Win condition:

The win condition that we decided to go for was that the player needed to collect about 10 surveys to complete the game. The game randomly decides whether you need 9 or 10 surveys. You gain a survey for defeating a student, by answering their questions correctly. If you need 10 surveys, you must fight the final boss, which is a higher difficulty fight. Once you have met the win condition, the game is finished, and you get the win paragraph appear, describing what happens to you at the end of the game.

Why you should buy the game:

You’ve now seen what makes our game stand out from the rest of the text based games. We have 3D graphics that add to the immersion of our game, and spurs on the imagination. Our unique storyline is a new twist on your average text based game, with our turn based combat making the fights tense, but simple. Anyone can pick up the game and play it, you don’t need any previous game experience to finish this game.

Opening:

Hello there. We are Team 6 and today we are proud to present to you our text based game, \*\*Neo says the Greek for the game\*\*, which translates to Survey Quest. We have put a lot of hard work and thought into this game to make it the best that we possibly could. We have included 3D graphics to some aspects of this game, however it is still a text based game at its core.