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Introduction to Programming SP21

Adventure Game

Submarina

## A Short Adventure game that mainly focuses on “exploration”

# Overview

The overall goal of the game is simple. You are the only one that is present throughout the whole game and you must find a way out because your world is literally an Aquarium. There are notes scattered through out the game for you to read, but there are mainly three notes that you need to collect in order to find out about the exit. You start in a submarine and move in a grid map. I’d have a lot more but the game would be running for more than five minutes if I added in more. Additional Info can be found in Visual Studio Solution file.

# Items

Notes – They’re what gives you context about the world and will give you hints to where you could find the goal. Side notes can be randomly found when you’re exploring in the map while key notes can only be found within marked areas on the map. You can read the contents of them in your inventory. Key items are marked with (!).

The Artifact – A less obvious key item that can only be obtained the same way side notes are obtained. It should be more rare to find than side notes.

# Game

You need to be constantly moving and exploring to get to your end goal. You start off creating your character and go through a text-adventure introduction. Afterwards you are in the game where you have a menu system and a map that displays your location. You can move your submarine with arrow keys. There are four key items you need. Three notes, each from each marked area, and the Artifact to be able to end the game. Each time you move on the map, the game generates a random number that determines if you should encounter the Artifact or a side note. When you get the three notes, a secret area opens up but still does not show on the map. You must refer to the notes. But even then, when you arrive at the secret area, you still need the Artifact in order to complete the game. At the end of the game, the game tracks how many times you moved and how many times have you explored in each area, and your inventory. If you decide to leave the game before completing it, your character gives up basically. If you win, you will have escaped the aquarium.