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### Project Proposal: "A Rose By Any Other Name"

For my project, I have decided to do a text-based adventure game called "A Rose By Any Other Name." This is a play on words as the protagonist's name will be Rose. This game will provide the user a description of their surroundings and allow them to interact with objects in the room. Classic commands will be included, such as "examine," "take," "drop," and "look," as well as some unique ones, such as "talk," "accept," and "decline." I hope to incorporate a few puzzles, which will be challenging but also fun to code. The plot is still being developed, but I hope to set it at a court in the medieval ages and center it around the protagonist, Rose, and her choices. This is because I hope to involve some level of court intrigue, as this will add a whole other layer to the game. I hope to create different scenarios as well. For example, when you launch the game, you will be able to select "noble," "commoner," or "street rat." This will create difference in the plot, but the story will end the same way regardless of which origin you choose. This could prove challenging, as I will have to adjust dialogue accordingly, but I also think it will be fun and will allow the player customization in their character. I hope to include a lot of options for the player throughout the game and have their choices greatly influence the plot. As for the layout of the game, I plan to code the game by making each "room" a function and adding the different interactions for each specific "room." For example, if the "room" is the courtyard and there is a chest with a key inside, the player will be able to type "open chest," which will provide the description of what is contained in the chest, followed by "take key" to add the key to their inventory. I will make variables such as score and inventory global this way they can be added to at any point. Overall, I am very excited about this project and am confident it will be equal parts challenging and fun.