

WanderBits

A simple text-based adventured game.

Goal

The goal if this task is to demonstrate software design skills by creating a text-based interactive adventure game.

Objectives / Requirements

- The application is to be based upon a generic game engine
- The game content is to be defined via external config files
- The config files must be formatted such that a non-expert casual user could create their own content
- The game world must consist of multiple rooms through which the user may travel
- The user must be able to interact with the game by typing commands and receiving a response:
 - navigation, e.g. go north
 - introspection, e.g. inspect room
 - action, e.g. pick up crowbar
 - help, e.g. help go
- Do not rely on external libraries for fundamental game features