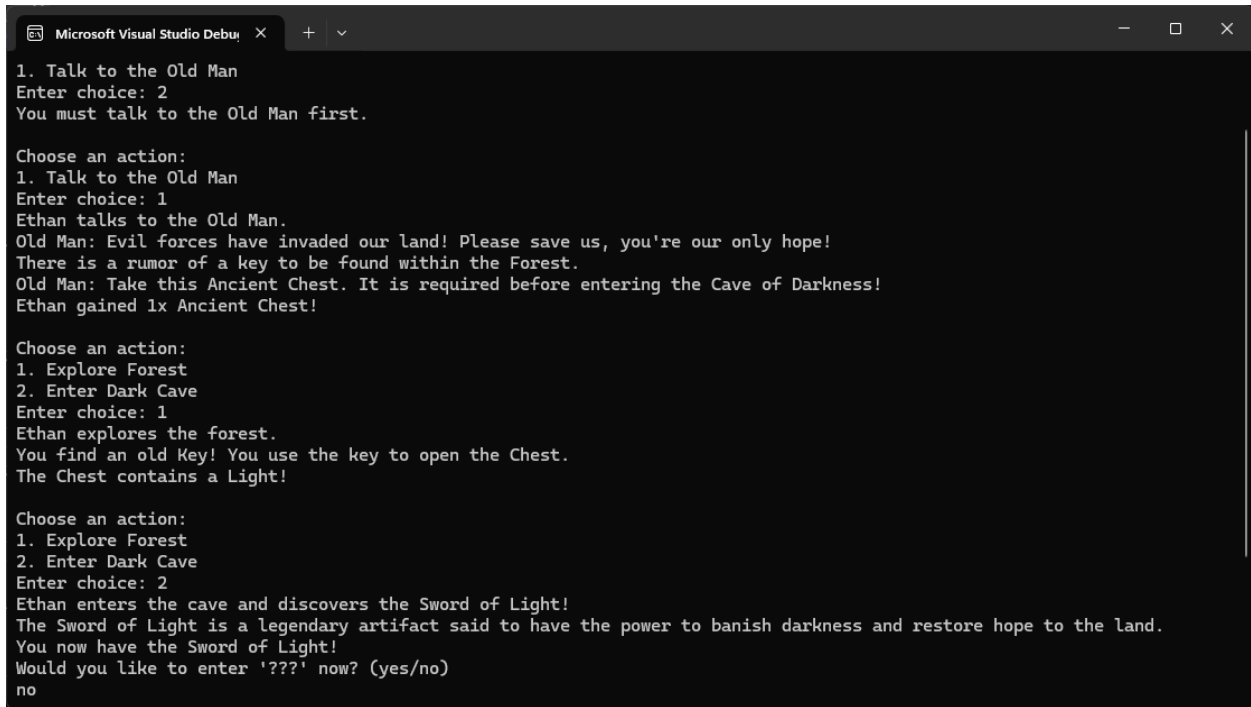
```
Ethan opens the chest with the key.
Inside the chest, you find a magnificent treasure and a glowing light.
You can now enter the cave with the light.

Choose an action:
1. Talk to Old Man
2. Explore Forest
3. Enter Cave
3
Ethan enters the cave, guided by the glowing light from the chest.
Congratulations, Ethan! You have completed your quest!
```

The problem is, the player just wins after entering the cave. I forgot to add any artifact or goal or to the game after the removal of the health bar/monster system.

I ended up adding an area called ??? which the player could enter to have a Win/Lose condition for the game to achieve the artifact.

I also noticed that the text blocks are super condensed and close together and extremely hard to focus once the text pops up.

A screenshot of a Microsoft Visual Studio Debug Console window. The window has a dark background with white text. The text shows a sequence of game events: a prompt to talk to an old man, a choice of 2, a message that the player must talk to the old man first, a choice of action (1), a dialogue with the old man about evil forces and a key, a choice of action (1), a message about exploring the forest and finding a key, a choice of action (2), a message about entering the cave and finding the Sword of Light, and a final prompt asking if the player wants to enter '???' now, with the response 'no'.

Using this information I added `\n` to each of the `Console.WriteLine` instead of (“Choose an action:”); it is now (“\nChoose an action:”); to make it easier for the player to read on-screen text messages.

Finally, I added that the old man seeks the player's help for a named artifact called “The Sword of Light” which prevents darkness from spreading. The player is forced to talk to the old man who seeks their help and hands them an Ancient Key, Requiring the player to enter the Forest to open the Chest to venture through the Dark Cave.

After obtaining the Torch from the chest, the player finds the Sword of Light which then poses 2 different options, Entering the “???” place which is now the Tower of Darkness.

```
C:\Users\Skele\source\repos\ X + v - □ X

Choose an action:
1. Talk to the Old Man
Enter choice: 1

Ethan talks to the Old Man.

Old Man: Evil forces have invaded our land! Please save us, you're our only hope!

There is a rumor of a Chest to be found within the Forest.

Old Man: Take this Ancient Key. It is required before entering the Cave of Darkness!

Ethan gained 1x Ancient Key!

Choose an action:
1. Explore Forest
2. Enter Dark Cave
Enter choice: 1

Ethan explores the forest.

You find an Ancient Chest! You use the key to open the Chest.

The Chest contains a Torch!

Choose an action:
1. Explore Forest
2. Enter Dark Cave
Enter choice: |
```

```
2. Enter Dark Cave
Enter choice: 2

Ethan enters the cave and discovers the Sword of Light!

The Sword of Light is a legendary artifact said to have the power to banish darkness and restore hope to the land.

You now have the Sword of Light!

Would you like to enter the Tower of Darkness? (Yes or No)
```

Saying No causes the player to venture deeper into the cave and eventually succumbing to the darkness.

```
You chose not to enter the Tower of Darkness. You decide to explore further into the cave.

Ethan wanders deeper into the cave, but the darkness closes in...

The darkness consumes the land, and hope is lost.

You have lost the game.
```

Entering the Tower the player uses the Sword of Light to repel darkness and win the game.

```
Ethan enters the Tower of Darkness.

As you step inside the Tower of Darkness, you feel the power of radiance flowing through your body.

With the Sword of Light, you repel even the darkest corners of the world.

You have completed your quest.

Hope is now restored thanks to you!

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