

NAME

kordquest - a simple text adventure written in Java

SYNOPSIS

javac kordquestRunner.java && java !:1

DESCRIPTION

KordQuest is a simple text adventure written in Java. The player starts the game in a small house on a hill, with a townspeople who will explain the adventure. The game is not very long, so there is **no save functionality** built in. The only way to retain progress is to keep the game running.

PLAYER'S GUIDE

The goal of the game, as explained by Dungarth in the starting area, is to defeat the evil sorcerer Kord at the top of Grand Mountain. If you die along the way, you must restart the game.

PLAYER COMMANDS**north**

Move north.

south

Move south.

east

Move east.

west

Move west.

attack

Attack an enemy in the area.

interact

Interact with objects in the area.

AUTHOR

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SEE ALSO

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