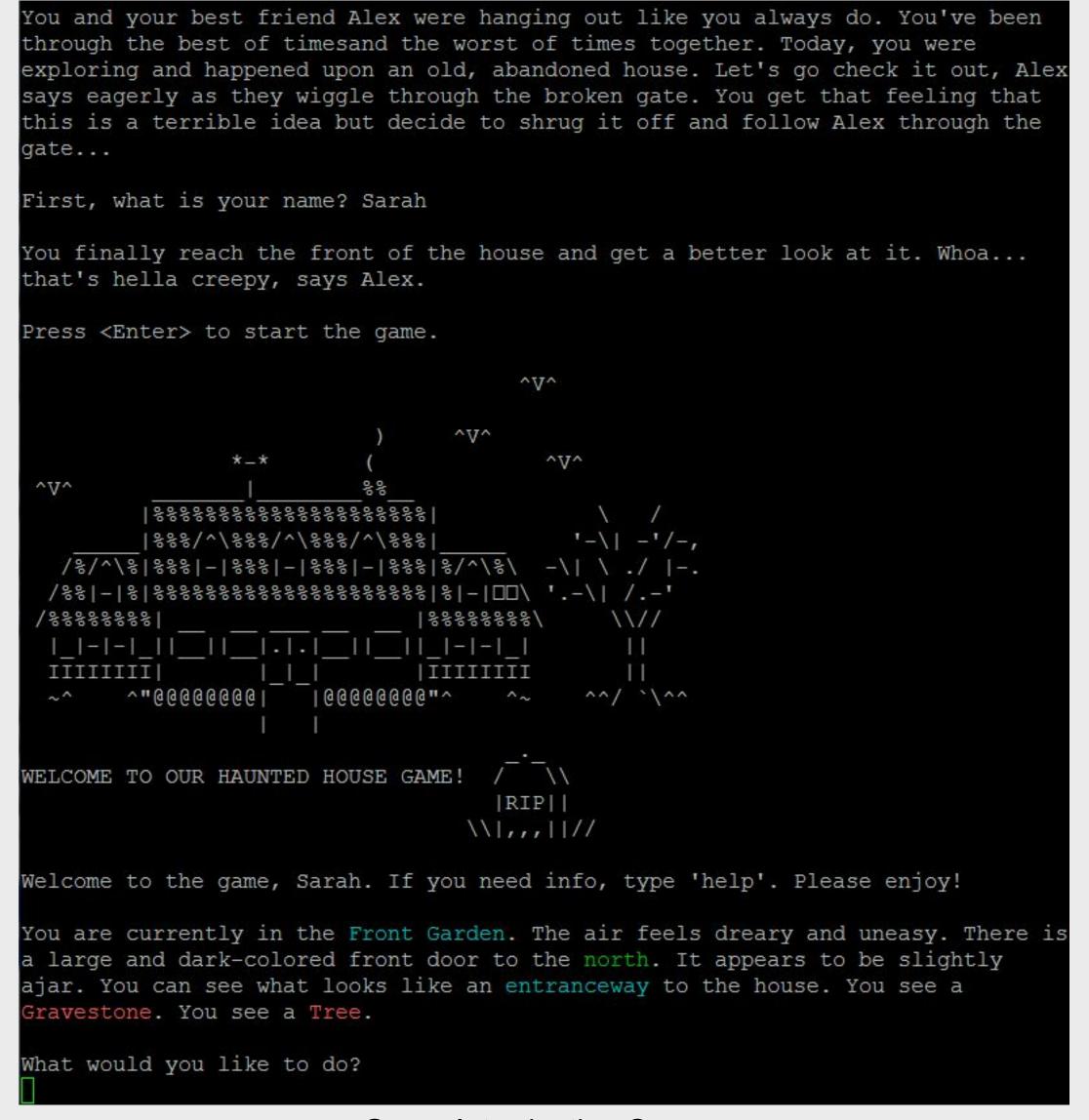
CAPSTONE PROJECT: FEELIN' ROOMY

A text based adventure game that lets users explore a haunted mansion, trying to unravel its past and save their best friend.



Game Introduction Screen

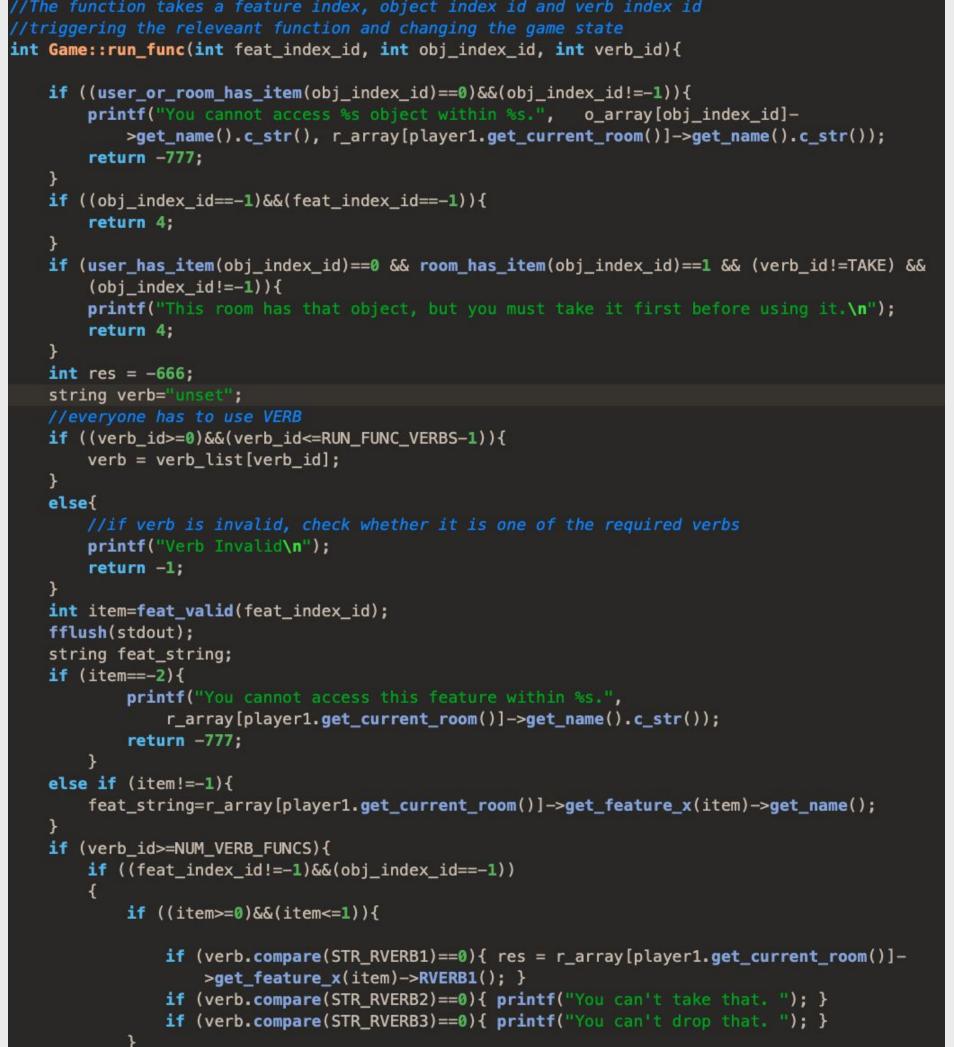
```
at would you like to do?
A gray, dreary gravestone with vines covering the name of the deceased.
Something shiny glints on the ground behind the gravestone. What is it? A weapon
 f some sort? A dagger?
What would you like to do?
take the weird dagger
INVENTORY:
 he silver dagger resonates with power as you pick it up. You look over the
 ncient runes inscribed into the handle. You feel a sense of strength and
 onfidence as you hold onto it.
What would you like to do?
ook at the tree
A large, gnarled, black tree without a single leaf. It seems to be as tall as
 he second floor. The branches appear to poke directly into the open window of
 ne second story.
What would you like to do?
 t the tree
   e cannot be eaten
What would you like to do?
attack tree with dagger
 ou have attacked with the Dagger. The tree shakes and suddenly its face comes
 live. You see a menacing face, and it looks angry. Actually, it looks really
 eally angry. Your last word escapes your lips... oops. The tree swallows you
  -----You have died.----
 aving game to file named Sarah40675...
Game saved successfully.
Available save files:
 ease type the name of the saved file you wish to load.
```

Language processing and gameplay example. Oops.. that didn't work out so well.

Room Map Map of 15 rooms. · All rooms beyond the Entranceway are dark and requires a Rooms are colored to indicate that they are on the same floor of the house. . There is a hidden path from the Library to the Attic, and a visible entrance to the attic from the Master Bedroom. Crypt Bathroom Use Chalice to Proceed Master Guest Bedroom Upstairs Hallway Bedroom Attic Basement mmmm ℓ Conservatory Dining Room Front Garden (Start)

DESCRIPTION

- The theme of the game is a mild horror with occasional creative tints of comedy and silliness. For comparison, the theme can be closely compared to the board game Betrayal at House on the Hill. Using thoroughly written and descriptive text, the user should be able to use their imagination to envision the adventure that the words describe.
- From the perspective of the player, our game objective is to instill a bit of suspense and excitement in the player and to motivate them to interact with the features in each room as they are driven by the story goal of saving their best friend. The user will find that they are able to gain clues and information as they interact with room features and objects.
- The game is implemented in C++ and uses object-oriented design practices. It runs entirely in the command line interface.
- The game features multiple endings and additional story-based sidequests.
 Players who are extra thorough in their gameplay will find hidden features throughout.



Game code showing main function distributor



HIGHLIGHTS

- The house is haunted and dangerous, but not everything is out to get you. Is there more to the to the house's story?
- 15 rooms to explore, 30 features to interact with, and 8 objects that the player can pick up and use in various ways!
- Players can read, smell, use, eat, play, open, speak, give, climb, and attack features and objects, often with unexpected results.
- Players can save their game and load previous game save files.

TEAM MEMBERS

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