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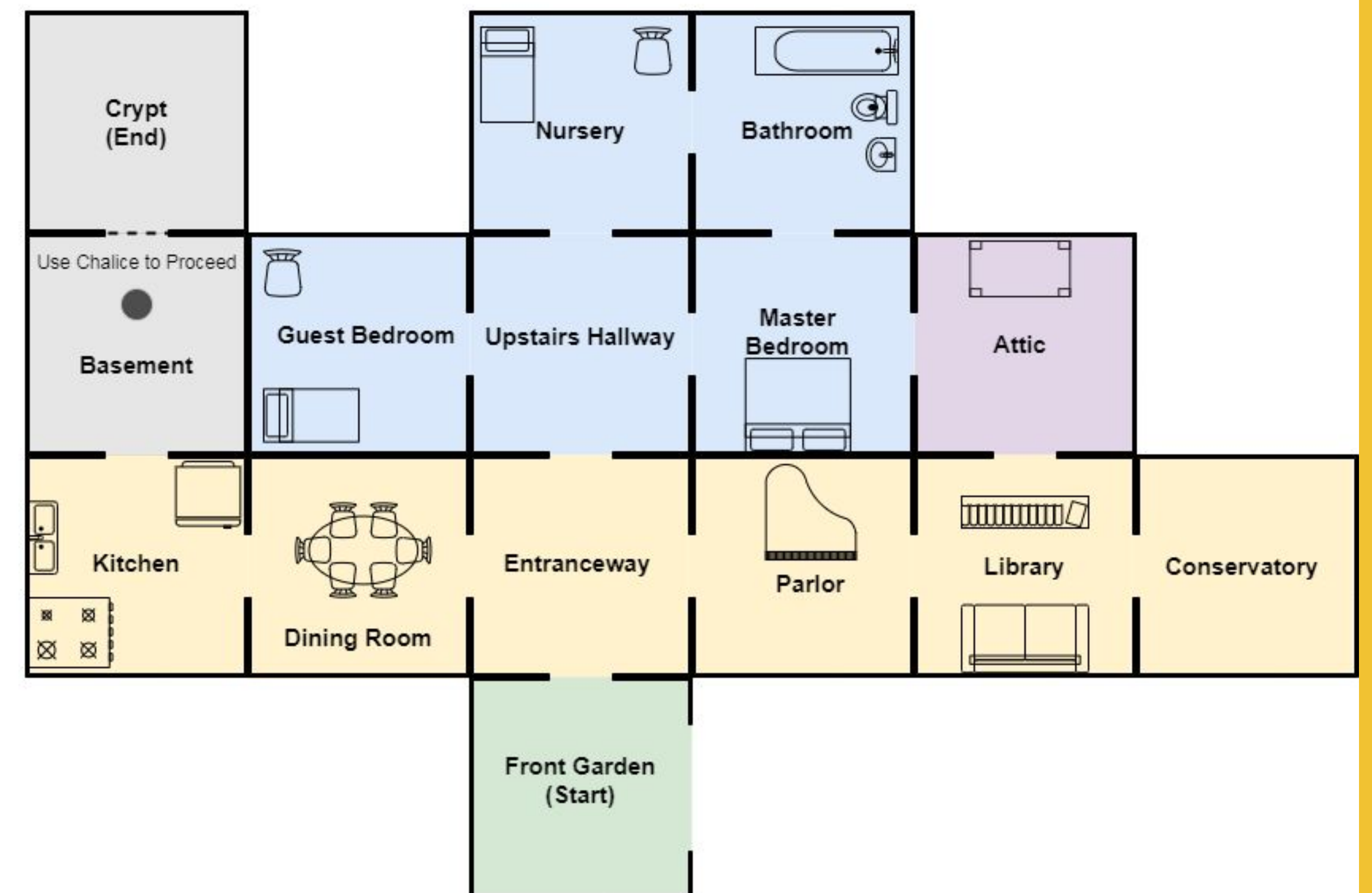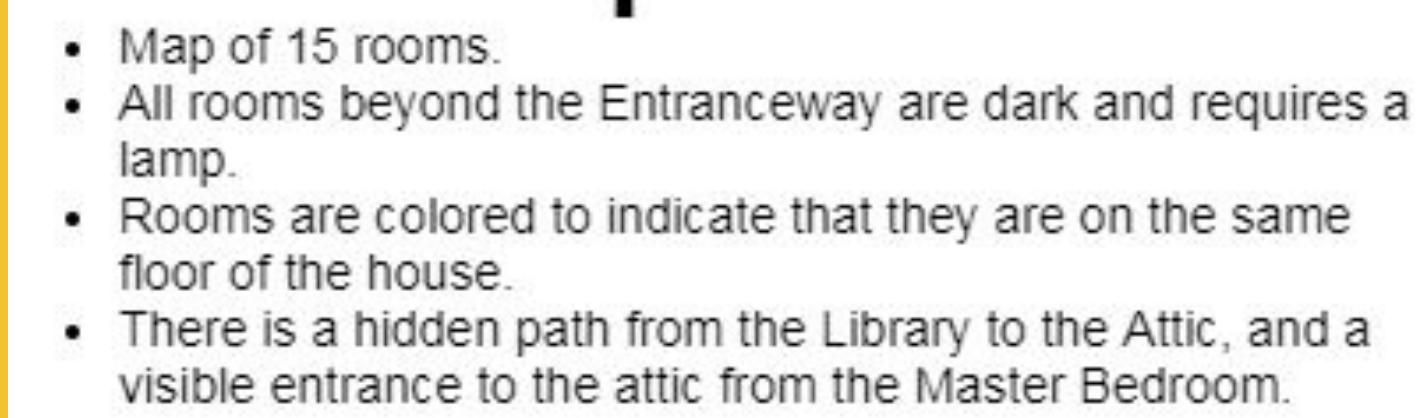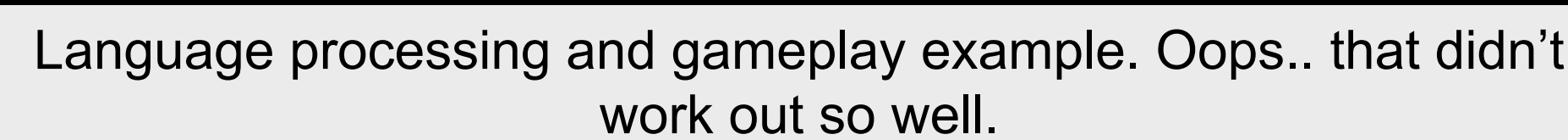
A text based adventure game that lets users explore a haunted mansion, trying to unravel its past and save their best friend.

Game Introduction Screen

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 lamp.
- 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.

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

Oregon State University

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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