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Test-Based Adventure Game

The project is a text-based adventure game that lets the player advance the game through a series of options that they can choose from. These options will be lay out and the player will be able to select the option they want by selecting the number of that option. This input will trigger an output that will be calculated randomly so there will be a sense of risk and reward for the player. The game world will also change according the choices that the player makes. This means that the player will be able to keep track of what they can do in the game world such that if the player were to find a key that unlocks a certain door, that door will be permanently unlocked once the player opens it with the given key. The game will display a visual representation of the current environment within the game, which will also change depending on the player's actions. For example, if there is a key in one corner of the environment, once picked up, that key will no longer be display at that location. Currently, my plan for the objective of the game is to find the final dungeon chest, which will be located at the end of the dungeon. The player will have to go through a series of tasks involving killing monsters, avoiding traps, and solving puzzles. There will be items that will aid the player along the way such as health potions, special keys, weapons, and armor. There will also be a levelling system within the game for the player as well as the monsters. This levelling system will make it clear to the player whether or not they are heading towards the right direction (if the monster's level is too high then it would make sense for the player to look for other passages instead).