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CMPT 220  
Project Proposal

### Application Project

I will be making a text adventure game for my project. The game will require you to escape the room. The game will look like a grid, imagine a tic-tac-toe board for instance. Each space in the grid will be a different room and will have different surprises in each. Some surprises will be helpful and aid you towards your escape and some surprises may spell game over right there. After you have searched the rooms carefully, you need to try to escape the room. The resources you find will help you along the way. You may find items such as food, water, weapons, clothing, or something far worse. The game will require you to be very careful with your decisions. You can peak in each room but you will not see every resource in the room. You may find something that could end the game right there, or you may find the most valuable item in the game.

Once the rooms have been searched (you may choose to skip some rooms if you desire), you need to figure out the puzzle. The rooms contain key items that are vital to your survival. These items can be used to unlock items in other rooms, but you must be careful because you may not know what lies ahead in other rooms you have not checked. After you have found all of the keys to unlock the different items in different rooms, you need to escape. The board may change after certain items have been found. For example, if you find a key, the room that could end the game for you with the surprise in it could change locations. The user will need to use their wits and figure out what to check and how to check it. You can only hold a certain number of items so you need to pick your items to carry wisely.

The game will be quick if you play wisely, but it can also end in a second. The user needs patience and hopefully will have a fun time playing.